



NASEF
NORTH AMERICA SCHOLASTIC
ESPORTS FEDERATION™

Winter 2019 League of Legends® High School Scholastic Tournament Rules

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INTRODUCTION

The North America Scholastic Esports Federation™ (“NASEF”) is hosting its third annual tournament, The Winter 2019 League of Legends® High School Scholastic Tournament (“Tournament”, “competition”), between high schools and community-based organizations who have registered and qualified for the Winter 2019 Season. These Winter 2019 League of Legends® High School Scholastic Tournament Rules (“Rules”) apply to each of the teams who have qualified to play in the Winter 2019 NASEF season, including their Players (“Players”), team managers, staff members, and other employees (“Club”). These Rules serve as a contract between Players, Clubs, and NASEF and its affiliates involved in the operation of the Tournament. These Rules govern the competitive play, competition eligibility, team management and roster rules, player conduct, tournament structure & schedule, match process, and other binding terms. All Players and Clubs (“Participants”) must read and agree to these Rules before opting in for competitive play or supporting their competitive team.

This set of standardized rules will ensure fair gameplay and a level playing field among all teams. Teams that advance to the NASEF finals (“Tournament Playoffs”) for each season will be subject to additional rules relevant to live gameplay.

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NASEF will designate representatives to assist with “Tournament Administration”. These Tournament Administrators (“TAs”) will implement and enforce these rules and serve as the point of contact for “Participants”. The League Operations Coordinator (“League Ops”) will oversee all Tournament logistics, gameplay, and any and all other aspects regarding competitive play.

For questions and concerns regarding the rules, please contact us via email at rules@esportsfed.org.



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1. ACCEPTANCE OF OFFICIAL RULES

1.1 Acceptance.

All Participants must agree to these Rules to participate in competitive play. To accept these Rules, your Club's General Manager ("GM") must opt-in for competitive play on the GM Portal located on the NASEF website. Participation may include spectating, coaching, and any activity surrounding competitive play in the Tournament.

1.2 Rule Changes and Enforcement.

This set of Rules will evolve and change over time to keep with the pace of the rapidly changing and relatively new esports industry. NASEF may change or amend these Rules at any time; and will provide sufficient notice to all Participants when changes are made. Participation in the competition constitutes acceptance of the Rules.



2. COMPETITION ELIGIBILITY

2.1 Club Eligibility

All high schools and community-based organizations located in North America, including the United States, including its territories, Mexico and Canada are eligible to sign-up to become a “Club” within the North America Scholastic Esports Federation (NASEF).

2.1.1 High Schools

2.1.1.1 United States. High schools serving grades 9-12 private, public, charter, college-preparatory, homeschool, and virtual recognized by their State Board of Education.

2.1.1.2 U.S. Territories.

2.1.1.2.1 American Samoa, Guam, Northern Mariana Islands, United States Virgin Islands. High schools serving grades 9-12 can be private, public, charter, college-preparatory, home, and virtual schools recognized by their Board of Education.

2.1.1.2.2 Puerto Rico. Upper Secondary School serving grades 10-12. They can be private, public, charter, college-preparatory, homeschool, and virtual recognized by their Board of Education.

2.1.1.3 Canada. High schools serving grades 9-12. They can be public, private, at-home education, English or French schools recognized by their province.

2. COMPETITION ELIGIBILITY

2.1.2 Community-Based Organizations

2.1.2.1 United States. According to 20 U.S.C.A § 7801(6), the term “community-based organization” means “a public or private nonprofit organization of demonstrated effectiveness that is (1) a representative of a community or significant segments of a community; and (2) provides educational or related services to individuals in the community.”

2.1.2.1.1 Examples. Examples of community-based organizations may include but are not limited to:

- Public libraries
- Youth development programs (Girl Scouts, YMCA, Boys & Girls Clubs, 4-H, etc.)
- Faith-based organizations (churches, synagogues, etc.)
- STEM rich institutions (museums, planetariums, etc.)
- Associations (Institute of Electrical and Electronics Engineers, Community Nonprofit Associations, etc.)

Public and private nonprofit organizations are subject to section 501(c)(3) of the Internal Revenue Code. (26 U.S.C.A. § 501(C)(3).)

Community-Based Organizations serving students in grades 9-12 are eligible to participate.

2.1.2.2 Canada. According to Government of Canada, registered charities are charitable organizations, public foundations, or private foundations that are created and resident in Canada. In addition, non-profit organizations are associations, clubs, or societies that are not charities and are organized and operated exclusively for social welfare, civic improvement, pleasure, recreation, or any other purpose except profit.

Both registered charities and non-profit organizations are eligible to participate.

2. COMPETITION ELIGIBILITY

2.2 Student Eligibility

- 2.2.1 Enrollment Status.** Players must be enrolled in at least 20 semester units of work at a participating High School as defined in the Club Eligibility guidelines, or the equivalent credits or units to qualify as a “full-time” student. Players must be in ninth, tenth, eleventh or twelfth grade.
- 2.2.2 Academic Standing.** Players must be in good academic standing as determined by their school administration. However, all Players must meet the average GPA requirement of 2.0 or above during the previous grading period preceding their participation, as determined by NASEF.
- 2.2.3 Citizenship Standing.** Players must maintain satisfactory citizenship during previous grading period at a high school or has good standing at their community-based organization (ex. no N or U).
- 2.2.4 Riot Disciplinary Status.** Players may not have any current disciplinary suspension from Riot-affiliated competitions.
- 2.2.5. Eligible LoL Account.** Players must have a League of Legends (LoL) account in good standing and eligible for games in order to compete. To obtain eligibility, players must reach level 10 in the game. Players must use the same account for the duration of the NASEF season. Players may not change their Summoner name without permission during the competition.
 - 2.2.5.1 Main Accounts.** For this tournament, players must use their main League of Legends account. Your main account, for this purpose, is defined as the account in which you have the highest rank or most play time. Players hiding their main accounts may face repercussions and penalties at the discretion of the Tournament Administration.
- 2.2.6. No Riot Employees.** Team Members may not be employees of Riot Games Inc. (“RGI”) or North American League of Legends Championship Series LLC or any of their respective affiliates at the start of or at any point during any phase of the Season. “Affiliate” is defined as any person or other entity which own or controls, is under the ownership or control of, or is under common ownership or control with, an Owner. “Control” shall mean the power, through any means, to determine the policies or management of an entity, whether through the power to elect, appoint or approve, directly or indirectly, the directors, officers, managers or trustees of such entity or otherwise.

2. COMPETITION ELIGIBILITY

2.3 Verification of Eligibility

2.3.1 General Manager Portal. The General Manager Portal (“GM Portal”) serves to assist the General Manager with keeping track of Club members, Tournament rosters, and general Club information. Club and Student Eligibility will be verified through the GM Portal. Each Club’s General Manager is responsible for ensuring that all respective Players meet student eligibility requirements before submitting a Club’s Active Roster for competitive play.

2.3.1.1 Students who attain “ACTIVE” status on the Club Roster located in the General Manager Portal are eligible for competitive. Students who have a “PENDING” status on the Club Roster are ineligible for competitive play.

2.4 Summoner Name Restrictions

2.4.1 Summoner Names (“Player Names”) and Team Names may not contain: vulgarities or obscenities; LoL champion derivatives or other similar character names; or derivatives of products or services that may create confusion. These restrictions will be applied solely at the discretion of NASEF officials.

2.4.2 Player names may not include a sponsor name.

2.4.3 Player names may not include a product name or description.

2.4.4 Player names may not include any words that are purely commercial.

2.4.5 Player names must comply with these Rules.

2.4.6 NASEF has the right to request a Player name change for any reason, not restricted to the above.

2.4.7 Name Approval

2.4.7.1 NASEF officials reserve the right to modify all Team Tags, Team Names and Summoner Names. NASEF officials have the ability to modify a Team Name if it does not reflect the standards sought by the NASEF officials. A Club, Team or Player will be notified by a NASEF official if their name does not meet the standard, and the Team will be allowed to change its name.

2.4.7.2 Players are permitted to change their Player Name during the season, upon notifying and receiving approval by NASEF officials. If a Team advances to Tournament Playoffs, they will not be allowed to change their Player Name after a deadline imposed by NASEF officials.

2. COMPETITION ELIGIBILITY

2.5 Sponsorships

Teams are able to acquire and represent sponsors so long that they follow the guidelines laid out by their school and district administration or Community-Based Organization leadership as well as the guidelines below. Additionally, Teams may not acquire “title sponsors,” as Teams will solely be represented by their High School name and a unique Team logo without additional branding.

2.5.1 Limited categories of sponsorships. If the sponsor falls under the ensuing limited categories then the sponsorship may not be displayed by the Players during the use or play of the Tournament, adjacent to NASEF related material, NASEF, or any NASEF-affiliated events. The NASEF officials have the ability to update the category list at any time. The following is a nonexclusive list of limited sponsor categories:

2.5.1.1. Gambling Websites. Defined as any website that aids or abets the wagering of funds on a sporting/esporting event and/or allows for the wagering of funds in casino games including poker.

2.5.1.2. Non-“over-the-counter” drugs.

2.5.1.3. Account sharing, account boosting and skin-selling websites.

2.5.1.4. Firearms, handguns, or ammunition providers.

2.5.1.5. Websites displaying or related to pornographic imagery or products.

2.5.1.6. Tobacco, smoking, or vaping products.

3. TEAM MANAGEMENT AND ROSTERS

3.1 Roster Size.

Teams will be required to have at least five [5] and no more than eight [8] eligible Players (“Active Roster”) on its roster at all times. There are no restrictions on position or designation of starter or substitute. These players are collectively referred to as the Active Roster.

3.1.1 Eligibility. All Players on a team must attend and represent the same Eligible Club. General Managers must represent the same Eligible Institution that the Club is housed under.

3.1.2 Number of Teams. Schools and community-based organizations may have up to two (2) teams represent them in the Tournament.

3.1.3 Community-Based Organization Teams. Students may attend different high schools and be on the same Team if that Team represents a single Community-Based Organization.

3.2 Roster Listing.

The Active Roster will be shared publicly on an official competition website, including their Summoner Name, first name, and last initial, to be shared publicly with teams. The Active Roster on that website will be updated upon proper filing of documentation. Once an acquisition is confirmed, the acquisition will be placed on the website. The Active Roster on that website will be considered the most up-to-date roster that could be applied within a reasonable time. Roster eligibility is still at the discretion of NASEF officials.

3.3 Team Positions.

All teams must be comprised of Players and one designated General Manager. A team may include an additional team staff member. Players, General Manager and staff are collectively referred to as a Club.

3.4 General Manager. Each team must have a designated General Manager. All General Managers must be under the employment of the school district or the community-based organization, or otherwise approved by the Board of Trustees (within their country, state or municipality). The General Manager will be the primary point of contact for all NASEF officials and will also be the signatory authority for any documents that cause changes to the Active Roster. General Managers must complete the Activation process to ensure Club and Student Eligibility, and provide all necessary information on the GM Portal.

3.4.1 The General Manager must be identified before the start of the NASEF season, and a successor must be immediately identified within three days if the General Manager leaves the Team for any reason. Multiple General Managers can be added on the GM Portal.

3.4.2 Manager Overrule. At the sole discretion of NASEF officials, the General Manager may be overruled or replaced due to negligence, malice, or other reasonable suspicion of malfeasance.

3.5 Team Management. The General Manager will act as a Team’s primary contact for all roster changes, rule disputes, and other communication between each Team and Tournament Administration.



3. TEAM MANAGEMENT AND ROSTERS

3.6 Substitutions.

Teams may freely field any five players from their active roster for the start of the match. Teams may freely substitute players between games, but their opponents must be allowed at least 5 minutes between notification of substitution and start of the next game. For avoidance of doubt, 5 minutes starts from when the substituting team notifies their opponent of the change in writing.

3.7 Roster Changes

A team may change their roster at any point during the NASEF Season. Any new Players must be fully eligible (see **Section 2.2**). If a team wishes to acquire a new Player, that acquisition must be declared to a NASEF official more than three full days before the match where the Player would be utilized. NASEF officials reserve the right to approve or deny any such request, based upon the eligibility of the Players involved, the request's compliance with the Rules, and any extenuating circumstances.

3.7.1 Roster Locking. Throughout the tournament, rosters may have roster locking periods, where rosters will be unable to be altered prior to upcoming matches. After a roster lock begins, rosters will not be available for alteration. Tournament Administration may overrule this due to unforeseen circumstances.

3.7.1.1 Active Rosters for each week of Tournament play will be due by 4:00pm on the Thursday preceding the next week of Tournament play. A week of Tournament play runs from Monday to Sunday (see **Section 5.3.2.1**).

3.7.1.2 Failure to submit a roster for Week 1 will result in forfeiture for that week of tournament play. Teams who opted-in for the tournament but did not meet the Week 1 roster deadline may be eligible to make up their matches for the Week 2 of Tournament play. This is only possible if there is an even number of teams missing the Week 1 matches. In the event that there are an odd number of teams missing matches for Week 1, one team will have to forfeit their missed match by default.

3.7.1.2.1 Teams that are permitted to make up their matches must play two matches in the following week of gameplay to (1) complete their match for the current week and (2) complete their match for the week of tournament play they missed.

3. TEAM MANAGEMENT AND ROSTERS

3.7.3 Roster exclusivity. Players may not be on multiple team rosters. For example, if a player wishes to be on a team housed under a Community-Based Organization, the same player may not join their own High School Club's Team. Furthermore, a player is prohibited from being listed on two Active Rosters from the same Club.

3.8 Additional Staff. Teams are allowed to have any number of additional staff members serving any role without restriction. Additional staff members do not need to be declared to NASEF officials or meet any eligibility requirements beyond those stated by the High School or their district, to work with the team in any role or function.

3.9 Playing on-site

For this Tournament, teams are required to play together in-person in their designated Club site. By default, the designated Club site is the location where your Club is registered on the GM Portal.

For approval to play on a site different from the designated Club site, the General Manager must email info@esportsfed.org with information regarding the Club site change.

Please note that there is an approval process that a Club must undergo to confirm their new Club site and is not automatically given.



4. PLAYER CONDUCT

- 4.1 We hold our partners, students, general managers, coaches and beyond to the same standard: ensure our esports environment is inclusive, supportive and excellent. By joining our efforts, please adhere to the Code of Conduct, linked below.

[NASEF Code of Conduct.](#)

- 4.2 **Reporting Misconduct.** If you have experienced any form of misconduct from students, General Managers, Coaches, or any other NASEF affiliated parties, please use [this form](#) to report the incident. We are always looking to keep the NASEF community safe and welcome to individuals of all backgrounds.

5. LEAGUE STRUCTURE & SCHEDULE

5.1 Definition of Terms

Game. An instance of competition on the Summoner's Rift map that is played until a winner is determined by one of the following methods, whichever occurs first: (a) Destruction of a Nexus, (b) Team Surrender, (c) Team Forfeit, or (d) Awarded Game Victory (See Section 6.4).

Match. A set of games that is played until one team wins a majority of the total games. This includes "best of three" and "best of five" games. The winning team will either receive a win tally in a league format or advance to the next round in a bracket format.

5.2 Tournament Ranking

The top 16 teams of the league will automatically advance to the tournament playoffs.

5.3 Phase Details

5.3.1 Regular Season. Teams will compete in a 8-round, best-of-three, Swiss-style tournament, in which teams are matched against other teams with the same regular season win-loss record each round.

5.3.1.1 Seeding. Teams will be seeded by the average of Ranked Queue MMR of each member of the Active Roster.

5.3.1.2 Match Seeding. In each round, teams are seeded such that the difference in seed between each team is equal for each match within each win-loss bracket. For example, if a win-loss bracket has 10 teams, teams will be matched 1v6, 2v7, 3v8, etc. If teams would be matched against a team they have already played, one of the teams will be randomly moved +/- 1 seed to separate them.

5.3.2 Tournament Playoffs. This phase consists of a 16-team, four-round single elimination where the first three rounds are best-of-three, and the last round is best-of-five.

5.3.2.1 Seeding. Seeding will be determined based solely on their Tournament Ranking.



5. LEAGUE STRUCTURE & SCHEDULE

5.4 Schedule

5.4.1 Default Match Time. All Tournament Regular Season matches are scheduled for Wednesdays at **3:30PM PT**. Matches may be scheduled to begin at any other day within the round.

5.4.2 Regular Season

5.4.2.1. Round 1: January 28 - February 2

5.4.2.2. Round 2: February 4 - February 9

5.4.2.3. Round 3: February 11 - February 16

5.4.2.4. Round 4: February 18 - February 23

5.4.2.5. Round 5: February 25 - March 2

5.4.2.6. Round 6: March 4 - March 9

5.4.2.7. Round 7: March 11 - March 16

5.4.2.8. Round 8: March 18 - March 23

5.4.3 Tiebreakers

5.4.3.1 March 25 - March 30

5.4.3 Tournament Playoffs - Rounds of 16, Quarterfinals

5.4.3.1 April 1 - April 6

5.4.3.1 April 8 - April 13

5.4.4 Tournament Playoffs - Semifinals, Finals

5.4.4.1 April 27, 2018

5.4.5 Changes to Schedule. NASEF officials may, at their sole discretion, re-order the schedule of matches within a given day and/or change the date of a NASEF match to a different date or otherwise modify the schedule of matches. In the event that the match schedule is modified, officials will notify all teams at the earliest convenience.



6. MATCH PROCESS

6.1 Role of Referees

Referees are NASEF officials who are responsible for making judgements on every match-related issue, question and situation which occurs before, during, and immediately following match play.

6.1.1 Referee Responsibilities. Referee oversight may include, but is not limited to the following:

6.1.1.1 Checking the team's lineup before a match.

6.1.1.2 Announcing the beginning of the match.

6.1.1.3 Ordering pause/resume during play.

6.1.1.4 Issuing penalties in response to rule violations before, during, or after the match.

6.1.1.5 Confirming the end of the match and its results.

6.1.2 Finality of Judgement. If a referee makes an incorrect judgement, the judgement can be subject to reversal. NASEF officials at their discretion may evaluate the decision during or after the match to determine if the proper procedure was implemented to allow for a fair decision. If the proper procedure was not followed, NASEF officials reserve the right to potentially invalidate the referee's decision. NASEF officials will always maintain final say in all decisions set forth throughout the NASEF Season.

6.2 Competitive Patch & Server

NASEF will be played on the North American live server. As such, the current live patch will be used for all competitive play. The NASEF Tournament Playoffs may be played on a Tournament Realm server, and may have its patch restricted per NASEF officials' discretion.

6.3 New & Reworked Champions

Champions who have not been available on the live service for more than three days will be automatically prohibited from use. Champions that have undergone Gameplay Updates will be subject to NASEF officials' discretion.

Champions that are released or updated in the middle of a week of the Regular Season will not be available for selection until the next week begins. Champions that are released during Tournament Playoffs will not be available until the end of any phase of competition.

6. MATCH PROCESS

6.4 Setup and Player Responsibilities for Online Matches

All Players will be expected to be ready to join the game lobby at the designated match time (this includes both default match time and the newly-agreed upon match time by both teams). Readiness includes, but is not limited to, five rostered Players having joined the game lobby and completed client patching, configuration of in-game settings, and completed rune and mastery pages.

6.5 Schedule Adjustments by Officials

NASEF officials reserve the right to adjust the match schedule at any time to preserve the pacing of the tournament or to remedy such circumstances as may detract from the viewer experiences.

6.6 Match Reschedules

All non-championship Tournament matches are scheduled for **Wednesdays at 3:30 PM PT**. Teams may only reschedule matches with their opponent's permission in writing. Teams may agree to reschedule their matches to a different time, such that the match begins before the round ends. Rescheduling will occur via communication between Teams. If teams agree on a reschedule, the agreed-upon time is considered the official match time for the purpose of lateness or forfeits. If teams cannot agree on a different time, the match must be played at the default scheduled time. If neither team can meet the default match time, or agree upon a new match time, both teams will have to forfeit for that week of tournament play. NASEF officials reserve the right to uphold or reject reschedule requests at their sole discretion.

To avoid misuse of the reschedule process, any reschedule requests that are accepted with less than 24 hours before the proposed reschedule time must be confirmed a second time by NASEF before becoming official, or NASEF officials may invalidate the reschedule request.

6.7 Lateness Penalties

A team will automatically forfeit their match if they are not ready to play within 30 minutes from their official or agreed-upon match time, or within 10 minutes of the start of additional games (e.g. games 2 or 3 in a best of three series). Intentionally delaying the lobby or game start will subject the team to the rules set forth in this section.

6.8 Pause Process

Teams or Players may pause the game for any reason. After a pause, the pausing team must use /all to share the reason for the pause and the estimated time to unpaue. When a team is ready to unpaue, at least one Player from both teams must declare their readiness in /all chat (e.g. "ready" or "r") before the pausing team is allowed to unpaue the game.

6. MATCH PROCESS

6.9 Pause Allowance

Teams may pause the game for a maximum of ten minutes over the course of a single game. Pausing beyond allowance time will be considered unfair play and penalties will be applied at the discretion of tournament officials.

The Team that does not request the pause must confirm the end time of the pause via the in-game 'match chat' once a pause is initiated.

6.10 4v5 Play

Teams are required to field a full team of five Players to be considered ready to start any match. If a Player disconnects from the lobby or champion select, the team is no longer ready to play, and lateness time begins. If a Player disconnects from the game, the game may continue as normal or be paused per **Section 6.8**.

6.11 Player Equipment Responsibility

All Players are responsible for ensuring the performance for their chosen setup, including computer hardware, peripherals, internet connection, and power. A problem with Player equipment is not an acceptable reason for lateness or pausing beyond a team's allowance, regardless of the root cause of the problem.

6.12 Spectators, Streaming, and Recording Matches

Players will be allowed to stream their matches during the Tournament from their player perspective. Players and other persons may not join a match as a spectator without explicit written consent from both Teams. In the event of a dispute, it is the Player or spectator's responsibility to document all consent given by both Teams in the streamed match. Players must stream with at least a 3-minute delay. Spectators who are not official NASEF Tournament Administrators may not actively communicate with Players on either team while the game is in play. Tournament Administrators may revoke the right to stream Tournament matches at any time.

6.12.1 Lobby Spectators. A total of four spectator slots are available in each Game Lobby. Each team is permitted a maximum of two spectators. Teams may give up their reserved spectator slots at their own discretion. If your match is being streamed on the official NASEF twitch channel, the NASEF stream team will need to occupy one spectator slot in the Game Lobby. Note that League of Legends automatically adds a three-minute delay for all spectators in the Lobby.

6. MATCH PROCESS

6.12.2 NASEF Channel. Teams may request their matches to be streamed on the NASEF Twitch Channel, "<https://www.twitch.tv/esportsfed>". Teams may request their match to be streamed anytime throughout each round, with a minimum advance notice of (1) full days before the designated match time. Streamed matches will be shoutcasted. Students may request to shoutcast a game by contacting a Tournament Admin or the League Operations Coordinator through the NASEF Community Discord "<https://discord.gg/5NdbGjk>".

6.12.3 Rebroadcasts, VOD reviews, and other additional content using official match footage are allowed to be posted after the match is completed with no restrictions.

6.13 Game Lobby Creation

NASEF officials will provide instructions to join the official game lobby to competing teams. Players must join a game lobby in the following order of positions: Top, Jungle, Mid, ADC, Support. Teams are free to role swap during Champion Select if they so choose.

For this tournament, General Managers will receive Tournament Codes for official Tournament Matches. You must use your unique Tournament Code to join the correct Game Lobby.

To view our guide on how to use your unique Tournament Code, click [here](#).

To view our guide on how to set up a custom game in Tournament Draft mode, click [here](#).

6.14 Game Setup

6.14.1. Start of Champion Select. Once all ten Players have reported to the official game lobby, confirm that both teams are ready for Champion Select. Once both teams confirm readiness, you may start the game.

6.14.2. Recording of Champion Select. Pick/bans will proceed through the client's Tournament Draft feature. If picks/bans are completed in advance of game setup for any reason, NASEF officials will record the official picks/bans and manually abort the game start.

6.14.3. Game Lobby Settings

- 5.14.3.1. **Map:** Summoner's Rift
- 5.14.3.2. **Team Size:** 5
- 5.14.3.3. **Allow Spectators:** Lobby Only
- 5.14.3.4. **Game Type:** Tournament Draft

6. MATCH PROCESS

6.15 Side Selection

The higher-ranked seed will have side selection for odd-numbered games (Games 1, 3, etc.), While the lower seed will have side selection for even-numbered games (Game 2). Both teams will be required to submit their final decision by 7:00pm of the night before the match is scheduled (in the time zone where the game will be played). If no decision is submitted, selection will default to the blue side.

6.16 Champion Select Process

6.16.1 Tournament Draft. All games should be conducted under Tournament Draft format. NASEF officials may choose to employ a manual draft that is conducted in chat without the use of an in-game feature.

6.16.2 Restrictions on Gameplay Elements. Restriction may be added at any time before or during a match, if there are known bugs with any items, Champions, skins, runes, masteries, or Summoner spells, or for any other reason as determined at the discretion of the NASEF.

6.16.3 Selection Error. In the event of an erroneously-selected Champion pick or ban, the team in error must notify their opponents before the other team has locked in their next selection. If so, the process will be restarted and brought back to the point at which the error occurred so that the team in error may correct its mistake. If the next selection is locked before the team in error gives notice, the erroneous selection shall be deemed irrevocable.

6.16.4 Placeholder Champions. A Player may draft a champion they do not own by selecting a different champion and immediately notifying the opposing team of the intended pick. Teams will complete the pick/ban process as normal, then the Player will dodge and redo champion select with the correct champions. Champion Select must be restarted as soon as possible, and Players are not permitted to change their rune pages during the restart.

6.16.5 Game Start. A game will start immediately after pick/ban process is complete, unless otherwise stated by a NASEF official. Players are not allowed to quit a game during the time between the completion of picks/bans and game launch.

6.16.6 Controlled Game Start. In the event of an error in game start or a decision by NASEF officials to separate the pick/ban process from game start, a NASEF official may start the game in a controlled manner using Blind Pick. All Players will select Champions in accordance with the previous valid completed Champion Select process.

7. GAME RULES

7.1 Game of Record

A game of record (“GOR”) refers to a game where all ten Players have loaded and which has progressed to a point of meaningful interaction between opposing teams. Once a game attains GOR status, the period ends in which incidental restarts may be permitted and a game which will be considered as “official” from that point onward. After the establishment of GOR, game restarts will be allowed only under limited conditions (see **Section 7.3**). Examples of conditions which establish GOR:

7.1.1 Hostile contact. Any attack or ability is landed on minions, jungle creeps, structures, or enemy champions.

7.1.2 Vision. Vision established between Players on opposing teams.

7.1.3 Invasion. Setting foot, establishing vision or targeting skillshot ability in opponent’s jungle by either team, which includes either leaving the river or entering brush connected to enemy jungle.

7.1.4 Time. Game timer reaches two minutes (00:02:00).

7.2 Directed Pause

NASEF officials may order the pause of a match or execute a pause command at any time for any reason, at their sole discretion.

7.3 Game Restart

If a game experiences a critical bug at any point during the match that significantly alters game stats or gameplay mechanics, or the external environmental conditions at a live event become untenable then a restart may occur.

Certain circumstances must be met before a restart may occur. NASEF officials must determine that the bug is critical and verifiable. For the bug to be considered critical, the bug must significantly damage a Player’s ability to compete in the game situation. The determination of whether the bug has damaged a Player’s ability to compete is up to the sole discretion of the NASEF officials. In order for a bug to be considered verifiable, the bug must be conclusively present and not possibly attributable to Player error. The spectator must then be able to replay the instance in question and verify the bug.

If a Player believes they have experienced a critical bug, they must pause the game and alert a referee in a timely fashion. If it is believed that a Player is attempting to delay reporting of a bug to wait for a possible restart at a more advantageous time, then a restart will no longer be granted.

7. GAME RULES

If NASEF officials determine that the bug is critical and verifiable and that the Player followed the pause protocol, then the disadvantaged team will be presented with the option for a restart. If the team accepts, the game will immediately be restarted. If the restart occurred due to a champion bug, then setting no longer will be retained (including picks and bans) regardless of GOR status and the champion will be made ineligible for at least the remainder of the day's matches unless the bug can conclusively be tied to a specific game element that can be fully removed (i.e. a skin that can be disabled) or prohibited (i.e. the purchase of items).

If a team is offered a restart and declines, then the team will be ineligible to request a restart on the bug that caused the potential restart for the remainder of the match. However, NASEF officials reserve the right at all times to force a game restart if the game environment reaches a level of instability that compromises the competitive integrity of the game.

This section is applicable if the pause is directed as per **Section 7.2** and does not limit the ability of a NASEF official to institute a restart.

7.3.1 Controlled Environment. Certain conditions may be preserved in the event of a restart of a game that has not reached GOR, including, without limitation, Champion Select, run/mastery loadouts, or Summoner spells. If, however, a match has reached GOR, NASEF officials shall not retain any settings.

7.3.2 Player Confirmation of Settings. Each team captain shall verify that every Player on their team has finalized their intended game settings (including runes, masteries, controls, and GUI settings) before GOR is established. Any error in verification is not grounds for a game restart after GOR is established.

7.4 Awarded Game Victory

In the event of a technical difficulty which leads NASEF officials to declare a restart, NASEF may instead award a game victory to a team. If a game has been played for more than 20 minutes on the game clock (00:20:00), NASEF officials, in their sole discretion, may determine that a team cannot avoid defeat to a degree of reasonable certainty.

7.4.1 Gold Differential. The winning team has more than 133% of the losing team's gold.

7.4.2 Remaining Turret Differential. The difference in the number of remaining turrets between the teams is more than seven.

7.4.3 Remaining Inhibitor Differential. The difference in the number of standing inhibitors between the teams is more than two.

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7.5 Mid-Match Break

Teams are entitled to a short break of at least 10 minutes between games of a multi-game (e.g. best-of-three) match. NASEF officials will inform Players of the remaining amount of time before the next game's Champion Select phase begins. Teams are subject to lateness penalties per **Section 5.7** if they are not ready to begin after the break time ends.

7.6 Results of Forfeiture

Matches won by forfeit will be reported by the minimum score it would take for one team to win the match. No other statistics will be recorded for forfeited matches.

7.7 Substitutes between Maps.

Teams are allowed to substitute players in between maps in the same set within five minutes of the Mid-Match Break, as long as the player being substituted into the game is declared on the Active Roster submitted on the weekly Roster Submission deadline before the current round of gameplay.

8. COMMUNICATION

- 8.1 Lobby Creation.** Participating Teams are responsible for inviting the opposing Team and creating match lobbies and matches prior to their match start time.
- 8.1.1 Pauses.** Pause requests will be communicated in match chat during an ongoing match. The details of why a pause is requested must be communicated to the opposing Team.
- 8.2 Announcements.** Large announcements, general information and ruleset can be found in the NASEF Community Discord server. The Tournament bracket will be hosted on the [tournament platform website](#). These websites will serve as an information hub for Teams.
- 8.2.1 Discord.** All tournament updates, events, and NASEF news will be posted in the NASEF Community Discord server, under relevant channel names corresponding to the current season title in play. It would be incredibly helpful if all General Managers with participating teams in the Tournament joined the NASEF Discord server here: <https://discord.gg/5NdbGjk>
- 8.2.1 Email.** Tournament updates, events, and general NASEF news will be emailed to General Managers throughout the season.
- 8.3 Email.** Players can email tournament@esportsfed.org for any issues or feedback concerning the Tournament. We recommend utilizing the NASEF Community Discord server for faster response time.
- 8.4 Reservation of Rights.** Tournament Administration reserves the right to cancel, suspend and/or modify the Tournament, or any part of it, if any fraud, technical failures, human error or any other factor within or outside of Tournament Administration's control impairs the integrity or proper functioning of the Tournament competition, as determined by Tournament Administration. If the Tournament competition is so terminated, Tournament Administration reserves the right to determine the winners of said competition from among all non-suspect, Participants.

