



## LEAUGE OF LEGENDS (open)

2016

AUS League of Legends competitions are conducted in accordance with the rules of the [Oceania University Championship](#) except where these differ from AUS sports rules; in which case the latter shall take precedence.

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### 1. Team/squad size

- Minimum registered players – 5
- Maximum registered players – 7
- Maximum cross registrations – 3

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### 2. Substitutions

- 2.1. Substitutions are permitted but must only occur in between matches.
- 2.2. All substitutions must be approved by the competition manager.

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### 3. Point score

- 3.1. Points for each game shall be awarded as follows:
  - Winning team: 3 points
  - Losing team: 1 point
  - Forfeiting team: 0 points
- 3.2. In the event that two or more teams have the same number of points at the completion of the preliminary rounds, the higher placed team(s) will be decided when the first of the following criteria in order favours one team:
  - a) Play tie breaker if possible
  - b) Head to head match up (if the teams played against each other an odd number of times)
  - c) Fastest win time in the tie breaker head to head (if the teams played against each other an even number of times)
  - d) Fastest average win time through tournament (if tied teams have not vused each other)

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### 4. Forfeits

- 4.1. League of Legends is run under the [AUS Guideline – forfeit of competition requirements](#).
- 4.2. A forfeit will be declared 10 minutes after the scheduled start of play where either team is unable to commence play.
- 4.3. Should the commencement of a game be delayed due to no fault of either team (as determined by the sport officials), the game shall be played in its full duration if possible. If full duration is not possible, the recommended revised game duration will need to be agreed upon by both teams.
- 4.4. In the event of a game being abandoned, the [AUS abandonment guideline](#) will be implemented.

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### 5. Uniform requirements

- 5.1. Each athlete shall wear the uniform of their university. The university shall submit a description of its uniform if requested.
- 5.2. Minimum uniform requirements for AUS events must be met:



- A competitor must not use equipment or wear anything that is dangerous to him/herself or another competitor (including any kind of jewellery)
- Long or sharp fingernails are to be trimmed short
- All participating competitors are to be correctly attired in appropriate, matching team uniforms
- Exceptions may be made for some sports in cold weather, providing permission is granted by the appropriate officials. Additionally the exceptions will only be granted providing they are the same colour, and the extra clothing does not cover up any identification numbers or colours
- All numbers on shirts need to be clearly visible, and in a contrasting colour to the dominant colour of the shirt
- Mouth guards are strongly recommended for all sports where there is a potential for collision. It is compulsory to wear a mouth guard in those sports where it is stated
- All participants must retain the one number throughout the tournament (if numbered jerseys are used)
- Numbers on shirts are restricted to one or two digit numbers
- Players should not take the field of play in any costume or part of a costume. If they do, players will be asked to remove costume items or incur a code of behaviour report

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## **6. Award ceremonies**

6.1. Medal ceremonies will be held at the completion of the competition.

6.2. Gold, silver and bronze medals will be presented to those teams finishing 1<sup>st</sup>, 2<sup>nd</sup> and 3<sup>rd</sup> place in the competition.

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## **Previous rule amendments**

New rule in 2016