Risen Esports General Rules & Information

Section 1.0 - League Formats & Schedule
- 1.1 - Teams will play one best of three series per week.
- 1.2 - When speaking officially, all times shall be posted as ET (eastern time) format.
- 1.3 - Draft League matches will be held on Fridays @ 8PM ET
- 1.4 - Rampage Premade and Unstoppable Premade games will be held on Saturdays @ 7PM ET
- 1.5 - Dominate Premade games will be held Sunday @ 4PM ET
- 1.6 - A league-specific document with Rosters, standings, and schedules will be available in #league_info.
    - The team on the left of each week's matchup starts game 1 with side selection.
    - Side selection then goes to the team which lost the previous game.
- 1.7 - Bye weeks will be determined at the start of each season with regards to American and Canadian holidays.
    - Bye weeks may be added on short notice for extremely substantial reasons like server downtime, natural disasters, national emergencies, etc.
- 1.8 - The number of teams that make playoffs for each league will be determined before the season begins. Playoffs format is single elimination and teams will face a team outside of their group in at least the first round (beyond that, it will depend on the number of teams in playoffs).

Section 2.0 - Rescheduling games
- 2.1 - If a team can't make the original time listed in section 1.6, they must either forfeit the match or reschedule in accordance with the rules below.
- 2.2 - A series may be rescheduled in accordance with the following procedures:
    - Both teams must agree to the reschedule.
    - Both teams must work together to determine the best time for the game to be rescheduled to. Games must be rescheduled to a day before the Wednesday following the last match of the regular season.
    - The captain from the team that initiated the reschedule must then post in the "#game-reschedule-edits" channel on the Discord server, stating the date and time of the reschedule. The post must also tag (@) the captain from the other team, and they must make a reaction to the post to confirm that it was a mutual agreement
- 2.3 - Once a reschedule is posted and approved, it is considered the new official match time, and teams are expected to be ready at that time in accordance with all rules in Section 3. Any further changes must follow the same reschedule process as outlined above.
- 2.4 - Teams may only request to reschedule a maximum of half of their overall matches during the season, as well as a maximum of half of their playoff matches.

- ○ Once a team has reached this limit, it must play the remainder of its matches on the scheduled date and time (unless the other team requests a reschedule).

Section 3.0 - Lobby rules

- 3.1 - A team should be in the lobby and in role order from top to support when the game is scheduled to start.
  - ○ Teams should *intend* on playing in the order in which they line up in the lobby.
    - ■ Players are free to lane swap and role swap at any point before, during, or after draft.
    - ■ In situations where a team employs role swaps as a routine strategy, the team's initial order should reflect what their roles would be if there were no bans.
  - ○ If a team drafts roles which are different from their original order, they should re-arrange in the lobby before starting the game.
  - ○ If a team's initial role order in lobby is found to be intentionally misleading or confusing, a penalty may be imposed.
- 3.2 - Teams must complete all Champion trades before the 20-second mark during the Trading Phase of Client draft.
  - ○ If proof can be presented that this rule was broken, the game and draft will be remade, with the offending team losing their first two bans. A second offense in one series results in game forfeit.
- 3.3 - A draft may not be started with fewer than 5 players on each team.
  - ○ Drafts will first use the web-based drafting tool Draftlol (https://draftlol.dawe.gg/). The team with side selection should set up the Draftlol and provide necessary links to their team, the enemy team, and casters/streamers.
    - ■ "Mispicks" can be promptly corrected in the League lobby via chat.
    - ■ We strongly encourage teams to acknowledge these quick corrections, but teams are not obligated to recognize deviations from Draftlol or allow for mispick correction.
  - ○ This draft should then be recreated in-client with the same picks.
  - ○ If there is an error or a mistake made during the in-client draft, a team's support should leave the lobby and rejoin so that the draft can be restarted. If it happens again, the draft should be completely restarted with the offending team losing 2 bans.
  - ○ Teams should proceed immediately to in-client draft after Draftlol. Stalling is not permitted without permission from the opposing team. Stalling is absolutely prohibited during streamed matches without production staff or admin approval.
- 3.4 - Teams are expected to show up with all team members at the scheduled match time.
  - ○ If a team does not have *anyone* in the lobby and ready to draft 15 minutes after the scheduled match time, the team forfeits the match.
  - ○ If a team does not have its *full* roster in the lobby and ready to draft 15 minutes after the scheduled match start time, the team forfeits game 1 of the match.

- ○ If a team's full roster is still not ready to draft after a further 10 minutes has elapsed (for a total of 25 minutes from scheduled match time), the team forfeits the match.
- ● 3.5 - Teams should take no more than 10 minutes between games.
  - ○ Once a team has taken at least 5 minutes to prepare for the next game, the opposing team may opt to give a 5-minute warning at any point (if given, it should be documented).
  - ○ If a team is not prepared to draft five minutes after receiving a warning, they forfeit a game.
  - ○ If they take an additional 10 minutes (for a total of 15 minutes following the warning), they forfeit the match.
  - ○ Warnings are not automatic (you can choose not to issue one), and in situations where a team doesn't wish to enforce a forfeit, teams may agree to extend time between games as needed, provided the match is still completed. If the match will be completed on a later date, this should be handled as a reschedule in accordance with rule 2.2.

Section 4.0 - In-game rules
- ● 4.1 - All chat is only to be used by team captains to communicate as necessary.
- ● 4.2 - In-game toxicity and harassment are strictly prohibited, and will be met with forfeiture of bans in future games/matches. Extreme circumstances may warrant match forfeiture or full disqualification from Risen.
- ● 4.3 - Voice Channels
  - ○ Teams are required to use the Risen Discord server for voice chat for all matches.
  - ○ When using Risen Discord voice channels, anyone not playing in the match must have their microphone muted during the game and during pauses.
    - ■ This includes coaches, managers, and non-player captains, who are only permitted to be unmuted between games.

Section 5.0 - Pausing
- ● 5.1 - Teams may only pause in the case of technical issues or real-world emergencies, such as client/game bugs, computer crashes, internet problems, or power outages.
- ● 5.2 - Teams are limited to a total of three pauses per game and a maximum of 15 minutes of pause time per game.
  - ○ Once a team is out of pauses and/or pause time, the game must be resumed regardless of any ongoing issues or else forfeited.
- ● 5.3 - A team may only pause when there is no ongoing action in-game (eg, fighting, trading, or positioning around/contesting a neutral objective).
  - ○ If a pause is absolutely necessary in an instance where an objective or fight is either imminent or underway, a team must back up and surrender its positioning before pausing.

- ○ Inappropriate pause timing may be reviewed post-game and result in penalty up to a total game loss.

Section 6.0 - Rosters
- ● 6.1 - Please refer to a league's respective Roster Rules sheet for detailed information regarding roster changes, substitutions and player eligibility.
- ● 6.2 - All players will be reviewed on a discretionary basis; if an admin determines that a player is not eligible, that decision is final.
- ● 6.3 - Players are rejected on a by-person basis, not a by-account basis.

Section 7.0 - Cheating & Smurfing
- ● 7.1 - Smurfing is strictly prohibited, and anyone found smurfing will be immediately banned from Risen.
- ● 7.2 - Using scripts or third-party software in game is strictly prohibited. Anything deemed illegal to use by Riot is not permitted. Players found cheating/scripting will be immediately banned from Risen.
- ● 7.3 - Any team that had a cheater or smurf on their roster will have all wins with that player overturned to losses.
  - ○ If this was done without the knowledge of the rest of the team, past opponents may be encouraged to replay the affected matches.
- ● 7.4 - Players are required to report cheating/smurfing if they become aware of it. Not reporting known violations of rules 7.1-7.2 will be treated the same as committing those violations.
  - ○ To report these issues, use the [Risen Cheating Report Form](#).
  - ○ A player will not be punished for being aware of smurfing if they are the one to report it.

Section 8.0 - Misc
- ● 8.1 - Punishments for leaving/quitting your team OR leaving an official game or series without prior notice may include the following; to be determined on a case-by-case basis:
  - ○ Removal from team
  - ○ Loss of acceptance onto another team's roster
  - ○ Loss of acceptance into Risen next season
- ● 8.2 - New champions will not be available the week they are released.
  - ○ 8.2.1 - If a new champion is released during playoffs they are disabled for the rest of playoffs.
- ● 8.3 - This rule sheet, and all aspects of Risen Esports, are subject to change.
- ● 8.4 - Harassment is strictly not allowed. Harassment takes many forms, but in general this is constituted by slurs, repeated attacks against a person or team based on past actions, race, gender, or sexual orientation.
  - ○ The first offense will result in a warning and a suspension in the series being played. Teams will be asked to finish the game where harassment occurred and

change players for the remaining games. If the offense occurred during the last game of a series, the player will be suspended in the subsequent series.

- ○ A second offense will result in a suspension for the rest of the season.
- ● 8.5 - When a team's captain takes an action that the majority of the team's members disagree with, that captain may be removed from the team and their action (whether a forfeit, disbanditure, or otherwise) may be invalidated.
- ● 8.6 - If a team disbands and is not able to be replaced with a new roster within a week, all wins of the disbanded team will be overturned into losses.
- ● 8.7 - These rules are not comprehensive, and may not cover all situations. When extreme and/or unforeseen circumstances that these rules do not cover arise, the rules defer to admin discretion.

Section 9.0 - Prizes!

- ● Discord Emoji of team logo uploaded onto the Risen server
- ● Champion of Risen role in the Risen Discord
- ● Guaranteed spot in next season with the same team (with at least 3 returning, eligible players)
    - ○ Premade Dominate: Monetary prize to league winner and runner up as specified on the League Document.

Section 10.0 - Captain's Agreements

- ● 10.1 - Leniency of rules may be agreed upon by the captains. (Promising extra pause time, agreeing on the use of an unapproved sub, allowing a post-draft position swap, etc).
    - ○ Post in match-reschedule-edits, have the other captain react, and take a screenshot—or else your agreement will **not** be enforced and you will not be helped if the opponent goes back on their word.
    - ○ Note: agreed-upon, unapproved subs will **NOT** be reviewed in smurfing reports. By agreeing to forgo Risen standards, you accept any risk.

Section 11.0 - In Game Bugs

- ● 11.1 - Risen Esports will always attempt to follow Riot rulings regarding game-impacting bugs in Tournaments and Solo Queue. Be aware that Risen does not have the ability to chronobreak games, and thus may be more aggressive in disabling champions.
    - ○ If a champion must be disabled, Risen will announce this decision immediately, along with the expected duration for the champion to remain disabled.
- ● 11.2 - It is prohibited to intentionally use or abuse any known bugs.
    - ○ Doing so will result in a penalty up to forfeiture of the game.
- ● 11.3 - If a game-impacting bug occurs, the captains involved in the game should immediately contact an admin to resolve the situation.
    - ○ Cole#0004 is the primary point of contact for game-day situations. If he is not available, post in the #staff-help channel that you've encountered a problematic bug and require staff assistance.

- 11.4 - When a game-impacting bug occurs, a Risen administrator will evaluate the bug, its severity, and come to a ruling on how to proceed. This ruling may involve continuing the game as normal, allowing for extra pause time to restart clients/computers as necessary, remaking the game, or declaring a winner of the game.
    - A winner will only be declared in instances where the game must be remade, but in which there is an insurmountable lead as defined by Rule 12.8.1 in the LCS Rulebook, which outlines the following criteria that may guide this decision:
        - A team has earned greater than 57.5% of all gold in the game.
        - A team has at least 8 more turrets standing than its opponent.
        - A team has all inhibitors standing while its opponent has none.
        - A team has both nexus turrets standing while its opponent has none.
        - A team has 4+ more players currently alive, with substantial death timers remaining for its opponent.
        - Straight Up GG - eg, a team's victory is plainly imminent.

Section 12.0 - Tiebreakers
- 12.1 - At the conclusion of the regular season, qualifying teams will proceed to playoffs as dictated by the instructions on each league's respective roster document. When there is a tie that affects the seeding of teams proceeding to playoffs, tiebreakers will be used in order listed until a tiebreaker is found that resolves the tie.
    - When possible, 3+ team tiebreakers will be resolved all at once (e.g., if using the fewest game losses clause, and four teams have 7, 8, 9, and 9 losses respectively, we will order the teams based on that, versus separating out the team with 7 losses and starting again from the top of the list).
    - If a 3+ team tiebreaker can be broken down into smaller tiebreaks but not fully resolved by a clause, any smaller groups created by use of that clause will be resolved by restarting from the top of the tiebreaker list (e.g., the two teams with 9 losses from the above example would be seeded based on the top tiebreaker, which is head-to-head series wins).
- 12.2 - Single round robin formats: Tiebreakers involving 2 or more teams, ordered:
    - Head-to-head(-to-head+) series wins
    - All series fewest game losses
    - All series most game wins
    - Strength of victories
    - Fastest average game time in wins
    - Bo1 tie break match (same side as first h2h series)
- 12.3 - Double round robin formats:
    - Tiebreakers involving exactly 2 teams, ordered:
        - Head-to-head series wins
        - Head-to-head fewest game losses
        - All series fewest game losses
        - All series most game wins
        - Fastest average game time in wins

- ■ Bo1 tie break match (same side as first h2h series)
- ○ Tiebreakers involving 3 or more teams, ordered:
  - ■ Head-to-head-to-head+ series wins
  - ■ Head-to-head-to-head+ fewest game losses
  - ■ Head-to-head-to-head+ most game wins
  - ■ All series fewest game losses
  - ■ All series most game wins
  - ■ Fastest average game time in wins
  - ■ Bo1 3-team round robin or 4-team randomized bracket

Final note: When in doubt, use common sense. If you're breaking League terms of service or Discord terms of service, you're probably also breaking the rules for Risen Esports. If you feel like something you are doing may be wrong, don't do it. If you feel like someone else is doing something that may be wrong, let an admin know.