

SEASON 6



# **GATORIMS RULESET**

LEAGUE OF LEGENDS INTRAMURAL ESPORTS

GATOR GAMING  
UPDATED 8/7/2021

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# 0.0 Introduction

The following are rules which apply specifically to GatorIMs Season 7. Be sure to read the following rules to ensure that you are adhering to them.

Your main contact is the **Intramural Coordinator**: kelli#8608

## 1.0 Eligibility

### 1.1 Player Eligibility

All players must use their highest rank account and not manipulate the point value of the team. **“Smurfing,” or playing on a different account of lower rank, is prohibited** and will result in a ban from UF gaming events. Captains that learn their team member is smurfing AND allow it to continue will also be banned from UF gaming events.

Any action that renders an account being banned by Riot Games at the time of play will result in removal from the season. Suspensions are not an eligible reason for a reschedule and the captain will need to find an appropriate substitute.

### 1.2 Roster Eligibility

GatorLoL reserves the right to reject a team name. Teams must abide by the following:

- **22 point cap per team**
- One master+ player per team (max)
- Teams with diamond+ players will be checked for point abuse (i.e. team of 7,7,7,0,0)

Player point value is based on their current rank or most recent season end rank if point disparity is > 1.

Point values are locked in after registration concludes.

IRON

DIVISION

IL RATING

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III

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II

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I

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BRONZE

DIVISION

IL RATING

IV

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III

0

II

0

I

1

SILVER

DIVISION

IL RATING

IV

1

III

1

II

2

I

2

GOLD

DIVISION

IL RATING

IV

3

III

3

II

4

I

4

PLATINUM

DIVISION

IL RATING

IV

5

III

5

II

6

I

6

DIAMOND

DIVISION

IL RATING

IV

7

III

8

II

8

I

9

UNRANKED

IL RATING

2

MASTER

IL RATING

10

GRANDMASTER

IL RATING

11

CHALLENGER

IL RATING

12

**Rosters are locked once playoffs begin.** Until playoffs, players may join, quit, or switch teams as long as these changes *don't inhibit a team from sustaining a full roster*. These changes:

- Subject the involved players and team(s) to point recalculation.
- Must **not inhibit a team** from sustaining a full roster.
- Must be communicated to and **approved by the coordinator**.
- Cannot be made on Saturdays (game day).

If the above is not satisfied, the offending players are subject to repercussions appropriate to maintain the health of the league.

## 2.0 Substitutions

Only 2 substitutes are allowed at a time. Players may only be swapped *between* games. At all times, the playing team must abide by the 21 point cap.

A captain can register substitutes along with their roster to lock in point values. Unlisted substitutes will have their point value calculated at the time of substitution.

## 3.0 Time

**Default match times are Sundays starting at 7:00pm EST.**

Matches will take place every Sunday starting week 1 (September 12th). The best-of-3 match will start at 7pm EST. Matchups will be declared weekly in the Discord #schedule channel.

### 3.1 Reschedule Policy

Please DM the opponent's captain at least 1 hour before the designated game time in the case of a reschedule. Opponents must accommodate reschedules based on an **exam** or **other mandatory event**. If there is a disagreement, please let a coordinator know immediately to discuss if it is eligible for an enforced reschedule. In all other cases: **rescheduling is an encouraged courtesy** of the opponent, not your right.

Aside from playoffs and tiebreakers, **reschedules are allowed for up to 2 weeks** after the scheduled time. BOTH captains should make an effort to communicate and schedule games. All teams must be prepared to provide a proof of engagement with the other team captain for a record of what happened. (e.g., if a game goes unplayed and neither captain communicates, both teams take a loss).

## 4.0 Pauses, Disconnects, Remakes, Forfeits

### 4.1 Pauses

If a player disconnects, the game can be paused for up to 15 minutes. If players wish to pause the game longer, they must contact the coordinator immediately via Discord. Accepted reasons include:

- Slow Client Load (e.g., immediate disconnect or client failure that prevents a player from joining)
- An unintentional disconnection
- A hardware or software malfunction (e.g., game glitch or peripheral disability)
- Physical interference with a player (e.g., broken chair or medical issue)

### 4.2 Disconnects

If a player disconnects after 5 minutes into the game or after first blood the game will not be remade. Disconnects prior to both these situations will only be considered valid if it is caused by a connection issue. If you run into unfixable problems, such as a power or internet outage, please contact the IM coordinator. If the issue is deemed fixable, the game will not be remade or postponed. The /pause function is approved for use during these situations.

### 4.3 Remakes

In remakes, players must select the same champions as selected before the remake. Final decisions for if a remake is possible or not will be up to the IM Coordinator.

Remakes will not be allowed if a player incorrectly selects their runes.

### 4.4 Forfeits

Teams are able to forfeit the game at any point by agreeing to surrender. Each team must show up ready to play at the official match time. If a member of the team is not present 15 minutes after the match time, their opponent may take a screenshot of the game lobby and request a win by forfeit of the first game. After an additional 10 minutes, their opponent may request a win by forfeit for the entire best-of-3 match. A forfeit can be avoided by requesting the opponent to reschedule beforehand or by showing up. Any reschedule requests must be made before the designated 7pm game time.

All teams must be prepared to provide a proof of engagement with the other team captain for a record of what happened.

## 5.0 Format

### 5.1 Field of Play

All matches will be played on Summoner's Rift in a custom **TOURNAMENT DRAFT** game mode with standard game rules. Each match-up is a best-of-3, meaning at least two games will be played. Prior to the match, captains should connect via discord and add each other as friends.

### 5.2 Game Setup

General/Game Settings

Map: Summoner's Rift

Team Size: 5

Allow Spectators: Lobby Only

Game Type: Tournament Draft

Start of Pick/Ban Process: **The team's starters cannot change after the draft has begun.**

- Prodraft (<http://prodraft.leagueoflegends.com/>)  
Team 1 is the blue side and Team 2 is the red side.  
**If a team requests Prodraft, the other team must accommodate.**
- Client's Tournament Draft feature.

**In the event that the incorrect settings are used, the match should be stopped and reset with the correct ruleset.**

### 5.3 Side Selection

Aside from playoffs, side selection will be based on a coin flip conducted by the coordinator. The team mentioned first in the matchup has a choice of Blue or Red side for Game 1 and Game 3. The team mentioned second has a choice of Blue or Red side for Game 2.

Example: Team A vs Team B

Team A may choose their side (red or blue) during Game 1 and Game 3.

Team B may choose their side (red or blue) during Game 2.

During playoffs, side choice for game 1 will be determined based on first (1) Total Wins then (2) Coin Flip (<http://justflipacoin.com/>) spectated by the other team captain in some capacity (e.g. Discord screen share). Side choice will alternate for the proceeding games.

## 5.4 Schedule

**Weeks 2-8:** One **bo3** matchup beginning at **7pm** unless captains agree otherwise *beforehand*.

**Week 9:** Break.

**Week 10:** Potential playoff game or tiebreaker match for playoff eligibility.

**Week 11:** Quarterfinals **bo3**

**Week 12:** Break: GatorLAN occurs.

**Week 13:** Semifinals **bo3**

**Week 14:** Finals **bo5**

## 5.4 Reporting Scores

It is the responsibility of the **WINNING** team's captain to record the score to a coordinator. It will be assumed that there was a double forfeit if no score is reported 2 weeks after the designated game date. **Scores should be reported to kelli#8608 or #captain-channel** in the Gator League of Legends Community Discord. Captains will be contacted via Discord and given the captain role upon successful GatorIMs registration.

Both captains are encouraged to keep a record of each game results screen for documentation in case it is required for review.

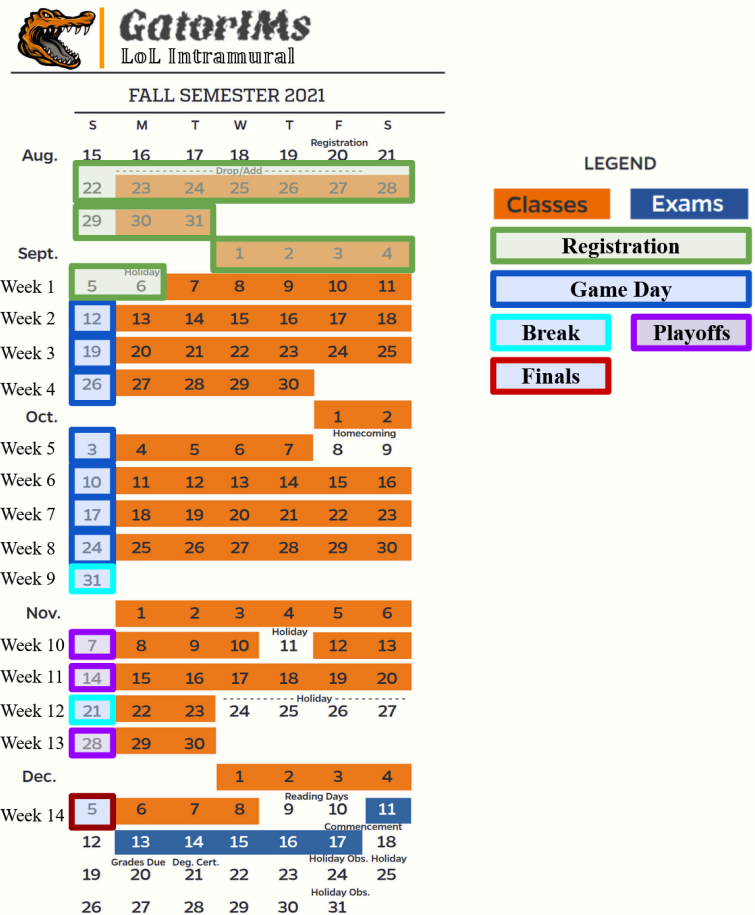
## 6.0 Streaming

Players are allowed to stream their own game. Spectators (other than GatorIMs staff) are not allowed due to how the privilege may be abused.

Players should add at least 3 minutes of stream delay to ensure no unfair advantages. Map covers are also encouraged. The onus is on the streamer to protect their team against stream sniping.

## 7.0 Prizing

There will be a small prize of some sort (hopefully). Season 1 received T-shirts, Season 4 received a custom keycap for their keyboard, Season 5 has a custom keycap on the way.



## 8.0 Complaints and Disputes

Complaints or disputes should be communicated to the Intramural Coordinator as soon as possible with evidence of rule violation, especially video or photographic evidence (e.g., replays, screenshots of text communications).

Please contact the coordinator for support and adjudication when needed.

*(Rules adapted from LCS Official Rules v3.01, MIT Intramurals Spring 2020, UC Santa Cruz Intramurals Fall 2020, UCI Intramurals Spring 2020, cLoL Rules 2019)  
Updated 9/19/2021 by Kelli Snellman (updated Saturdays to Sundays)*