



Imperial eSports Rulebook (Season 6)

1. Introduction

1. Purpose

- 1. The *Imperial eSports Rulebook (IER)* lists and details the rules and regulations pertaining to the format of the Imperial Pro League (IPL), Imperial Amateur League (IAL), and the Imperial Minor League (IML). The IER will detail league, player, roster, and in-game management. These rules are to provide a stable competitive environment as well as to maintain competitive integrity within the community. Participation in any Imperial eSports event predicates adherence to the rules contained herein.**

2. Imperial eSports League Structure

1. Introduction

- 1. The league format for the IPL, IAL and IML imitates the League of Legends Championship Series (LCS) pool format. The IPL is comparable to the LCS while the IAL is comparable to the Challenger Series (circa 2016) (CS). The IML is a training grounds for tournament play for lower skill teams.**

2. Fees

- 1. The registration fee for Season 6 of the IPL is \$100 USD. The only teams eligible for the IPL are those which finished high enough to remain in the IPL the preceding season, and finished top 4 in Season 5 of the IAL.**

3. Prizes

- 1. The total prize pool for the Imperial eSports Season 4 event is \$1,600 USD. The breakdown of prize distribution is as follows:**
 - 1st place (IPL)- \$1000 USD**
 - 2nd place (IPL)- \$400 USD**
 - 3rd place (IPL)- \$200 USD**

Prize pools may increase based upon available sponsorship. In the situation that the total prize pool exceeds \$5,000 USD, a fourth and fifth place prize will be added.

5. The standings for all Imperial leagues are calculated based on a point system. Teams are awarded a number of points depending on the result of the match. A team with the following match records will be awarded a corresponding number of points:

- **Forfeiting a series will result in -1 point penalty.**
- **0 wins and 2 losses will be awarded 0 points.**
- **1 win and 2 losses will be awarded 1 point.**
- **2 wins and 1 loss will be awarded 3 points.**
- **2 wins and 0 losses will be awarded 3 points.**

6. The teams are placed based on the amount of points accumulated. The team with the most points are placed first while the team with the least amount of points are placed last. If a tie were to occur, the tied teams will play in a bo1 tiebreaker match. In the case of three or more teams being tied, they will play in a sudden death random seeded bo1 bracket.

3. Player Eligibility

1. Summoner Name

1. The summoner name of a player must abide to Riot Game's account policies. Summoner names that violate the Riot Game's account policies are subject to punishments by Riot Games or penalties by the Imperial eSports staff. Penalties are under the discretion of Paleo Gaming administrators.

2. Substitutions

- 1. A player may not participate for multiple teams in Imperial eSports events.**
- 2. Imperial eSports and Paleo Gaming administrators are ineligible to participate in any tournaments sponsored by Paleo Gaming. Casters, moderators, and other volunteers who do not carry decision-making abilities retain their eligibility to play or manage a team in the league.**

4. Roster Rules and Regulation

1. Team Name

- 1. A team's name may not be vulgar or allude to trademarks including but not limited to; LCS teams, movies, books, or well-known brands. Team names are subject to change if an Imperial Esports staff member or Paleo Gaming administrator deems it to be inappropriate.**

2. Roster Eligibility

- 1. A team's roster must contain at least five eligible starting players and may have up to five eligible substitute players.**
- 2. Any player who is currently contracted to a team, IPL or any other league, is not eligible to play for any team but the team they are contracted under.**

3. Roster Changes

- 1. A team is eligible to drop up to an unlimited amount of players per season. A player may choose to resign from a team, so long as any contractual obligations in place are satisfied. A player's resignation must be confirmed by an Imperial eSports administrator. Upon resignation, the Imperial eSports administrator may penalize the team if a misconduct has occurred. Furthermore, the resigning player's team may choose to allow the player to become a free agent unless overruled by an administrator. If a player is not contracted to play for a team, and resigns from that team, but is not given that team's consent to become a free agent, that player may still join a new team if they are legally contracted to play for another team.**
- 2. A team is eligible to make no more than three roster changes within a single two week period. All roster changes must be submitted to Imperial eSports staff at least 48 Hours before starting roster submission for the upcoming week for approval.**
 - If more than 3 changes occur in a two week period, the team will be charged \$10 USD for each additional player added to the roster during this time**
 - When submitting a new player for approval to Imperial Esports, the following information will be required:**
 - a. Legal Name**
 - b. Summoner Name (and any previous summoner names within the course of the season),**

c. Previous Team name and League in which they participated in if applicable (including House Party, and other Leagues)

d. If the player is contracted, a copy of their contract should be submitted to Imperial eSports administrative staff to ensure above stipulations can be upheld in the case of roster changes

➤ **Without the above Information Imperial eSports will DENY the Roster change until the information is provided. Any changes that come back as Denied by Imperial will not count towards any roster change allocations. Denials can be appealed to Paleo Gaming administrative staff as outlined later in this document.**

3. A player must be on the roster for 2 series to be eligible for playoffs. Unless approved by Imperial or Paleo administrative staff on a case by case basis due to extenuating circumstances. In these cases a \$15 USD penalty will be charged.

➤ **During the Playoffs a substitute must be the same rank or lower at the time the substitute is requested. If a team is found using another account that is a lower rank than their main account to circumvent this rule, the team using the smurf will FF the series.**

4. Poaching and Tampering

- 1. Team members of affiliates of a team may not solicit, lure, or make an offer of employment to a verbally or officially contracted player of any Imperial league team. Furthermore, contracted players should not be encouraged to breach or terminate his/her contract. Violators are subject to penalties at the discretion of the Imperial eSports staff and Paleo Gaming administrators.**

5. Disbanding

- 1. If a team were to disband and therefore forfeit their spot in their respective league, then a suitable replacement will be found. In most cases this will mean their spot will be sold by Imperial eSports to an approved team.**
- 2. If a team chooses to sell their IPL Spot during the season:**
 - If the roster and staff is changed COMPLETELY then the team will be treated like a new team.**
 - If the roster and staff is changed only slightly, then it will be treated as the same team.**
- 3. Any team may sell their IPL spot during the offseason. In this case, the Registration fee for the next season must be paid before the selling of the spot.**
- 4. Any team selling a spot in the IPL either during the season (due to disbanding) or during the offseason MUST declare their intention to sell the spot to Imperial eSports administrative**

staff in advance, and must keep Imperial eSports administrative staff involved in the conversation whenever possible (ie- by CCing Imperial staff in emails, etc.). This is to ensure that incoming teams are completely aware of any rules and fees associated with purchasing the respective spot, and to ensure incoming teams completely understand where they will stand upon acquiring the spot (in the case of coming on board mid-season due to purchasing a disbanding team's spot).

6. Roster Representation

- 1. A Team's Rep must submit an eligible roster no less than 24 hours before the first match of the week.**
- 2. If a team needs to add a substitute that was not submitted at the beginning of the week as part of their roster the following will happen:**
 - The team which adds the last minute substitute will be charged a \$15 USD penalty (in addition to any other penalties which apply relative to roster changes/additions).**
 - During the Playoffs a substitute must be the same rank or lower at the time the substitute is requested. Smurf accounts found to be a higher account to circumvent this rule, the team using the smurf will FF the series.**

5. Series Rules and Regulations

1. Rescheduling

- 1. A Regular Season match may be rescheduled if both team representatives agree to reschedule. Imperial eSports administrative staff MUST be informed on the initial scheduled date of the match that both teams will be rescheduling the match. The rescheduled match must then be confirmed and approved by an Imperial eSports administrator no less than 24 hours ahead of the rescheduled match.**
 - If the match is set to be shown on stream then teams must get approval by an Imperial eSports senior staff member at least 48 hours beforehand.**
- 2. Playoff matches are not approved to be rescheduled.**
- 3. If both teams agree to reschedule a match, and one team is not present at the time of the rescheduled match, the offending team forfeits the match in question. Both teams may agree to reschedule the previously rescheduled match ahead of time, with approval from an Imperial eSports administrator.**
- 4. If a match cannot be rescheduled due to administrative concerns from Imperial eSports administrative staff (due to issues such as proximity to playoffs, and potential effect of the series on which teams make it to playoffs) the match must be played at the originally scheduled time. If a team does not show up to the**

match in this case, they forfeit the match. If neither team shows up to the scheduled match, both teams forfeit the match.

2. Pre-Game Setup

- 1. Teams should be ready 15 minutes before the scheduled time of the game. Each team, including players and representatives, must be and remain in their designated TeamSpeak (62.104.20.152:10026) room. During the series, all participating players are to remain unmuted. No unauthorized participants are permitted in any channels which the players have access to during the game. Coaches are permitted to communicate with their players during the pick/ban phase, but must cease communication during play. Any team found to be receiving direct assistance from coaches, analysts, or other third parties during play will be subject to penalties as dictated by Imperial eSports and/or Paleo Gaming staff, including but not limited to loss of bans, forfeiture of matches or series, or fee penalties based upon the severity of the offense, and if the team in question are repeat offenders.**
- 2. If a team is not fully prepared 15 minutes after 8:30 est (or when the teams agree for the match to begin), the unprepared team will start to accrue penalties:**
 - 15 minutes: 1 ban given to the prepared team**
 - 30 minutes: 2 bans given to the prepared team**
 - 45 minutes: Game 1 Loss**

- **60 minutes: Automatic series forfeit**
 - a. **The team receiving the ban(s) must tell the team before champ select begins, the champion(s) select will be banned as part of the first rotation of bans. Failure to ban the correct champion(s) will result in restarting the champ select and loss of another ban to the prepared team.**
- 3. All players must declare their roles before the match begins if they are to play a role different than listed on the roster.**
 - **Discrepancies on what role someone is playing will be decided by Imperial eSports staff on a case by case basis.**

3. Lobby Setup

- 1. A team representative is to create the game lobby for the game and must abide to the following settings:**
 - **Map: Summoner's Rift**
 - **Team Size: 5**
 - **Allow Spectators: Open**
 - **Game Type: Tournament Draft**
- 2. The name of the lobby is subject to the player representative, and there must be a password for the lobby.**
- 3. Players are to line up in LCS order.**

4. Side Selection

- 1. The sides of each team are predetermined by the game's respective schedules. Sides are to be alternated after each game.**
- 2. For playoffs teams will use Dynamic Side Selection:**
 - Higher seed picks side for games 1, 3, and 5.**
 - Lower seed picks side for games 2 and 4**
 - a. Sides will be selected at the conclusion of the previous game.**

5. Champion Select Phase

- 1. Champion select is to proceed normally.**
- 2. Players will be prohibited to switch Champions with less than 20 Seconds left before the start of the match. Any Champion switches made after that will allow the other team to opt for a remake with the same champions but gives the team the ability to switch their runes/masteries.**
- 3. If a lobby is to be remade, each team must choose the same bans and picks unless both team representatives agree to restart the champion selection process.**
- 4. Team coaches are allowed to communicate with their players during the champion select phase, but not after (during gameplay, as described above).**
- 5. Placeholder picks must be agreed upon before Champion Select begins. Any placeholder Champs locked in without agreeing before Champion Select begins will be played in that match.**

- **In the event a champion was not picked, in the intention to use a placeholder, the pick and ban will be restarted with new picks and bans and the team that did not select a champion losing a ban.**

6. Substitutions

- 1. Team representatives may substitute a player after each game:**
 - **If the substitute player is one of the two “active subs” no penalties will take place.**
 - **If a team makes a substitution for a player who is not listed as a sub for the week, this will result in disciplinary action as listed in the late substitution rules.**

7. Spectators

- 1. Players and friends are allowed to spectate on-going matches. However, after champion select, respective TeamSpeak rooms may not contain extraneous members. A coach or analyst may remain in the room but must be muted for the entirety of the match, including during pauses. In addition, it is expected that players will maintain integrity and not communicate with unauthorized individuals beyond teamspeak during gameplay.**

8. Streaming

- 1. Series which have been designated as “officially streamed” matches are only to be streamed on the Paleo Gaming twitch.tv page found here: www.twitch.tv/paleo_gaming**
- 2. If a series is not designated as “officially streamed” players may stream their matches with a minimum 2-minute delay, and are expected to adhere to all rules stipulated above regarding communication with unauthorized agents during gameplay.**

6. Game Rules and Regulations

1. Disconnections

- 1. If a player is unable to connect at the start of the game, the game will be paused for up to ten minutes to allow all players to connect. If ten minutes have passed, the game is to be recreated with a substitute player at the discretion of the opposing team. If a substitute player is not available, then the match is to be forfeited. The team in question will then be allowed an additional twenty minutes for the player to return/reconnect. If the player(s) in question do not return/reconnect within this time period, the series is forfeited.**
- 2. If a player is experiencing connection issues during the game, the game will be paused to allow the player to resolve his/her connection issue. This pause may not extend past thirty minutes.**

- 3. If a server connection issue is to occur and cause multiple players from both teams to experience connection issues, then the game is to be postponed/rescheduled.**

2. Pauses

- 1. Each team is allotted a total of five minutes of pause time or three occurrences. Additional pauses are allowed at the discretion of the opposing team, or due to connection issues as outlined above.**

3. Conduct

- 1. Each player must abide to the player conduct (see below). Violation of the player conduct is subject to penalties at the discretion of an Imperial eSports administrator. Pauses due to misconduct do not contribute to the pause timer and may only be resumed upon the resolution by an Imperial eSports administrator.**
- 2. Any champion that gets a rework or is released is not available to play for seven days following their release (playable on the eighth day). Unless otherwise stated for a large class rework (the mage and juggernaut reworks for example).**
- 3. Champions and Skins may be disabled at discretion of the Imperial Staff.**

7. Player Conduct

1. General Conduct

- 1. All rules and regulations presented in The Summoner's Code (or otherwise outlined by Riot Games) must be abided by each player. In addition to the guidelines outlined by The Summoner's Code, players must abide by the Paleo Gaming community rules found here:**

<http://www.paleogaming.com/rules/>

- 2. Unsportsmanlike behavior is disallowed. Friendly banter is at the discretion of each individual player, although we ask that you be understanding of jokes and fun being had. Mastery emotes are not considered to be unsportsmanlike behavior unless they are spammed to an overly excessive amount.**

➤ Player Offenses:

- a. First Offense: Warning**
- b. Second Offense: 1 Series Suspension**
- c. Third Offense: Rest of Season Suspension**
- d. Fourth Offense: Indefinite Suspension**

➤ Organization Offenses:

- a. First Offense: Warning**
- b. Second Offense: Loss of Bans in next series for all of Organization's Teams**

c. Third Offense: Series forfeits for next scheduled series for all of Organization's Teams

3. It is suggested that /all chat is to only be used for course of actions or sportsmanlike behavior.

2. Competitive Integrity

1. Players may not collude for or against a team to present an unfair advantage.

- **Players must play at their full potential to retain a competitive standard within a game.**
- **Arrangements may not be made between teams.**
- **Players may not send or receive information to unauthorized agents.**
- **Teams may not deliberately lose a game and should not be enticed to do so.**

3. Third-Party Programs

1. Third-party programs are prohibited. This includes programs or devices that provide an unfair advantage or modifies the League of Legends client in any way. TeamSpeak is allowed for communication purposes.

4. Exploits

- 1. Abuse of an exploit to seek an unfair advantage is strictly prohibited. Violators are subject to penalties by Imperial eSports administrators.**
- 2. Players who use Skins with clarity issues will be seen as the abuse of an Exploit. If Riot doesn't allow it, neither do we.**

5. Other

- 1. Imperial eSports administrators can deem any other lewd, inappropriate, or crass behavior to be in violation of the rules and regulations of the IER. Penalties are at the discretion of the Imperial eSports administrators.**

6. On Air Conduct

- 1. Any member of an organization may be asked to come on stream for an interview, or as a desk analyst. Members are to represent their organizations in a respectable and professional way. Failure to act in a professional manner on stream will result in disciplinary actions towards the organization and/or player.**

8. Discipline

1. Disciplinary Actions

- 1. All Disciplinary actions taken against a team and/or player is in a stacking manner unless designated differently by Imperial eSports staff and/or Paleo Gaming administrators.**
- 2. Disciplinary actions are at first decided upon by only Imperial eSports staff and has the possibility of being appealed to a non-biased member of the Paleo Gaming administration.**

2. Appealing

- 1. A team/player may not appeal a decision from one Imperial eSports staff member to another. Once a decision is made by an Imperial eSports staff member the only potential course to change the ruling and/or outcome is through the appeal process through the Paleo Gaming administration.**
- 2. A team/player may appeal a decision made by Imperial eSports staff to Paleo Gaming administration in cases of controversial decisions. Paleo Gaming administration reserves the right to hear or not hear any and all appeals.**
 - If an appeal is being made, the disciplinary actions will not go into effect until the appeal process is completed.**
 - a. In the case of suspensions, or any outcome that could affect the outcome of a match or series, the series will be under review and the outcome of a series may be changed due to the disciplinary action that would have been enacted.**
 - i. Along with the series review outcome(s), the player(s) and/or team(s) will still have to fulfill the entire length of the disciplinary action, not including any different outcomes from a series review.**

****Imperial eSports and Paleo Gaming administrative staff reserves the right to interpret and enforce the rule book as they see fit****