League of Legends Ruleset

Player Eligibility: All players participating in LoL competitions must have an active
LoL (North America) account in good standing displayed on their Guilded profile (if applicable).

Only registered team members playing under their own account are allowed to play
for a team.

The **HOME** team is considered the creator of the match and will pick last. Home teams are selected randomly during the season by our tournament software. During the playoffs, home teams will be designated as the higher seed, based on your season play.

1. Competition Method:
     a. 5 vs 5 Summoner's Rift, Tournament Draft via Custom Game on the NA Server
2. Game Winner:
     a. The result will be as shown on the post-game summary screen.
3. Series Length:
     a. Matches will be best-of-three(3) during the regular season with teams alternating sides after each game.
     b. Matches will be a best-of-three(3) for playoffs and elimination and finals rounds.
          No best of 5, simply because of the longevity of the game.
4. Restrictions:
     a. Item or Hero Restrictions will mirror that of the LCS Restrictions. For the sake of amateur play, we will not use the Fearless Draft method - you can reuse the same champions through the series of play.
5. Bans/Picks:
     a. Snake draft format enforced by the Tournament Draft mode.
     b. All selections must be made through the in-game client.
     c. Draft mode proceeds in a snake draft format as follows:
          i. Blue Team= A; Red Team = B
          ii. Bans: ABABAB Picks: ABBAAB Bans: BABA Picks: BAAB
6. Substitute picks:
     a. Substitute picks are not permitted. To clarify this: Please don't troll people with one champion and switch to another champion in the last second before locking in.
7. Substitute players:
     a. Players are allowed to switch following the completion of a game. In other words, in a best-of-three series, Player 1 could play in game one, get switched for Player 2 for game two, and then come back to play game 3.

           i. Substitute Player must be registered as a Sub before the start of Game 1 & be Registered under the Team

8. Spectator slots:

    a. All games should be configured to allow spectators to allow KCCEL representatives and casters to participate in the game and address possible issues

9. Replays

    a. KCCEL asks that both teams record their play for administrative viewing, if warranted/if requested by the opposing team. Failure to record and produce your video when requested will result in that team forfeiting that game.