

UniSport Australia Guideline

League of Legends

Open

UniSport Australia (UniSport) League of Legends competition is conducted in accordance with the <u>META University Esports League of Legends ruleset</u> except where these differ from UniSport competition guidelines; in which case the latter takes precedence.

1. Team/squad size

- Minimum registered players 5
- Maximum registered players 7
- Minimum number of players that must play without incurring a forfeit 5

2. Eligibility

2.1. Competitors must be at least a Level 30 Summoner to be eligible to compete.

3. Substitutions

- 3.1. Substitutions are permitted but must occur only in between matches.
- 3.2. All substitutions must be approved by the competition manager no less than 10 minutes prior to match.

4. Game version

4.1. All players must have their game up to date with the latest patch.

5. Point score

5.1. Points for each teams' match shall be awarded as follows:

a) Winning team: 1 pointb) Losing team: 0 pointc) Forfeited team: 0 points

- 5.2. If 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) Any team that has forfeited a game will automatically lose any tiebreaker scenario
 - b) Team head-to-head is considered, with a team having a winning record against all other teams in the tiebreaker receiving the higher seed
 - c) Play tiebreaker matches as required

6. Uniform requirements

- 6.1. Each athlete must wear the uniform of their university. The university shall submit a description of its uniform if requested.
- a) Teams need to be neatly attired (e.g. polo shirt) in matching uniforms displaying the university's colours and logo.
- 6.2. Uniform requirements are applicable for the matches played in person (not online).



Previous rule amendments

June 2018 | March 2019 | January 2020 | July 2021

*All competitions will be held in accordance with the UniSport competition guidelines.