**These rules are specific to League of Legends. Please refer to the**[**general rules**](https://champs.britishesports.org/season3-rules)**for information about tournament format, substitutions, rematches and sportsmanship.**

**League Operations Team**

TBC

Admins can be contacted through the League of Legends Channels in the Champs Discord.

**Contents**

1.Player ​and ​Team ​Eligibility

2.Match ​Rules

3.Spirit ​of ​the ​Game

4.Spirit ​of ​the ​Rules

**Player ​and ​Team ​Eligibility**

**1.1. Player ​eligibility**

1.1.1. To ​be ​eligible ​to ​compete ​in ​the ​British Esports Championships, ​each player ​must ​have ​satisfy all of the following conditions:

      1.1.1.1. Be ​registered in full-time education ​at ​an ​Institution ​of ​Secondary or Further Education as defined in sections 1.1 and 1.1 respectively.

      1.1.1.2. They ​must ​have ​a ​EUW ​account on League of Legends.

      1.1.1.3. A ​Players ​account ​name ​should ​not ​be ​offensive ​and ​if ​the British Esports Championships ​considers ​this ​to ​be ​the ​case, ​that ​player ​will ​be ​required to ​change ​their ​name.

      1.1.1.4 A Player must be aged 12+.

1.1.2. Ineligible ​Students

The ​following ​students ​are ​ineligible ​to ​participate:

      1.1.2.1. British Esports Championships tournament admins

**1.2. Team ​eligibility**

1.2.1. Each ​team ​must ​have ​a ​designated ​Leader that satisfies the following conditions:

      1.2.1.1. A registered staff member at the Institution that the team represents. In exceptional circumstances, a student with written permission from their school or college may be designated leader, subject to British Esports Association approval.

      1.2.1.2. Able to act as representative and point of contact for BEA

      1.2.1.3. Able to supervise all online interaction between Players at that Institution. This must include before and after games as well as during.

1.2.2. A ​team ​must ​consist ​of ​at least ​5 ​but no more than ​7 ​players that must be ​from ​the ​same Institution.

1.2.3. A ​player ​must ​be ​only ​on ​one ​team ​at ​once, ​however ​players ​may change ​teams ​throughout ​the ​season.

1.2.4. If ​a ​team ​splits ​up, ​the ​majority ​of ​the ​team ​has ​right ​to ​ownership ​of the ​team ​and ​any ​seedings/qualification ​spots ​it ​has ​earnt.

1.2.5. A ​team ​may ​request ​a ​name ​change ​at ​any ​point ​during ​a ​season. ​To change ​a ​team's ​name, ​an ​admin ​must ​be ​contacted ​with ​desired change.

1.2.6. A ​Teams ​name ​should ​not ​be ​explicitly ​offensive ​and ​if ​the ​British Esports Championships considers ​this ​to ​be ​the ​case ​that ​team ​will ​be ​required ​to ​change their ​name.

**2. Match ​Rules**

2.1. Match ​Setup ​and ​Champion ​Select

2.1.1. All ​matches ​are ​to ​be ​played ​on ​the ​European ​West (EUW) ​server.

2.1.2. Players ​must ​use ​the League of Legends ​account ​associated ​to ​their ​British Esports Championships account. ​If ​this account ​information ​is ​not ​up ​to ​date ​it ​will ​lead ​to ​a ​loss ​of ​ban ​in ​the first ​incident ​with ​increasing ​penalty ​for ​repeat ​offence.

2.1.3. The school/college shown on the left of the match page is the "home" team.

2.1.4. If ​tournament ​codes ​are ​provided ​they ​should ​be ​used ​by ​all ​players. If, ​for ​some ​reason ​tournament ​codes ​are ​not ​available, ​either ​team may ​host ​the ​match ​and ​the ​match ​name ​and ​password ​should ​then be ​given ​to ​opposing ​team. Alternatively, add the captain of opposing team and invite them to the lobby.

The ​lobby ​should ​be ​set ​up ​as ​follows:

      2.1.4.1. The ​game ​mode ​tournament ​draft ​must ​be ​used ​for ​all matches.

      2.1.4.2. The ​map ​Summoners ​Rift ​must ​be ​used ​for ​all ​matches.

      2.1.4.3. Spectators ​are ​in ​general ​allowed ​however ​either ​team ​may request ​that ​spectating ​is ​turned ​off ​or ​lobby ​only.

      2.1.4.4. Team ​size must ​be ​5.

2.1.5. Once ​both ​teams ​have ​joined ​the ​lobby ​and ​stated ​they ​are ​ready, ​the lobby ​leader (denoted by gold medal symbol) ​may ​begin ​Champion ​Select.

2.1.6. New ​champions ​may ​not ​be ​used ​until ​they ​have ​been ​available in Ranked and ​for purchase ​for ​at ​least ​one ​week.

2.1.7. Champions ​which ​have ​been ​reworked ​may ​not ​be ​used ​until ​a ​week has ​passed ​since ​patch ​date.

2.1.8. If ​a ​player ​does ​not ​own ​a ​specific ​champion ​then ​they ​must ​pick ​a placeholder ​champion. ​In ​the ​event ​a ​team ​wishes ​to ​use ​a placeholder ​champion ​they ​must:

      2.1.8.1. Inform ​the ​opposing ​team ​captain ​and ​the ​casters ​must ​be told ​before ​the ​champion ​is ​locked ​in ​that ​you ​are ​using ​a placeholder ​and ​who ​the ​placeholder ​represents. ​This ​is done ​by ​messaging ​opposing ​captain.

      2.1.8.2. Once ​champion ​select ​finishes, ​the ​game ​must ​be ​remade, ​still as ​Tournament ​Draft, ​with ​the ​same ​champions ​selected ​apart from ​the ​“placeholder”.

**3. Penalties**

3.2.1. Any ​person ​found ​to ​have ​engaged ​in ​or ​attempted ​to ​engage ​in ​any act ​that ​British Esports Championships ​believes, ​in ​its ​sole ​and ​absolute ​discretion, ​constitutes unfair ​play, ​will ​be ​subject ​to ​penalty. ​The ​nature ​and ​extent ​of ​the penalties ​imposed ​due ​to ​such ​acts ​shall ​be ​in ​the ​sole and ​absolute discretion ​of ​the ​British Esports Championships.

3.2.2. If ​any ​team ​or ​player ​is ​suspected ​of ​breaking ​any ​rules, ​admins should ​be ​informed by the Leader. At this ​point ​they ​may ​ask ​for ​screenshots ​or other ​evidence ​of ​misconduct.

3.2.3. Upon ​discovery ​of ​any ​team ​member ​committing ​any ​violations ​of ​the rules ​listed ​above, ​the ​British Esports Championships ​may, ​without ​limitation ​issue ​the following ​penalties:

      3.2.3.1. Loss ​of ​a ​ban. In this instance, the offending team must select “None” in place of their first ban.

      3.2.3.2. Issue of ​a ​warning on the record of that team.

      3.2.3.3. Forfeit ​of ​a ​match.

      3.2.3.4. Temporary ​suspension ​of ​a ​player. If this results in <5 players on the team, the team will become ineligible (according to 1.4.2) unless a substitute is brought in.

      3.2.3.5. Permanent ​ban ​of ​a ​player.

      3.2.3.6. Deduction ​of ​points ​or ​seeding ​for ​the ​current ​or ​next tournament. Penalties are carried over with the majority of the offending team for the full academic year.

      3.2.3.7. Disqualification ​of ​team ​from ​a ​tournament

      3.2.3.8. Disqualification ​of ​team ​from ​the ​British Esports Championships

**4. Spirit ​of ​the ​rules** 4.1. These ​rules ​may ​be ​amended, ​modified ​or ​supplemented ​by ​the ​British Esports Championships, ​from time ​to ​time, ​in ​order ​to ​ensure ​fair ​play ​and ​integrity ​of ​the ​British Esports Championships.

4.2. All ​decisions ​regarding ​the ​interpretation ​of ​these ​rules ​lie ​solely ​with ​the British Esports Championships, ​the ​decisions ​of ​which ​are ​final.

**5. Glossary**

5.1. Institution.

A school or college as defined in sections 1.1 And 1.2.

5.2. Player

A student who plays esports in the British Esports Championships.

5.3. Admins

Also known as tournament admins, referees, umpires. Admins will create fixtures, calculate results, make sure that players adhere to the Rules and Code of Conduct, hand out penalties.

5.4. Leader

A Leader is an adult member of staff that represents an Institution. A Leader is responsible for supervising online interactions between players, checking-in an Institutions teams, reporting match results to the tournament system. One Leader must be responsible for multiple teams.

5.5. Team

A team is a group of players. A team represents its Institution in the British Esports Championships.

5.6. Check-in

The process of reporting a team’s arrival and commitment to play in that week’s matches. Check-in takes place the day before fixtures on the tournament website. Only a Leader must check a team in.

5.5. Champion Select

The process of banning and selecting champions for the upcoming match. Banned champions must not be played by either team.

5.7. Champions

Champions are player-controlled characters. Each champion possesses unique abilities and attributes. Players select what champion to play during Champion Select at the start of the match.

5.8. Summoner Spells

Summoner spells are abilities that are chosen in Champion Select before the start of the match. Each player is allowed two summoner spells chosen from a list. Summoner spells must be used in-game to aid a player’s champion in various ways as each spell has a unique effect.

5.8. Runes

The Rune system (named Runes Reforged) allows players to customize their champion before the start of the game by choosing from a number of Runes, which add or enhance champion abilities and statistics. It is not possible to enter a match without an active, valid rune page. The game will provide a pre-constructed page for the player if the selected rune page is not valid.

5.9. Lobby

Lobbies are menu screens where players must set up the upcoming game session, change their settings, and talk to each other. In many games, players return to the lobby at the end of each session. In some, players joining a session that has already started are placed in the lobby until the start of the next. As lobbies consume very few resources they are sometimes additionally used as a "holding pen" for players while waiting for the next match. Opposing teams must be invited to the lobby for the match to proceed.

5.10. Disconnect

Also known as DC. Disconnect refers to an Internet shortage that removes a player from a game or a player intentionally leaving a game.

5.11. Casting

Commentating an esports match. Commentators are known as casters. This is short for shoutcasters, the original term used to refer to esports commentators which has been shortened over time.

5.12. Seeding

The process of preliminarily ranking teams in a tournament bracket to ensure the most fair outcome. Each team is a seed.

5.13. Game

The application, programme, or .exe file, of a game. For example, LeagueofLegends.exe is the game League of Legends.