New Zealand High School

League of Legends Clash 2024 Ruleset

Any questions or queries please send them via email to esports@waikato.ac.nz.

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Introduction and Purpose

These Official Rules ("Rules") Of the New Zealand High School Esports Clash ("NZHSEC") apply to each of the teams, as well as their players and substitutes.

The NZHSEC will consist of two main parts (a) Qualifying rounds, (b) Finals. These Rules only apply to the NZHSEC and not to other competitions or tournaments.

1. Team Eligibility

NZHSEC rosters are locked at 11:59pm on May 6th

1.1 Roster Limits

Teams must maintain, at all times during the NZHESC.

1.1.1 A school staff member or teacher ("School Staff")

1.1.2 at least 5 starting roster players ("Players")

1.1.3 Between zero and two substitute players ("Sub")

All players ("Players" and "Sub") must be eligible to participate in the NZHSEC (Section 2.)

1.2 Team Names

Team names must follow the naming convention "School name" - "Team name".

For example, 'Whanganui High School - Wizards'. Disclaimer: Not endorsed by Whanganui High School, just the Esports Coordinator at University of Waikato's old high school.

1.3 Multiple Rosters

Players cannot be listed on multiple rosters and cannot play for more than one team per round of the event.

1.4 Submitting information

Each team member will be required to send information upon entry to the NZHSEC, following which a teacher will register the team.

1.5 Same High School

All team members must be from the same high school, case by case exemption may be made on request based on school population. If an exemption is made to this rule, a teacher from one of the two schools must still be looking after the team. No requests will be accepted from students, the teacher must submit the request.

1.6 Substitution within roster

Player substitutions can be made before a match has started. For clarity, neither team can make a substitution once a match is underway. For this purpose, a match is considered a tournament lobby where 1 full game will be played with the same teams present.

1.7 Emergency substitutions

Emergency substitutions can be made for teams with extra players from another team within the same school but must be checked by an admin to verify the player being used.

Players can only play in one match per round. If a player is substituted into another team, they are unable to play for their own team, or any other team, that round of the event.

2. Player Eligibility

To be eligible to compete in the NZHSEC, players and subs must meet the following conditions:

• Current student in a New Zealand high school

• There is no age limit applicable to this event. Players must however have parent and teacher permission to participate

• Players must be meeting academic requirements for participation determined by their schools (Does this need to be included??

• Players must not be banned from playing by Riot Games

2.1 Discord Terms and Conditions

Under Discord Terms and Conditions you must be at least 13 years of age to use their service. Although we allow players under 13 years old to join the competition, they must not be in the Discord server as this will breach terms and conditions.

If a team consists of only students under 13 years of age their teacher or a nominated representative for the team (ie. an older student at the school or a parent) must represent the team in the Discord server both during the lead up to and during the event. If this is not possible, this team will be removed from the competition.

If it is found that a team in this position is represented in the server by a student under the age of 13, then the team will be given the chance to provide a representative of appropriate age before being removed from the server. If a team cannot provide a representative that is at least 13 years old then the team will be removed from the competition.

2.3 Gamer name eligibility

Gamer names must not include profanity or inappropriate language/references. We reserve the right to issue gamer name changes to any player with an inappropriate name.

3. Schedule

3.1 Overview

Event dates:

Each Tuesday afternoon from 7ᵗʰ May – 2ⁿᵈ July 4:30pm

Top 8 playoff bracket run first 2 weeks of Term 3 with times organised by schools between 4-6pm Monday-Thursday

Note: Teams will be required to send in a screenshot showing all players in lobby before the forfeit time of 5pm

This is subject to change. The admins of the event will let all teams know of any changes to the schedule in the 'Announcements' channel in the Discord server.

3.2 Approximate round times

4.30-5:30pm Tuesday

3.3 Registration

Registrations open from March 25ᵗʰ and close May 6ᵗʰ 11:59pm

Subject to change due to admin discretion please let an admin know if this cutoff date will be an issue for you

3.4 Match Reschedule

There is no time allocated for rescheduling or postponing matches. You must be available from 4.30pm until the end of your weekly match (6 pm at the very latest).

4. Prizes

Prizes are currently in negotiation and unconfirmed

4.1 Prize eligibility

To be eligible for a prize, the player in the winning or runner up team must have played in/earned points for their team in at least 3 match days out of 9

If less than 5 players represent a team by earning their team points (very important, cannot just be on the roster but not play) for at least 3 match days, the amount of players that have represented the team for at least 3 match days will determine how many prizes will be sent to that team. For example, if your team only has 4 prize eligible players but has 5 players on the roster, only 4 headsets will be sent out.

5. Tournament & Game Rules

All players will be expected to be ready to join the game lobby and start play following the start of the tournament. Readiness includes, but is not limited to, completed client patching, and configuration of ingame settings.

All players are also responsible for ensuring the performance of their chosen setup, including computer hardware and peripherals, internet connection, and power. A problem with player equipment is not an acceptable reason for lateness or pausing beyond a team's allowance, regardless of the root cause of the problem.

Every match will be played on the Summoners Rift map on tournament draft mode with 5v5.

5.1 Random Seeding

Seeding will be randomly assigned for the matches

5.2 Creating the match

Teams are to use tournament codes to join the lobby. If tournament codes are not available match creation is as follows; Teams will be assigned blue or red side for each match. The team on the top side of the bracket is blue and the blue side will need to create the lobby. Lobby's must be created 10 minutes prior to game start time.

Map Summoners Rift
Lobby name – Team name vs Team name.
Lobby password - UOWLOL
Game type – Tournament Draft
Allow spectators – All

Please be careful and make sure you are joining the correct lobby!

5.3 Spectating

Teams will be allowed to spectate via the friends list. This option will be enabled ensuring lobby spectator slots are open for tournament admin.

5.4 Choice of Side

During the league portion of the NZHSEC the top team of the matchup in K2PLAY.GG will be blue, the bottom will be red. In the below example MRGS - MRGS 1 will be blue, and MC - Macleans Prem 1 will be red.
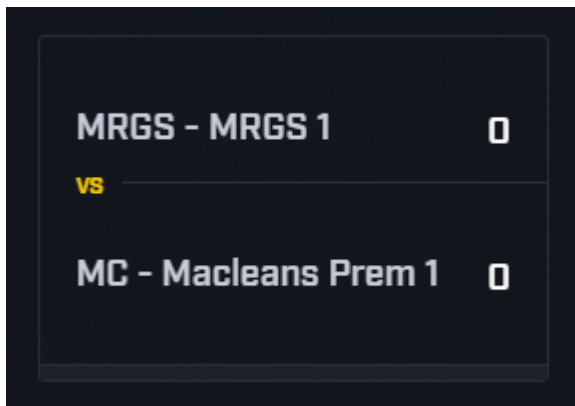
The choice of side for the knockout tournaments will be determined by the following in order of importance;

Determined by the tournament organiser in the format

Determined by the team's seed

Determined by which team is on the top side of the match up

5.5 Game Restart

There will be no game restarts unless under extreme situations. Final decision on game restarts will be at the tournament organisers discretion.

5.6 Banned Champions

Champions who have not been available on the live service for more than one (1) week are restricted from tournament play. This includes reworked champions. Visual reworked champions will be decided on a case by case basis by tournament admins. Bugged champions may be banned at the admins' discretion.

5.7 Pause Allowance

Both teams are allowed ten minutes of pause allowance. You must unpause once you have gone past ten minutes of pause timer. Before either team resumes the game both teams must indicate they are ready to resume play in all chat. You cannot pause during a fight that involves 3 or more champions from either team.

In the case of a player getting disconnected the play must be paused by the team affected. Pause allowance above must be followed.

Note: To pause the game, type '/pause' into the game chat. To resume the game, type '/resume' into the game chat.

5.8 Restrictions on Gameplay Elements

Restrictions may be added at any time before or during a match if there are known bugs with any items, champions, skins, runes, Summoner spells, or for any other reason as determined at the discretion of tournament admins.

5.9 Tiebreakers

In a tiebreaker situation the teams tied will playoff in a best of one, single elimination knockout tournament bracket. This will need to be completed in between the last round of the league section and the NZHSEC knockout rounds. The teams will be notified by tournament admin to organise times to play games.

Tie breakers will only be done for teams that are contesting for top 8

5.10 Wildcard Rule

If teams wish to agree to 4v5 or start the match earlier than the scheduled time they may do so at the agreement of both teams.

6. Infraction and Penalties

Upon discovery of any player committing any violations regarded as unfair play, the tournament director may issue any or all penalties, at his/her sole discretion.

Please make sure to take any screenshots to back up claims you may have for enemy forfeits or player behaviour so admins can make an informed decision.

Starting a game means you accept the conditions of the game and lose the right to dispute for retroactive changes to the results. Do not start a game if you are unsure about an opposing team's roster eligibility of use of a player.

6.1 Scheduled Match Punctuality

We ask that teams are ready 10 minutes before the match is scheduled to start failure to arrive on time for your matches will result in the following punishments.

- •If five team members aren't in the lobby and ready 5 minutes after the scheduled match time they lose a ban
- •If five team members aren't in the lobby and ready 10 minutes after the scheduled match time they lose 3 bans
- •If five team members aren't in the lobby and ready by 15 minutes after the scheduled match time they forfeit the match.

The captain who hosted the lobby is asked to submit a screenshot of the lobby including all players to the #lobby-screenshots channel showing all players in the lobby with a time stamp. If any team is late we ask the opposing captain to take a screenshot of the lobby at 4:30, 4:35, 4:40 and 4:45 to help with any disputes.

The bans lost are in order of champion select. i.e. 1 ban loss is the first ban of champion select, 3 bans is the first 3 bans of champion select.

6.2 Rescheduled Match Punctuality

Teams must take as many screenshots as necessary if an opponent fails to follow the penalties that are applied below. Rescheduled teams will need to check in before the match is scheduled to start in the #check-in text channel.

Failure to do so will result in the following punishments:
• If a team is late to their match by 5 minutes they lose 3 bans
• If a team is late to their match by 10 minutes they lose 5 bans
• If a team is late to their match by 15 minutes they forfeit the game

Teams are expected to manage penalties themselves but if a dispute comes into play please contact an active admin in Discord to help with the dispute, and provide evidence.

6.3 Not Following Announcements

Every player has the responsibility to follow official tournament instructions and announcements. The penalty for failing to follow announcements and instructions is a side selection loss or ban loss.

6.3 Streamed Games

For games being streamed on the University of Waikato Esports Twitch channel. Players are not allowed to perform any actions that would negatively affect the stream.

Tournament admin will determine what isn't acceptable but include some of the following: spamming pings, emotes or having a conversation in all chat.

You are welcome to stream your own games, you must have a minimum of 2 minutes stream delay active.

6.5 Unsportsmanlike Behaviour

All players have the right to a safe and enjoyable tournament experience and a player or team should be aware if their behaviour infringes on those principles.

Receiving three warnings will result in a side selection loss or ban loss and on the fourth warning you will lose your game. Fifth warning will result in a loss of a series.

Proof for any infringement needs to be provided when making a complaint to the tournament admin.

6.5.1 Minor

Minor unsportsmanlike behaviour occurs when a player or a team does something disruptive to the tournament or its participants. Examples include but aren't limited to:

● Excessive swearing or profanity
● Demanding the opponent receives a penalty, even after a decision has been made final.

The penalty for minor unsportsmanlike behaviour is a warning.

6.5.2 Major

Major unsportsmanlike behaviour falls into three specific categories and occurs when a player or team does one of the following:

● Fails to follow official tournament instructions aimed at a player or team.
● Directly insults someone using hate speech that targets a specific group (race, religion, gender, disability, etc.)
● Aggressive behaviour that's not directed at another person (cursing, frustration, hostility, etc.).
● Aggressive behaviour targeting an individual (threats, personal attack, etc.)

The penalty for major unsportsmanlike behaviour is a game loss. The game that the behaviour is displayed in will be forfeited. Repeated major incidents of unsportsmanlike behaviour will result in player and potentially team bans.

6.5.3 Severe

Severe unsportsmanlike behaviour includes cases that are too outrageous to fall under unsportsmanlike behaviour minor and major. An example of this is intentionally disrupting the operation of the tournament. This will be considered on a case by case basis by the tournament admin. Penalties may include measures such as banning players (temporarily or permanently) from competing in the NZHSEC.

6.5.4 Collusion

Collusions is conspiring or cooperating with opposing teams in a tournament in order to deceive or cheat others.
Penalty for collusion is disqualification for both teams.

6.5.5 Cheating

Players have a right to receive fair and balanced treatment during our tournament. Players who knowingly do something against the rules to gain an advantage are cheating.

● Impersonating another player in the tournament, playing under false name, playing using another player's summoner name or account sharing

● Playing with a player of another team's roster or exceeding your roster limit of seven players and using another player.

● Trigger a pause or delay the tournament to gain any advantage.

● Exploiting or intentionally using any ingame bugs to gain an advantage. Exploiting includes, but is not limited to:

- Glitches in buying items,
- Glitches in neutral minion interactions,
- Glitches in Champion ability performance

The penalty for cheating is disqualification from the tournament.

7. Spirit of the Rules

7.1 Finality of Decisions

All decisions regarding the interpretation of these rules, player eligibility, scheduling, tournament format and penalties for misconduct, lie solely with assigned tournament admins, the decisions of which are final.

7.2 Rule Changes

These rules may be amended, modified, or supplemented at any time in order to ensure fair play and the integrity of the tournament.

8. Privacy

8.1 Data

By signing up and taking part in the NZHSEC for 2024 all participants agree to personal information being provided to the University of Waikato. University of Waikato has obligations under the Privacy Act 1993 regarding its collection, use, storage and disclosure of personal information of an individual.

Only relevant information gathered through the Google Form will be shared with K2PLAY in order to onboard students and teachers to the K2PLAY tournament platform.

As agreed with Riot Australia, Teacher contact information (name and school email), Summoner names for all competitors may be made available to Riot if requested.

8.2 Photos/videos

It is agreed that by supplying photos/videos to the University of Waikato you are consenting to the use of these photos/videos by the University of Waikato for promotional purposes.

Any photos/videos taken during the course of the in person final at the University of Waikato are the property of the University of Waikato.

It is agreed that all photos/videos can be sent to Riot and NZHSEC sponsors.

9. Child protection

9.1 Overview

It is our intention that all students participating in our competition are safe and supported. Any breaches in this goal should be reported to the overall competition organiser, Sam Johnson. Sam is the Esports Coordinator at the University of Waikato.

9.2 Reporting a breach

Please email all details of any potential breach of child protection to Sam Johnson at sam.johnson@waikato.ac.nz. If the breach is about Sam, then please email details to his manager, Nicola Clayden (Sports Project Manager at the University of Waikato), at nicola.clayden@waikato.ac.nz.

9.3 Investigation process

All complaints will be investigated equally and fairly and in a timely manner.

Step 1: Receive complaint and provide any support needed to the complainee.
Step 2: Depending on severity of complaint, remove or isolate the target of the complaint from any interaction with players/staff until investigation is complete.
Step 3: Gather information and investigate the complaint.

Step 4: Come to a resolution involving a third party if necessary.

Step 5: Review competition processes to determine if any changes are needed to minimise any future risk.