

League of Legends 1v1 Online Beta Official Rules

Version 1.0; November 2017

Introduction and Purpose

These Official Rules (“Rules”) of the Super League Gaming (“SLG”) 1v1 Online Beta: League of Legends tournament (“1v1 Beta”) apply to each player who enters to play in the 1v1 Beta. These Rules apply only to official 1v1 Beta play and not to other competitions, tournaments or organized play of League of Legends (“LoL” or the “game”).

Super League Gaming, a Delaware limited liability company, has established these Rules for the competitive play of LoL in order to unify and standardize the rules used in SLG competitive play.

These Rules are designed solely to ensure the integrity of the system established by the 1v1 Beta for play of LoL and create a competitive balance among the players. Standardized rules benefit all parties who are involved in the play of LoL.

1.0 Competition Eligibility

1.1 Eligibility Rules

1.1.1 Super League Gaming Account.

In order to be eligible to compete in the 1v1 Beta, players must be registered for a Super League Gaming account.

1.1.2 Age

In order to be eligible to compete in the 1v1 Beta, players must be at least 16 years or older as of December 10, 2017. For clarity, this is defined as having a birthday of 12/10/01 or earlier.

1.1.3 Equipment.

League of Legends minimum recommended specifications listed below:

- GHz processor
- 4GB of RAM
- 12 GB available hard disk space
- Nvidia GeForce 8800/AMD Radeon HD 5670 or equivalent video card (Dedicated GPU with 512MB or higher Video Memory (VRAM))
- Support for DirectX v9.0c or better
- Windows 7, Windows 8.1, or Windows 10 with the latest service pack installed OR Mac OS X 10.8 or higher

1.1.4 Riot Games Disciplinary Status

Players may not have any current disciplinary suspension from Riot Games affiliated competitions. Suspensions from LoL will be upheld by the 1v1 Beta.

1.1.5 Eligible LoL Account

Players must have a LoL account in good standing with Riot games and eligible for ranked games in order to compete. This same account must be used for the duration of the competition. Players may not change their Summoner Name without permission from SLG during the competition.

1.1.5 No Professionals

Players may not be active competitors in the League of Legends Championship Series or have an active contract with a professional organization or competition.

2.0 Prizes and Giveaways

2.1 Eligibility

Prizes will be distributed based on individual performance in the competition. Players must play a minimum of 10 games as reported on the 1v1 Beta Leaderboard in order to be eligible for prizes. Placement on the leaderboard is determined by win/loss percentage with ties broken by total numbers of games played. If after win/loss percentage and total games still results in a tie, then average kill / death ratio will be leveraged as the final tie breaker.

2.2 Prize Breakdown

2.2.1 Poro Plush

The 1st place winner of the 1v1 Beta will receive a Poro Plush from the Riot Games Merch Store or item of similar value in addition to the RP prizing listed in section 2.2.2.

2.2.2 Riot Points ("RP")

The top three players on the Leaderboard following the completion of the tournament receive RP provided by Riot Games after the competition. The amount given is at the discretion of Super League.

- 1st place - 2800 RP
- 2nd place - 2800 RP
- 3rd place - 1380 RP

3.0 Player Commitment, Lateness/Absence and User Names

3.1 Player Commitment

3.1.1 Minimum Game Requirement

Players must complete a minimum of ten matches in the competition to be eligible for prizing. Players who do not complete ten matches are ineligible for any tournament rewards or prizes.

3.2 Lateness and Absence

Players acknowledge that the 1v1 Beta will run according to schedule. Any player who signs on to SuperLeague.com late for any Gameplay Windows will miss a portion of gameplay.

3.3 Summoner Names

For players competing in the 1v1 Beta, Summoner Names may not contain the following: vulgarities or obscenities; LoL champion derivatives or other similar character names; or derivatives of products or services that may create confusion.

4.0 1v1 Beta Tournament Structure

4.1 Definition of Terms

Online Match Making System: The Online Match Making System is located on players' dashboards on Superleague.com and is used to queue up against opponents during the Competition Phase

Game: An instance of competition on the Howling Abyss map that is played until a winner is determined by one of the following methods, whichever occurs first: (a) Destruction of a Nexus, (b) Player Surrender

Competition Phase: Players compete online during the Competition Phase.

Gameplay Window: The Competition Phase is made up of six Gameplay Windows during which players can leverage the Online Match Making System to queue up for matches and compete. The calendar of the Competition Phase including all Gameplay Windows is listed below, all times are listed in PST and will be active across all North America time zones simultaneously.

- Sunday 12/10/17: 4pm - 8pm PST
- Monday 12/11/17: 6pm - 8pm PST
- Tuesday 12/12/17: 6pm - 8pm PST
- Wednesday 12/13/17: No Gameplay Window
- Thursday 12/14/17: 6pm - 8pm PST
- Friday 12/15/17: 6pm - 8pm PST
- Saturday 12/16/17: 4pm - 8pm PST

4.2 Online Match Making System

During Gameplay Windows, players will queue up and face off against other players competing in the 1v1 Beta. Players must complete a minimum of 10 games to be eligible to earn rewards and prizes. Placement on the leaderboard is determined by win/loss percentage with ties broken by total numbers of games played. If after win/loss percentage and total games is still resulting in a tie, then average kill / death ratio will be leveraged as the final tie breaker.

4.2.1 Leaderboard

Placement on the leaderboard is determined by win/loss percentage with ties broken by total numbers of games played. If after win/loss percentage and total games still results in a tie, then average kill / death ratio will be leveraged as the final tie breaker.

5.0 Match Process

5.1 1v1 On Howling Abyss

All 1v1 Beta games will be played on the Howling Abyss map.

5.1.1 Random Champions

All players will have a random champion assigned during champion select.

5.1.2 Win Conditions

Winners are determined by one of the following methods, whichever occurs first: (a) Destruction of a Nexus, (b) Player Surrender

5.2 Player Equipment Functionality

All players are responsible for ensuring the performance of their chosen setup, including computer hardware, peripherals, and power. A problem with player equipment is not an acceptable reason for lateness regardless of the root cause of the problem and any games lost as a result of player hardware failure are not contestable.

5.3 No In-Client Spectators

Only 1v1 Beta players are allowed in the game lobby. No additional in-client spectators are permitted for any reason.

6.0 Player Conduct & Unsportsmanlike Behavior

6.1 Competition Conduct

6.1.1 Unfair Play.

The following actions will be considered unfair play and will be subject to penalties at the discretion of SLG.

6.1.1.1 Collusion

Collusion is defined as any agreement among two (2) or more players and/or confederates to disadvantage opposing players. Collusion includes, but is not limited to, acts such as:

6.1.1.1.1 Soft Play

Defined as any agreement among two (2) or more players to not damage, impede or otherwise play to a reasonable standard of competition in a game.

6.1.1.1.2 Prearranging

Prearranging to split prize money and/or any other form of compensation.

6.1.1.1.3 Signaling

Sending or receiving signals, electronic or otherwise, to/from a confederate to/from another player.

6.1.1.1.4 Deliberate Loss

Deliberately losing a game for compensation, or for any other reason, or attempting to induce another player to do so.

6.1.1.2 Competitive Integrity

Players are expected to play at their best at all times within any 1v1 Beta game, and to avoid any behavior inconsistent with the principles of good sportsmanship, honesty or fair play.

6.1.1.3 Hacking

Hacking is defined as any modification of the League of Legends game client by any player or person acting on behalf of a player.

6.1.1.4 Exploiting

Exploiting is defined as intentionally using any in-game bug to seek an advantage. Exploiting includes, but is not limited to, acts such as: glitches in buying items, glitches in Champion ability performance, or any other game function that, in the sole determination of SLG, is not functioning as intended.

6.1.1.5 Ringing

Playing under another player's account or soliciting, inducing, encouraging or directing someone else to play under another player's account.

6.1.1.6 Cheating Device

The use of any kind of cheating device and/or cheat program.

6.1.1.7 Intentional Disconnection

An intentional disconnection without a proper and explicitly stated reason (e.g. rage quit).

6.1.1.8 1v1 Beta Discretion

Any other further act, failure to act, or behavior which, in the sole judgment of SLG, violates these Rules and/or the standards of integrity established by SLG for competitive game play.

6.1.2 Profanity and Hate Speech

A Player may not use language that is obscene, foul, vulgar, insulting, threatening, abusive, libelous, slanderous, defamatory or otherwise offensive or objectionable; or promote or incite hatred or discriminatory conduct, in or near the match area, at any time. A Player may not use any facilities, services or equipment provided or made available by 1v1 Beta or its contractors to post, transmit, disseminate or otherwise make available any such prohibited communications. A Player may not use this type of language on social media or during any public facing events such as streaming.

6.1.3 Disruptive Behavior / Insults

A Player may not take any action or perform any gesture directed at an opposing Player, fan, or official, or incite any other individual(s) to do the same, which is insulting, mocking, disruptive or antagonistic.

6.1.4 Abusive Behavior

Abuse of SLG officials or opposing Players will not be tolerated.

6.2 Unsportsmanlike Behavior

6.2.1 Responsibility Under Code

Unless expressly stated otherwise, offenses and infringements of these Rules are punishable, whether or not they were committed intentionally. Attempts to commit such offenses or infringements are also punishable.

6.2.2 Harassment

Harassment is forbidden. Harassment is defined as systematic, hostile, and repeated acts taking place over a considerable period of time, or a singular egregious instance, which is/are intended to isolate or ostracize a person and/or affect the dignity of the person.

6.2.3 Sexual Harassment

Sexual harassment is forbidden. Sexual harassment is defined as unwelcome sexual advances. The assessment is based on whether a reasonable person would regard the conduct as undesirable or offensive. There is zero tolerance for any sexual threats/coercion or the promise of advantages in exchange for sexual favors.

6.2.4 Discrimination and Denigration

Players may not offend the dignity or integrity of a country, private person, or group of people through contemptuous, discriminatory, or denigratory words or actions on account of race, skin color, ethnic, national or social origin, gender, language, religion, political opinion or any other opinion, financial status, birth or any other status, sexual orientation or any other reason.

6.2.5 Player Behavior Investigation

If SLG determines that a Player has violated any element of our player behavior or conduct guidelines, SLG officials may assign penalties at their sole discretion. If a SLG official contacts a Player to discuss the investigation, the Player is obligated to tell the truth. If a Player lies to a SLG official creating obstruction of the investigation then the Player is subject to punishment.

6.2.6 Criminal Activity

A Player may not engage in any activity which is prohibited by common law, statute, or treaty and which leads to or may be reasonably deemed likely to lead to conviction in any court of competent jurisdiction.

6.2.7 Moral Turpitude

A Player may not engage in any activity which is deemed by SLG to be immoral, disgraceful, or contrary to conventional standards of proper ethical behavior.

6.2.8 Bribery

No Player may offer any gift or reward to another player or SLG employee.

6.2.11 Gifts

No Player may accept any gift, reward or compensation for services promised, rendered, or to be rendered in connection with competitive play of the game, including services related to defeating or attempting to defeat a competing player or services designed to throw or fix a match or game.

6.2.12 Noncompliance

No Player may refuse or fail to apply the instructions or decisions of SLG.

6.2.13 Match-Fixing

No Player may offer, agree, conspire, or attempt to influence the outcome of a game or match by any means that are prohibited by law or these Rules.

6.2.14 Document or Miscellaneous Requests

Documentation or other reasonable items may be required at various times throughout the 1v1 Beta as requested by SLG. Penalties may be imposed if the documentation or items requested are not received and/or completed at the required time or do not meet the standards set by SLG.

6.3 Association with Gambling

No Player or SLG employee may take part, either directly or indirectly, in betting or gambling on any results of any League of Legends tournament or match globally.

6.4 Prohibition of Solicitation or Sale of Goods

Players are prohibited from soliciting any service or selling any goods during a 1v1 Beta competition.

6.5 Commercial Use of Super League Gaming Assets and Imagery

Players are prohibited from any commercial use of SLG Assets and Imagery without the express, written consent of SLG. Personal use of SLG, including on social media, is allowed and specifically subject to the Player Conduct rules above, including but not limited to no harassment, sexual harassment or disruptive behavior.

6.6 Subjection to Penalty

Any person found to have engaged in or attempted to engage in any act that SLG 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 SLG.

6.7 Penalties

Upon discovery of any Player committing any violations of the rules listed above, SLG may, without limitation of its authority under Section 8, issue the following penalties:

6.7.1 Verbal Warning

6.7.2 Prize Forfeiture

6.7.3 Suspension

6.7.4 Disqualification

6.8 Penalty Schedule

Repeated infractions are subject to escalating penalties, up to, and including, disqualification from future participation in the 1v1 Beta. It should be noted that penalties may not always be imposed in a successive manner. SLG, in its sole discretion, for example, can disqualify a player for a first offense if the action of said player is deemed egregious enough to be worthy of disqualification by SLG.

6.9 Right to Publish

SLG shall have the right to publish a declaration stating that a Player has been penalized. Any Players which may be referenced in such declaration hereby waive any right of legal action against SLG or Riot Games, and/or any of their parents, subsidiaries, affiliates, employees, agents, or contractors.

7.0 Spirit of the Rules

7.1 Finality of Decisions

All decisions regarding the interpretation of these rules, player eligibility, scheduling and staging of the 1v1 Beta, and penalties for misconduct, lie solely with SLG, the decisions of which are final. SLG decisions with respect to these Rules cannot be appealed and shall not give rise to any claim for monetary damages or any other legal or equitable remedy.

7.2 Rule Changes

These Rules may be amended, modified or supplemented by SLG, from time to time, in order to ensure fair play and the integrity of 1v1 Beta.

7.3 Best Interests of the 1v1 Beta

SLG officials shall at all times act with the necessary authority to preserve the best interests of the 1v1 Beta. This power is not constrained by lack of specific language in this document. SLG officials may use any form of punitive actions at their disposal against any entity whose conduct is not within the confines of the best interests of the 1v1 Beta.