

# Riot Games Oceania Season 2015 Rules Oceanic Open Ladder Ruleset

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## 1. Player Eligibility

To be eligible to compete in the Oceanic Open Ladder tournaments players must meet the following conditions:

- a. **No Riot Employees**  
No player can be an employee of Riot Games or can have been employed by Riot Games in a 6th month period prior to the tournament
- b. **Multiple tiers**  
Players must not be playing in events that are a part of the Oceanic Pro League (Does not apply to substitutes of teams in the pro league)
- c. **Oceanic Residents**  
Players must be a resident of an Oceanic country at the time of qualification, and must remain as on for the duration of each split
- d. Players may only play for one team in each individual tournament. (They are still allowed to play with different teams in different tournaments)

## 2. Team Eligibility and Roster rules

- a. **Team Eligibility**  
Teams are eligible to play as long as they are not currently participating in the Oceanic Pro League
- b. **Roster**  
Each team must contain a minimum of 5 and a maximum of 7 players per tournament. (You play with a different 5-7 players in different tournaments)
- c. Teams names must not contain or reference any inappropriate language

## 3. Tournament Format

- a. Seeding will be randomly assigned for every tournament
- b. Tournament format is at the discretion of the Tournament Organiser
- c. **Match Format and Game Settings**
  - i. Server: Oceania
  - ii. Length: at discretion of tournament organiser
  - iii. Map: Summoners Rift
  - iv. Mode: Tournament Draft
  - v. Choice of side: See section 4
  - vi. Team on top of bracket/higher seed is always in charge of creating the game
    1. Note: You should always attempt to make contact with the opposing team by adding them as a friend in game. Don't sit around waiting for an invite.
- d. **Prizes**

- i. 1st Place - 4000 RP + Triumphant Ryze
- ii. 2nd Place - 3000 RP
- iii. 3rd Place - 2000 RP
- iv. 4th Place - 1000 RP
- v. Note: these prizes are awarded for each tournament

**e. Circuit Points**

- i. 1st Place - 80 pts
- ii. 2nd Place - 60 pts
- iii. 3rd to 4th Place - 40 pts
- iv. 5th to 8th Place - 20 pts
- v. 9th - 16th Place - 10 pts
- vi. 17th + Place - 5pts
- vii. Note: Points are awarded for placing for each tournament. Teams are allowed to participate in as many tournaments as they want
- viii. The top teams from the Oceanic Open Ladder will be promoted into the Oceanic Challenger League. (based on circuit points)
- ix. If a team changes players they may only retain points if 3 or more members are from the original roster
- x. If a team changes name they must make this clear to tournament admins otherwise points will not transfer

**4. Game Rules**

**a. Punctuality of Players**

- i. All players will be expected to be ready to join the game lobby and start play within a maximum of fifteen(15) minutes following the start of the round. Readiness includes, but is not limited to, completed client patching, configuration of in-game settings, and completed runes and mastery pages.
- ii. Matches must be played at their scheduled times. Teams may request a reschedule at any point during the qualifier. Tournament organizers may choose to reschedule matches at their own discretion
- iii. Teams that are not ready within fifteen (15) minutes following the start of the round will automatically lose the game

**b. Choice of Side**

- i. Choice of side will be determined by the tournament organisers

**c. Stoppage of Play**

- i. Player Pause. Players may only pause a match immediately following any of the events described below.
  - 1. Unintentional disconnection
  - 2. Hardware or software malfunction
- ii. Pause Allowance. Teams may pause the game for a maximum of fifteen (15) minutes over the course of a single game. Pausing beyond

allowance time will be considered unfair play and penalties will be applied at the discretion of tournament officials.

**d. Game Restart**

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

- e. Player Equipment Responsibility.** All players are 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.

**f. Restrictions on Gameplay Elements**

- i. Restrictions may be added at any time before or during a match if there are known bugs with any items, champions, skins, runes, masteries, or Summoner spells, or for any other reason as determined at the discretion of tournament officials
- ii. Champions who have not been available on the live service for more than 3 weeks will be automatically restricted.

**5. Unfair Play & Penalties**

- a. Unfair Play.** The following actions will be considered unfair play and will be subject to penalties at organizer's discretion.

- i. The use of any cheat program and/or map hack program
- ii. An intentional disconnection without a proper and explicitly stated reason
- iii. Unsportsmanlike conduct or disruptive behaviour such as inappropriate and/or unprofessional actions directed towards another player or tournament official
- iv. The intentional use of a game bug or error to obtain an unfair advantage
- v. The use of an ineligible player (e.g. "ringing")
- vi. Sharing accounts between team members or nonmembers
- vii. Unauthorized obstructions to match scheduling (e.g. lateness)

- b. Penalties for Unfair Play.** 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. For example but not limited to:

- i. Verbal Warning
- ii. Loss of Side Selection
- iii. Loss of Champion Ban
- iv. Points Forfeiture
- v. Tournament Disqualification

**6. Spirit of the Rules**

- a. **Finality of Decisions.** All decisions regarding the interpretation of these rules, player eligibility, scheduling and staging of the tournament, and penalties for misconduct, lie solely with assigned tournament officials, the decisions of which are final.
- b. **Rule Changes.** These rules may be amended, modified, or supplemented in order to ensure fair play and the integrity of the competition