

League of Legends

Unified Premier League

Rule Book

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1. League Structure

1.1. Season Format

- 1.1.1. The UPL consists of 4 divisions (Cloud, Infernal, Mountain, or Ocean) with 4 teams in each division.
- 1.1.2. The UPL follows a double round-robin tournament format.
- 1.1.3. All regular season matches are decided in a best of 3 match.

1.2. Standings

- 1.2.1. Standings will be based off of
 - 1.2.1.1. Series History
 - 1.2.1.2. Head to Head
 - 1.2.1.3. Game Score

1.2.1.3.1. Game score is +1 point per game win and 0 point per game loss.

1.2.1.4. Win/Loss Differential.

1.2.2. If a team forfeits, +2 points is awarded to the winner's gamescore and -1 point is deducted for the team that forfeited gamescore.

1.2.3. In the event that two teams are tied in the standings, we will look at the head to head record to break the tie, then the game score, then the win/loss differential.

1.2.4. In the event that three or more teams are tied the tie will be broken (in order) by gamescore > win/loss differential > head to head record.

1.2.4.1. After a three way tie is broken the remaining two teams tie will be broken by the head to head.

1.2.5. If the tie can not be broken in any of the ways above a best of 1 round robin will be played between the teams.

1.2.6. If a clear winner is still not decided by the round robin the winner will be decided by the team that finished their game the fastest.

2. Team Responsibilities

2.1. Rules

- 2.1.1. Team Rep's are expected to know the rules outlined in the rulebook.

2.2. Rosters

- 2.2.1. Team Rep's are ultimately responsible for knowing if a player is eligible to play or not.
- 2.2.2. Any player added to a roster or on an existing roster that is ineligible per the player requirements will not be allowed to play.
- 2.2.3. As soon as the player meets the requirements to play they are able to do so without penalty.

2.3. Pre-Game Check

- 2.3.1. Before the series starts teams are required to verify that the players on the opposing teams are the players on that teams roster (excluding e-sub).
 - 2.3.1.1. If there is a player that is not on the opposing roster or you believe is too high a rank to play in your league please submit a ticket.
 - 2.3.1.2. If you believe someone is account sharing or using a lower ranked alternate account you may submit a ticket at any time, during or after a game, for a League Admin to resolve.

- 2.3.2. After the series has finished, then the Team rep will fill out the results form provided to them at the beginning of the season. The form can also be found in the information tab of that season's spreadsheet.

2.4. Discord Representation

- 2.4.1. All members of a team must have their discord nickname on the Unified Server formatted as shown below.

Players: **[Team Initials] IGN**

Staff: **[Team Initials] Name**

Example: **[SRGE] Ninja**

- 2.4.2. If a player is not using the naming convention above the game may be delayed or paused by a **League Admin** and players will be asked to change their discord names to reflect their IGN.
- 2.4.3. If the players do not immediately change their names on discord time will be deducted from their total games pause time.
- 2.4.4. If it takes the player more than 5 minutes to change their discord name they will be ineligible to play and the game will be remade with a sub.

2.5. Results

- 2.5.1. The winning team **MUST** fill out the results form within 48 hours of the game being completed.
- 2.5.2. Games that are not submitted within 48 hours will count as a loss for both teams.
- 2.5.3. Rescheduled games that are not properly documented will be considered to have been played on the Official Game Day and if not properly rescheduled within 48 hours of the Official Game Time will be subject to being a double forfeit at the discretion of a **League Admin.**

3. Player Eligibility

3.1. Summoner Names

The summoner name of a player must abide by Riot Games' account policies. Summoner names that violate the Riot Games' account policies are subject to punishment by Riot Games Penalties are under the discretion of a **League Admin.** Report all name changes to a **League Admin AND COMPLETE THE ROSTER CHANGE FORM.**

- 3.1.1. If a player gets banned from League of Legends they will be ineligible to play in any of the Unified Leagues until their ban has ended.
- 3.1.2. If a player has been banned and has an alternate account to play on they can open a ticket and talk with a **League**

Admin to see if they are eligible to play on the alternate account.

3.2. Player Ranks

3.2.1. Unified will use Season 11 Solo/duo ranks for applications.

3.2.2. The UPL is an uncapped league.

4. Roster Representation

4.1. Team Rosters

4.1.1. A Team's Rep must submit roster changes through our "Roster Changes/Name Change Form".

4.1.2. Roster lock-in (the roster that the team will be using for that week's match) is 48 hours before that team's scheduled game date.

4.1.3. Ex. If a team reschedules their match the roster lock is 48 hours from when they rescheduled to play).

4.1.3.1. A team's roster must consist of 5 players and are allowed up to 5 subs.

4.1.3.2. If a player is registered after the respective league's deadline, the request will be denied and that player will count as an e-sub if they play.

4.1.3.3. If an e-sub is used, then the corresponding team forfeits one (1) game.

4.1.3.4. If two (2) or more e-subbs are used then the series is forfeited.

4.1.4. Players on a roster are not allowed to play on multiple teams during the same week. (ie if a player competes on a UPL team during week one they can not play for another team for week one)

4.1.5. Players on a roster are not allowed to play in multiple leagues during the same week (ie if a player competes in the UPL during week one they can not play in another league (UAL,UML,UJL,URL) during week one)

4.1.6.

4.2. Name Changes

4.2.1.1. If a player's in-game name is changed, at any time, during the UPL League their team rep must fill out a "Roster Changes/Name Change Form".

4.2.1.2. "Roster Changes/Name Change Form".

4.2.1.3. If a player's in-game name is not updated 3 hours before their official match time:

4.2.1.3.1. The team that player is on will lose the first game in the series.

4.2.1.3.2. The opposing team will get additional time to prepare a draft with the correct op.gg of the

player who changed their name. The additional time is solely based on the League Admin's discretion.

- 4.2.1.4. League Admin's must be able to verify that the name was changed or the player will be counted as an illegal sub.

5. Series Rules and Regulations

5.1. Rescheduling

- 5.1.1. Games are meant to be played on official UPL game days.
We understand that things may come up so we allow teams the option to reschedule games. It is up to the opposing team to agree to reschedule.
- 5.1.2. For more information on Rescheduling Procedures please refer to the **UEA - Semi Pro Rule Book**.

5.2. Pre-Game Setup

- 5.2.1. All five players of a team must be in the lobby at **8:00 PM EST/the rescheduled starting time** or the unprepared team will start to accrue penalties:
 - 5.2.1.1. At 5 minutes that the full roster is not in the lobby the team will lose their first ban.
 - 5.2.1.2. At 10 minutes that the full roster is not in the lobby the team will lose their first 3 bans.

5.2.1.3. At 15 minutes that the full roster is not in the lobby the team will lose their last 2 bans.

5.2.1.3.1. These loss of bans only apply to the first game.

5.2.1.4. After 20 minutes of a team not being in the lobby they will forfeit the first game.

5.2.1.5. After 30 minutes of a team not being in the lobby, they will forfeit the entire series.

5.2.1.5.1. A screenshot of the lobby is required as proof if a team does not show up to their game or is late to the lobby.

5.2.1.6. If a team requests to use Prodraft, the other team must use prodraft for picks and bans phase.

5.2.1.7. If a team is causing a delay for either draft or starting the game they may be subject to punishments outlined in section 5.2.1 at the discretion of the League Admin.

5.3. Lobby Setup

5.3.1. Unified will provide a tournament code for you to enter in your league client.

5.3.2. The tournament codes can be found pinned in the team rep channel for the league in the tournament code spreadsheet.

5.3.3. If your tournament code does not work then both teams are responsible for communicating who is creating a custom lobby with the following setting:

5.3.3.1. Map: Summoners Rift

5.3.3.2. Team Size: 5

5.3.3.3. Allow Spectators: Open

5.3.3.4. Game Type: Tournament Draft

5.3.4. If your tournament code does not work teams will have 5 minutes to create the lobby.

5.3.5. Teams must let an admin know that their codes did not work.

5.3.6. Players must line up in LCS order in the lobby. Ex. Top, jungle,mid, adc and support according to their team's roster on the League of Legends Master Spreadsheet.

5.3.6.1. Players may line up in a different role from what is shown on that teams roster if they are planning to play a different position in game.

5.3.7. Players who consistently play a different role or in a different lane from where they lined up may be subject to review by a **League Admin** and subsequently punished according to

9.2.1.

5.3.7.1. Players can go anywhere on the rift once they leave the fountain.

- 5.3.8. Players and friends are allowed to spectate on-going matches in the client.
- 5.3.9. Each team is allotted two of the spectator slots if the game is not an official streamed match.
- 5.3.10. Teams may use all four slots if the enemy team allows them to use their spectator slots.

5.4. Discord

- 5.4.1. Players must be in Unified Discord Team Rooms during the game
- 5.4.2. If players are not in their Unified Discord Team Room the team is subject to lose any of the games played while not in their Team Room.
- 5.4.3. For more information about our rules on Discord Team Channels please refer to the **UEA - Semi Pro Rule Book**

5.5. Side Selection

- 5.5.1. The sides of each team are predetermined by random selection in advance of said match.
- 5.5.2. The loser of the previous match will be given side selection for the next game.
- 1.1.1. If a team forfeits a game in their series teams they will be given side selection for the game following the forfeited one.

5.6. Champion Select Phase

- 5.6.1. If a champion is selected on accident the team with the accidental pick must notify the other team and leave the lobby before the other team selects their next pick or they will be forced to stick with the same champion.
- 5.6.2. Teams must type in chat before the next pick is locked in what their pick was or they will not be able to change champions.
- 5.6.3. Players will be prohibited to switch Champions with less than 20 seconds left before the start of the match. Any Champion switches made after that will allow the other team to opt for a remake with the same champions, but gives the team the ability to switch their runes.
- 5.6.4. If a lobby is to be remade, each team must choose the same bans and picks.
- 5.6.5. Placeholder picks are NOT ALLOWED. Use Prodraft instead.

5.7. New Champions / Reworks

- 5.7.1. Any champion recently released or having undergone a major rework will be ineligible to be played until two weeks following live release.
- 5.7.2. League Admins may extend the period of time that they are disabled at their discretion.

5.8. Runes

- 5.8.1. Any player with wrong runes or Summoner spells will play the game out with the Runes or Summoner spells that they loaded in with unless a bug has occurred.

5.9. Substitutions

- 5.9.1. Team representatives are allowed to make substitutions after each game:
 - 5.9.1.1. If it is one of the five “active subs” no penalties will take place.
 - 5.9.1.2. If it is not an active sub (e-sub) refer to rule 4.1.3.3.

5.10. Bugs

- 5.10.1. Known bugs can not be abused intentionally.
- 5.10.2. If a bug occurs where it impedes normal play, then the game will be decided by a **League Admin** or the game will be remade if a clear winner can not be picked.
- 5.10.3. A VoD of the game is required to be submitted to a **League Admin** to verify the bug as well as see how it affected the game as a whole.

5.11. In between Matches

- 5.11.1. Teams will have 10 minutes in between each match before they must be in the lobby and ready for the next game.

- 5.11.2. After 10 minutes of not being in the lobby the team will start to accrue penalties as stated in section 4.2.

6. Game Rules and Regulations

6.1. Disconnections

- 6.1.1. If a player is unable to connect at the start of the game, the game will be paused for up to ten minutes to allow all players to connect.

- 6.1.1.1. This time is taken away from the teams total allotted pause time.

- 6.1.2. If 10 minutes have passed and the player has not returned:

- 6.1.2.1. Before 2 minutes the game can be remade with a sub.

- 6.1.2.1.1. If a game is remade with a sub the draft will remain the same.

- 6.1.2.2. After 2 minutes, or at first interaction (any damage done to champions, wards, etc) the game will continue to be played or the team may forfeit the match.

6.2. Pauses

- 6.2.1. Each team is allotted 10 minutes of pause time per game in a series.

- 6.2.1.1. Ex: In a best of 3 teams will get 10 minutes of pause time each game in the series.
- 6.2.2. Teams may be given additional pause time as long as they have not used their total series pause time. This is solely up to the discretion of the **League Admin**.
- 6.2.2.1. The added time will be taken away from their total series pause time.
- 6.2.3. If the allotted pause time runs out then the game will resume or the game will be forfeited.
- 6.2.3.1. The opposing team is responsible for keeping track of the opponents pause timer and must show proof that the pause went over the allotted time.
- 6.2.4. Pauses should not happen during team fights or engagements.
- 6.2.5. If a pause occurs during a team fight or an engage at the end of the series please send a VoD of the game to a **League Admin**.
- 6.2.5.1. **League Admin's** will review the game and see if the pause affected the results of the teamfight or the game as a whole. Any punishments will occur at the discretion of a **League Admin**.

- 6.2.6. The team that paused must make sure the opposing team is ready to unpause the match. Any punishments will occur at the discretion of a **League Admin** if the game is unpaused without seeing if the other team is ready.

6.3. Game of Record

- 6.3.1. Game of record refers to a game where all 10 players have loaded into the game and have progressed to a point of meaningful interaction between teams.
- 6.3.2. Game of record will be established if:
- 6.3.2.1. There is any hostile contact. (ie any attack or ability that hits a minion, jungle camp, or enemy champion)
 - 6.3.2.2. The game timer hits 2 minutes.
- 6.3.3. Once a game reaches that point a game will be considered official and restarts/remakes are no longer permitted.

6.4. Awarded Game Victory

- 6.4.1. In the event of a technical difficulty where the game needs to be remade, a **League Admin** may instead award a game victory to a team.
- 6.4.2. If a game has been played for more than 20 minutes a **League Admin**, in their sole discretion, may determine that a team cannot avoid defeat. **League Admins** will take into consideration the following:

- 6.4.2.1. If the winning team has more than 133% more gold than the losing team.
- 6.4.2.2. If the difference in the number of remaining turrets between the teams is more than 7.
- 6.4.2.3. If the difference in the number of remaining standing inhibitors between the teams is more than 2.

6.5. Finalized Results

- 6.5.1. Once teams enter a game, both sides are consenting that the opposing teams roster is valid.
 - 6.5.1.1. If a team is found not following the rules outlined in the Official Rule Book, please pause the game/wait to start up your next game and open a ticket in #create-lol-ticket and an Unified Admin will assist you as soon as they are available.
- 6.5.2. Once a series is played out, those results are final.
 - 6.5.2.1. The only exceptions are when a team or player is found to be cheating using third party software, smurfing, account sharing, or a player is not on the roster or is ineligible to be in the league.

7. Player Conduct

- 7.1. For more information on Player Conduct please refer to the **UEA - Semi Pro Rule Book.**

8. Playoffs

8.1. Format

- 8.1.1. Playoffs is a 3 round single elimination bracket.
- 8.1.2. All matches except semifinals and finals/third place are best of three matches.
- 8.1.3. Semifinals, third place, finals are best of five matches.
- 8.1.4. The 1st seed will play against the 2nd seed in the first round
- 8.1.5. Teams from the same division will not be matched against one another in the first round of playoffs.

8.2. Side Selection

- 8.2.1. The higher seed will have the option to choose what side they will start on.
- 8.2.2. The higher seed must let the opposing team rep know 3 hours in advance what side they are choosing or they will default to a blue side start.
- 8.2.3. After each game in the series the team that lost the previous game will get side selection.

8.3. Rescheduling Games

- 8.3.1. Games during playoffs may be rescheduled if both teams agree, but it must be submitted 48 hours before their match.

8.4. Rosters

- 8.4.1. Roster changes during the playoffs are allowed, but they need to be submitted in 48 hours prior to their scheduled match.
- 8.4.2. E-subbs will **NOT** be allowed during playoff matches. The use of an e-sub will cause the team to forfeit the series.
- 8.4.3. During playoffs teams must retain and play 60% (3 out of 5) starters who were on the roster once their last game of the regular season has concluded.
- 8.4.4. If a team needs to remove more than 2 players from a team or they can not field 60% of the roster that qualified for playoffs they must meet with a **League Admin** beforehand to explain why they are making the changes.

9. Prize Money

- 9.1.1. For more information on Prize Money and Distribution please refer to the **UEA - Semi Pro Rule Book.**

10. Unified Broadcasts

- 10.1.1. For more information on Unified Broadcasts please refer to the **UEA - Semi Pro Rule Book.**

11. Spirit of the Rules

11.1. Finality of Decisions

- 11.1.1. All decisions regarding the interpretation of rules listed are solely decided by **League Admin's**.
- 11.1.2. All rules not outlined in the rule book are up to the interpretation of a **League Admin**, who has the discretion to punish based on the severity.
- 11.1.3. Rulings and punishments can be made retroactively to help maintain the integrity of the league.

11.2. Penalties

- 11.2.1. Any player that Unified Officials believe are breaking any of the rules in the Official Unified rule book may be issued the following penalties
 - 11.2.1.1. Loss of game score.
 - 11.2.1.2. Loss of bans for current or future games.
 - 11.2.1.3. Automatic game loss for current series.
 - 11.2.1.4. Automatic series loss for current or future series.
 - 11.2.1.5. Player Suspension.
 - 11.2.1.6. Team Disqualification.
 - 11.2.1.7. Any other fitting punishment.
- 11.2.2. If a team breaks one of the rules for the first time, the punishment may be waived and they may be given a warning instead.

11.3. Rule Changes

- 11.3.1. These rules may be changed at any time to ensure fair play and integrity of the leagues
- 11.3.2. If rules are changed during the season an announcement will be made on the official Unified Discord