



League of Legends Ruleset

Player Eligibility: All players participating in LoL competitions must have an active LoL (North America) account in good standing.

Only registered team members playing under their own account are allowed to play for a team.

The **HOME** team is considered the creator of the match and will pick last. Home teams are selected randomly during the season by our tournament software. During the playoffs, home teams will be designated as the higher seed, based on your season play.

Tournament Structure & Format

1. Game Settings

All matches must be played on **Summoner's Rift** using the **Tournament Draft** custom game mode.

- **Map:** Summoner's Rift
- **Team Size:** 5v5
- **Allow Spectators:** Lobby Only (unless authorized streamers are present)
- **Server:** NA

2. Series Length

- **Format:** Best-of-3 (Fearless) throughout season/playoffs/finals.
- **Playoffs/Finals:** Best-of-3 (Fearless).

3. Substitutions

- Players are allowed to switch following the completion of each game. In other words, in a best-of-three series, Player 1 could play in game one, get switched for Player 2 for game two, and then come back to play game 3.
- Substitute Players must be registered as a Sub before the start of Game 1 & be registered under the Team and may not play on any other team in any other role.

4. Spectator slots

- All games should be configured to allow spectators to allow KCCEC representatives and casters to participate in the game and address possible issues
- No players are allowed in the spectator roles at any time

5. Livestreams

- Participants can livestream their gameplay during the Tournament.
 - Participants must not make any illegal, disrespectful, or inappropriate comments towards other Players or Participants during livestreams.
 - Participants who choose to livestream their matches should set an appropriate delay to prevent opponents from stream-sniping. If a delay is not set, the Participant will bear the consequences, including but not limited to the potential leaking of tactics to opponents.
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The "Fearless Draft" Mechanics

Fearless Draft prevents teams from playing the same champion twice in a single series. Home team, please use <https://www.fearlessdraft.net/> to track your characters throughout the weekly Best-of-3.

1. The Fearless Rule

- Once a champion has been **picked** by either team in a series, that champion is "locked" and cannot be picked again by **any** team for the remainder of that series.
- **Example:** If Blue Team picks *Lee Sin* in Game 1, neither Blue Team nor Red Team can pick *Lee Sin* in Game 2 or Game 3.

2. Banning Phase

- Standard bans still apply in the drafting phase.
- Banned champions are only unavailable for that specific game.
- **Note:** You cannot "waste" a ban on a champion that is already locked out by the Fearless Rule.

3. Draft Tracking

- The Tournament Organizer (TO) or a designated referee will maintain a "Global Ban List" updated after every game.
 - It is the responsibility of the Team Captains to verify the list before the draft begins.
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Gameplay Rules

1. Side Selection

- **Game 1:** The HOME team (or higher seed), Team A, chooses their side (Blue or Red).
- **Subsequent Games:** The loser of the previous game chooses their side for the next game.

2. Pauses & Technical Issues

- **Directed Pause:** Pauses are not allowed in this league unless it's a system/server issue.

- **Method:** Type "/pause" in all-chat. The team must immediately state the reason for the pause.
- **Resuming:** Before unpausing, the pausing team must ask "Ready?" in all-chat and receive a "Ready" or "Go" from the opposing team.

3. Placeholders (The "Missing Champion" Rule)

If a team accidentally picks a champion that is locked by the Fearless Rule:

- The draft must be dodged immediately.
 - The draft will be recreated with the same picks/bans up to the point of the error.
 - The offending team may lose a ban for the restarted draft at the TO's discretion.
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Code of Conduct

1. Competitive Integrity

- **Account Sharing:** Players must play on their own registered accounts.
- **Collusion:** Any agreement between teams to manipulate the outcome of a game will result in immediate disqualification.

2. Sportsmanship

- **All-Chat:** Use of all-chat should be limited to "GLHF," "GG," or technical communication regarding pauses.
- **BMing:** Excessive taunting or offensive remarks will result in a formal warning.

Reporting Results

- **Proof of Win:** Home team captain must take a screenshot of the post-game scoreboard for every game in the series. Either a screenshot or a cellphone shot is acceptable, as long as we can read it. Submit these screenshots to the discord channel named after your game.
- **Disputes:** If a conflict arises regarding a score or a rule violation, players must contact a TO immediately with screenshot/video evidence.

Disclaimer: Rules and Tournament structure are subject to change without notice. Please pay attention to discussions via email and discord for the most up to date information.

GLHF - Thank you for your participation in the KC Corporate Esports Cup!

The logo for KC GAMEON features the letters "KC" in a bold, black, sans-serif font. To the right of "KC", the word "GAMEON" is written in a stylized, blue, italicized font with a white outline and a slight 3D effect. The "O" in "GAMEON" is replaced by a blue and white checkered flag.