

League of Legends – regulations

STEM Games 2022

League of Legends

- The competition is held in mixed competition.
- Each higher education institution may apply up to one team.
- A team of 5 players and an optional 1 substitute apply for the competition.
- All players play at their own risk.
- Players will take care of the periphery where they play and in case of damage will compensate the cost to the organizer.
- All players take responsibility for their items in the esports Arena, as the organizer is not responsible for lost, abandoned or stolen items.
- The organizer will not be held responsible for any accidents, injuries and other damages.
- Competition regulations are made by the organizer.
- The leader of the competition has the right to interpret these regulations.

Competition system

Competition type is 5v5 on Summoners Rift map in Tournament Draft Pick mode.

The STEM Games League of Legends competition is divided into four groups A, B, C and D in which victory is rewarded with one point while defeat with zero, and after the group system competition is completed, the competition is held according to the cup system where the quarterfinals, semifinals and finals are played in the "best of 3".

The right to continue the competition after the matches played in the group stage have two best ranked teams in each group.

In case of a tie in the group stage, the mutual relations of the team are considered. If there is a tie for the three teams, a decision will be made during the competition depending on time constraints.

Once the group stage is over, a draw will be held to determine the competition for the Cup system as follows:

1st placed team in Group A - 2nd placed team in Group B - Game 1,



1st placed team from group B - 2nd placed team from group A - Game 2,
1st placed team from group C - 2nd placed team from group D - Game 3,
1st placed team from group D - 2nd placed team from group C - Game 4.

The winning teams from the previous paragraph continue the competition by the cup system as follows:

Game 1 Winner - Game 3 Winner,
Game 2 Winner - Game 4 Winner.

The winning teams from the previous paragraph play the finals of the STEM Games League of Legends competition, and the losing teams compete for third place.

If a player wants to use his periphery (mouse, keyboard, headset and pad), the competitor or official person must be notified of the periphery change.

If a player does not request a periphery change, he will play on the periphery provided by the competition organizer.

Players are required to arrive at least 20 minutes before the start of their game to avoid delay.

Before the start of the game, players have up to 10 minutes to set up their periphery and any additional needs.

The organizers reserve the right to change the structure of the competition.

Game rules

The winner of the match is the first team to destroy an opponent's Nexus or force an opponent's team to surrender.

There are 5 players in the game by position:

1. Top lane,
2. The Jungle,
3. Mid lane,
4. Bot flax,
5. Support.

The blue side has the first indicated team first, while the red side has the second indicated team.

The hero selection is performed as follows: A:BB:AA:BB:AA:B.

The hero banning is performed as follows: ABABAB:BABA.

In a case where the match does not achieve the status of a special interaction between the rival teams, the match can be restarted based on the decision of the leader due to:



An error that occurs while players are in the lobby of a game by not accepting saved runes, mastery, or GUI settings.

The technical error can cause both teams in the match to not start from the same starting position.

In a case where the match achieves the status of a special interaction between the rival teams, the match can be restarted based on the decision of the leader:

If a critical error occurs during the meeting that significantly affects the meeting.

If poor playing conditions prevail during the match.

In case a restart is required and one of the teams has the following conditions:

The difference in gold is greater than 33%,

The difference in turrets is greater than seven,

The difference in inhibitors is greater than two.

The leader of the competition may declare that team victorious if a restart is required.

Any discredit and disrespect of opponents is forbidden.

The meetings must be played according to schedule and start on time.

Pausing the game and penalties

If a player is constantly disconnecting from the game without contacting the officials, the organizers are not required to apply the break.

The organizer reserves the right to use the break at any stage of the meeting at its discretion.

The player is entitled to a break under the following playing conditions:

Accidental disconnection,

Software or hardware failure,

Problems with gaming equipment.

Other forms of pausing the match are not allowed and can be sanctioned with the defeat of the team that paused.

During the break, players must not leave the playing area without the permission of the organizer or official.

Communication between players, coaches and anyone inside the playing area is forbidden, except for authorized persons, i.e. the leader of the competition.

Vulgar usernames are not allowed in the competition.

If the competitor violates the rule of any article mentioned in these regulations, the organizer reserves the right to disqualify the competitor and the faculty he represents from further competition.



Likewise, if a participant violates the rule of any article mentioned in these regulations, the organizer reserves the right to assign defeat to the competitor and/or faculty he represents.

Leaders of the competition

Mirko Galić and Mateo Ivančić