2023 Spring Series: League of Legends Rulebook

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I. Acceptance of the Competition Rules

This rulebook encompasses competitions and interactions made within the Amateur Esports Association's various platforms from the month of January 2023 through June 2023. This rulebook has hierarchy over messages sent through email or via Discord message which may contradict any point in this rulebook. This rulebook is subject to be amended by AEA Moderators. Team Captains will be made aware of any major changes via the AEA Discord Server. Registering to compete in the 2023 Spring Series: League of Legends competition hosted by the AEA indicates that you accept the rules outlined in this document and understand its right to be amended.

II. Overview and Schedule

The Spring League of Legends competition within the AEA starts in January of 2023 with the Preseason, and ends in June with the National Tournament. All AEA 2023 Spring Series competitions require that a minimum of 12 teams register in order to conduct the competition according to the schedule and ruleset detailed in this rulebook.

A. Schedule

1. Preseason Play

This section of the competition gives teams the opportunity to familiarize themselves with the competition and play some preliminary matches. Preseason performance does not dictate seeding into any other portion of the competition. All of the matches in this section are a Best-of-Three in format unless stated otherwise.

Preseason Open Tournament - *January 21st, 2023*

Round	Time
Round of 16 (Bo3)	12:00 PM PST / 2:00 PM CST / 3:00 PM EST
Round of 8 (Bo3)	1:00 PM PST / 3:00 PM CST / 4:00 PM EST
Round of 4 (Bo3)	2:00 PM PST / 4:00 PM CST / 5:00 PM EST
3rd Place Match (Bo3)	3:00 PM PST / 5:00 PM CST / 6:00 PM EST
Grand Finals (Bo5)	3:00 PM PST / 5:00 PM CST / 6:00 PM EST

Round	Date	Time
Week 1	February 7th, 2023	5:00 PM PST / 7:00 PM CST / 8:00 PM EST
Week 2	February 14th, 2023	5:00 PM PST / 7:00 PM CST / 8:00 PM EST
Week 3	February 21st, 2023	5:00 PM PST / 7:00 PM CST / 8:00 PM EST
Week 4	February 28th, 2023	5:00 PM PST / 7:00 PM CST / 8:00 PM EST

2. **Regular Season Play**

This section of the competition takes place over the course of 9 weeks. Performance in this section of the competition determines seeding for the Post-Season Tournament. All matches in this section are played online by default. All of the matches in this section are a Best-of-Three in format.

Round	Date	Time
Week 1	March 7th, 2023	5:00 PM PST / 7:00 PM CST / 8:00 PM EST
Week 2	March 21st, 2023	5:00 PM PST / 7:00 PM CST / 8:00 PM EST
Week 3	March 28th, 2023	5:00 PM PST / 7:00 PM CST / 8:00 PM EST
Week 4	April 4th, 2023	5:00 PM PST / 7:00 PM CST / 8:00 PM EST
Week 5	April 11th, 2023	5:00 PM PST / 7:00 PM CST / 8:00 PM EST
Week 6	April 18th, 2023	5:00 PM PST / 7:00 PM CST / 8:00 PM EST
Week 7	April 25th, 2023	5:00 PM PST / 7:00 PM CST / 8:00 PM EST
Week 8	May 2nd, 2023	5:00 PM PST / 7:00 PM CST / 8:00 PM EST
Week 9	May 9th, 2023	5:00 PM PST / 7:00 PM CST / 8:00 PM EST

3. **Post-Season Tournament**
   The Post-Season Tournament will have teams seeded following their final Regular Season standings. Format for this section of the competition will be set according to the number of participants in the AEA Spring Series competition, and the full Post-Season Tournament schedule will be updated here by February, 24th 2023.

4. **National Tournament**
   The AEA National Tournament is a LAN event which will take place in June 2023. No fewer than 8 teams will be invited to compete from each 2023 Spring Series competitions. National Tournament location, format and schedule will be announced in the AEA Discord server and updated to this section of the rulebook by March 15th, 2023.

B. **Rescheduling**
1. The default match time, as outlined above in the schedule portion, is the expected time that any given match is to be played. As outlined in the "Score Reporting" section, scores for each match are to be reported on the same day that a match is supposed to be played. For this reason, matches are able to be rescheduled so long as the scores from these matches are reported by the time they are done; however, rescheduling matches is **heavily** discouraged. Coaches and coordinators should be prepared to play all matches at the scheduled time. If an opposing team is unable to reschedule, the match is expected to be played at the default time.

III.   Eligibility

Teams that have chosen to organize for esports competitions within the Amateur Esports Association must adhere to the following requirements regarding eligibility. Additionally, at least one contact from each team must be in the official Amateur Esports Association Discord server.

A. **Age and Grade Clause**
1. For the Spring League of Legends competition, in order to qualify to compete all players on any given roster must be either:
   a. 18 years of age or below the age of 18 as of 01/01/2023
   b. 19 years of age and Enrolled in High School as of 01/01/2023

B. **Proof of Identity**
1. Proof of photo identification, which includes birthdate, must be available to review upon request by an Amateur Esports Association official.

IV. Competition Rules

A. Team Rosters

1. A roster may consist of (5) starting players and up to (3) substitutes
2. Roster modifications may be requested after tournament registration by contacting moderators in the Amateur Esports Association Discord server. Moderators reserve the right to deny requests and all moderator determinations are final.
3. No roster modifications will be accepted less than (2) weeks prior to the Post Season Tournament unless an emergency roster modification is granted by the Amateur Esports Associations Moderators.
4. All teams must have at least (1) representative in the Amateur Esports Association Discord server, and one representative from each team must be registered as the teams point of contact throughout the series.
5. Matches must start within 15 minutes of the scheduled start time of each scheduled match, unless Tournament Officials have already been made aware of a particular situation. Failure to start within 15 minutes of the scheduled start time and to contact Tournament officials will lead to a forfeit for the team that was not able to start.

B. Lobby Setup

1. Gameplay Settings:
   - Map - Summoner's Rift
   - Team Size - 5
   - Game Type: Tournament Draft
   - Password: to be set by the hosting party
   - Allow Spectators - None
     - In matches where a substitute, coach or AEA official needs to spectate, the spectators should be set
   - The higher seeded team is to be placed on side Blue/Team 1
2. The higher seeded team is responsible for hosting each assigned match. The higher seeded team will be displayed on top of the other team on the tournament bracket.
3. Once both teams have indicated they are ready to begin the match the game should begin. Starting a match indicates ruleset agreement from each team.
4. Any champions, items, champion/ward skins, runes, summoner spells, or emotes are prohibited from use in official matches if they are disabled in any ranked Summoner's Rift queues while they are disabled in those queues.
5. In the case of a disconnect where a player is unable to continue that team must complete the map without that player and may sub only after that map is concluded.

C. **Score Reporting**
  1. The winning team from any given match is held responsible for reporting that match's score.
  2. Match scores for all games must be reported into the designated channel in the AEA Discord Server no longer than 15 minutes after the matches completion.

D. **Subbing and Player Disconnects**
  1. 5 players are required to begin any series in the competition, however if players disconnect and are unable to rejoin and leads to a team having under 5 players that team can play through the remainder of the match.
  2. Subs may only be utilized between rounds in a match, no subbing in the middle of a round will be permitted. Subs are permitted to spectate matches while they are not being played.

E. **Toxicity and Hate Speech**
  1. Toxicity is not permitted in any competitions hosted by the Amateur Esports Association. The golden rule is to simply be nice to others. Any form of hate speech, name calling or derogatory references will be taken very seriously. This includes interactions during any AEA event, both in game and in Discord. AEA Moderators have the final say when reviewing cases of toxicity and/or hate speech. Please contact an AEA Moderator to report this behavior if observed.

F. **Additional Match Rules**
  1. Teams are allotted two 5-minute pauses per match. Pauses may be used in cases of player disconnects or other technical issues. A pause may not be initiated during player vs player combat.
  1. Match chat should be used for official match communication primarily. Communication outside of this should be done cautiously and with sportsmanship in mind. Tournament Officials should be contacted in the case of observed toxicity.
  2. Cheating of any form will not be tolerated.
  3. Abusing bugs to gain competitive advantage is not acceptable.

V.   Streaming and Production

A.   Official Amateur Esports Association Broadcasts

1. The Amateur Esports Association reserves the right to stream any match within the Spring League of Legends competition. Team captains will be notified that their match has been selected for streaming prior to that match's start.
2. If your match is selected to be broadcasted, it is especially important that all members are ready at the start time.

B.   Personal and Club Streams

1. Clubs and/or individuals may choose to stream their perspective of the match **if and only if** the stream title includes one of the following descriptions: "AEA 2023 Spring Series: League of Legends", "AEA League of Legends Spring Competition" or "AEA Spring Series". Personal streams should be completed at your own risks, and the Amateur Esports Association advises adding a delay to the stream to prevent other teams from potentially "stream sniping" to gain an advantage in the match.

VI.   Legal

This competition is not affiliated with or sponsored by Riot Games, Inc. or League of Legends Esports.