League of Legends – regulations

STEM Games 2024

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.
- If a player wants to use his periphery (mouse, keyboard, headset and pad), the team captain must notify the organizer or an official person.
- If the team captain does not request a periphery change, players will play on the periphery provided by the competition 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.
- The organizers reserve the right to change the structure of the competition.

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 semifinals and finals are played in the "best of 3" format.
Each groups' 1st placed team will proceed to the semifinal.

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

If there is enough time for a tiebreaker match to take place, two teams that have the best win time – lose time difference will play a tiebreaker match. The lower the number, the better the score. For example, if team A won their game in 30 minutes and lost a game in 50 minutes, the difference is -20 (30 - 50) and if team B won their game in 50 minutes and lost in 20 minutes, the difference is 30 (50 - 20). Following the rules, team A would qualify for the tiebreaker match.

If there isn't enough time for a tiebreaker match to take place, the team with the fastest win recorded in the group stage will proceed to the next phase of the competition.

Once the group stage is over, a draw will be held to determine the semifinal pairings.

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

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.

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.

During the pick and ban phase, all players must have headphones and substitutes are not allowed to be in the arena. Eavesdropping is strictly forbidden. If the organizer notices eavesdropping, he is allowed to sanction the team in a way he sees fit.

In the 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.
- A technical error that can cause both teams in the match to not start from the same starting position.

In the 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.

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

Jakov Halić and Mateo Paladin