

Scrim Zone Team Format Rules

These are the official rules for the Scrim Zone Team Format. These rules apply to all players, Captains, and Admins involved in the operation of the Scrim Zone Team Format.

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● Definitions

- Scrim Season: The time periods in which stats are separated for Scrim Zone, which consists of the Team Format Season and the Off-season. A new Scrim Season starts when the Scrim Season number changes (e.g. Season 5 to Season 6)
- Team Format Season: The time period in which the team format of the current Scrim Season takes place, comprised of the Regular Season and the Playoffs
- Off-season: The time between a new Scrim Season starting and the beginning of the Team Format Season
- Regular Season: The time between the beginning of team format and the beginning of Playoffs
- Playoffs: Playoffs will start as soon as the team format round robins have finished. Once all teams have finished their Regular Season games, the playoff bracket will begin
- Series: A group of games played between two teams
- Round Robin: A set of games in which each participating team plays each other participating team once
- Double Round Robin: A set of games in which each participating team plays each other participating team twice
- Game Differential: A number obtained by subtracting total individual game losses from total individual game wins
- Side Selection: A team with side selection is able to choose which side their team gets in draft and during the game between blue and red sides

● General Responsibilities

- Admins
 - Maintain a welcoming and inclusive environment for all players
 - Organize events and tournaments
 - Resolve conflicts between players
 - Provide clarity on rules
 - Assist in server maintenance issues
- Captains
 - Schedule individual series
 - Obtain availability from players
 - Listen to player feedback and encourage players to participate
 - Communicate with other Captains and Admins to keep flow of season format
 - Build rosters
 - Assist casters by providing rosters and side select via the roster tool before the game
- Players
 - Engage in friendly competition with other players
 - Provide availability to your Captain in a timely and consistent manner

- Be responsive to Captains/Admins
- Contribute to welcoming environment by staying mindful of their words and actions
- Have fun

● Format

○ Number of Teams

- The number of teams will be determined by the count of players that are one or more of the following: Extended, Captains, Have played 2 or more games this season. This count will be obtained 1 week before the Team Formation Start date
 - 24-36: 4 Teams
 - 37-41: 5 Teams
 - 42-54: 6 Teams
 - 55-59: 7 Teams
 - 60-72: 8 Teams
 - 73-74: 9 Teams
 - 75+: 10 Teams
- If the count is fewer than 24 players, the Team Format will not run.
- If the number of players exceeds 100, a secondary league will be created.
- If the number of teams changes season to season, or a Captain of a team needs to change for any reason, Captains will be appointed at the Admins' discretion

○ Game

- Draft for a game will begin 10 minutes after the listed start time
- Draft will be done using an external drafting tool, [DraftLOL](#) if possible, but alternatives are allowed if that website is down
- Once the draft is complete, teams will enter a Blind Pick 5v5 Summoner's Rift custom lobby, and select the champions their team drafted
- See in game rules for clarifications on gameplay
- Once this game is concluded, an amount of time no less than 5 minutes and not to exceed 10 minutes is given until the next game in the series
 - If the series is over, this does not apply
 - The time can fluctuate based on when the stream of the game ends, or if players need to get food or use the restroom
 - If Captains of the participating teams cannot agree on a time quickly, it will default to 5 minutes
- The team that lost the previous game must provide side selection for the next game within 2 minutes of the game's end, if applicable

○ Series

- Best of 1 (Bo1)
 - This refers to a single game, side selection will be predetermined

- Best of 3 (Bo3)
 - This refers to a series no longer than 3 games in length, where the first team to win 2 games is victorious and ends the series
- Best of 5 (Bo5)
 - This refers to a series no longer than 5 games in length, where the first team to win 3 games is victorious and ends the series
- Grand Finals
 - Grand Finals has a special format, which is a Best of 5 series, where the team coming from the winners bracket begins with a free win in the series as well as side selection in the first played game
 - This series ends when either the winners bracket team wins 2 games, or the losers bracket team wins 3 games, with a maximum of 4 games. Whichever team meets their respective criteria first is victorious
- Team Format Season
 - During the year, there will be 2 Team Format Seasons
 - The first Team Format Season, the Spring Season, will take place from approximately January-May, and must start after patch X.2 of the current League of Legends season and end before patch X.10 of current League of Legends season
 - The second Team Format Season, the Fall Season, will take place from approximately August-November and must start in between patches X.15 and X.16 of the current League of Legends season and end before patch X.22 of the current League of Legends season
 - Since the ending patches are hard deadlines based on large changes (Midseason update and Preseason update), the expected end date of the Playoffs will be around 2 weeks before the patch is scheduled to go live
 - This allows 15 weeks for the Spring Season and 12 weeks for the Fall Season
 - The format of the season will vary based on which time of year the season takes place in and how many teams are participating in the season
 - The scheduling of each format will be done at the Admins' discretion and will be posted in advance of the Regular Season on the Scrim Zone website
 - For Playoffs explanations, see the Playoff Brackets section of this document

■ Spring Season

● 4 Teams

- The Regular Season will consist of a double round robin over the span of 8 weeks, with each team receiving side selection against each other team once
- Each matchup will be a Bo3
- Each team will start with 1 break week
- The Playoffs will consist of a single elimination 4-team bracket played over 2 weeks
- The total length of this season will be 10 weeks

● 5 Teams

- The Regular Season will consist of a double round robin over the span of 12 weeks, with each team receiving side selection against each other team once
- Each matchup will be a Bo3
- Each team will start with 1 break week and will have 2 scheduled break weeks
- The Playoffs will consist of a single elimination 5-team bracket played over 3 weeks
- The total length of this season will be 15 weeks

● 6 Teams

- The Regular Season will consist of a double round robin over the span of 10 weeks, with each team receiving side selection against each other team once
- Each matchup will be a Bo3
- Each team will start with 0 break weeks, but there will be a week between the Regular Season and the Playoffs as a buffer in case games do not get played
- The Playoffs will consist of a double elimination 4 team bracket played over 4 weeks
- The total length of this season will be 15 weeks

● 7 Teams

- The Regular Season will consist of a double round robin over the span of 13 weeks, with each team receiving side selection against each other team once
- Each matchup will be a Bo3
- Each team will start with no break weeks, but have two scheduled break weeks
- 3 of the teams will be required to play 2 series in a single week at some point during the season in exchange for gaining a break week. This will be voluntary, or chosen by availability during the season
- The Playoffs will consist of a single elimination 4-team bracket played over 2 weeks

- The total length of this season will be 15 weeks
- 8 Teams
 - The Regular Season will consist of a single round robin over the span of 9 weeks, with each team receiving side selection against 3 or 4 other teams, determined randomly
 - Each matchup will be a Bo3
 - Each team will start with 2 break weeks
 - The Playoffs will consist of a double elimination 6 team bracket played over 5 weeks
 - The total length of this season will be 14 weeks
- 9 Teams
 - The Regular Season will consist of a single round robin over the span of 9 weeks, with each team receiving side selection against 4 other teams
 - Each matchup will be a Bo3
 - Each team will start with no break weeks, but have one scheduled break week
 - The Playoffs will consist of a double elimination 6 team bracket played over 5 weeks
 - The total length of this season will be 14 weeks
- 10 Teams
 - The Regular Season will consist of a single round robin over the span of 9 weeks, with each team receiving side selection against 4 or 5 other teams, determined randomly
 - Each matchup will be a Bo3
 - Each team will start with no break weeks
 - The Playoffs will consist of a double elimination 8 team bracket played over 5 weeks
 - The total length of this season will be 14 weeks
- Fall Season
 - 4 Teams
 - The Regular Season will consist of a double round robin over the span of 8 weeks, with each team receiving side selection against each other team once
 - Each matchup will be a Bo3
 - Each team will start with 1 break week
 - The Playoffs will consist of a single elimination 4-team bracket played over 2 weeks
 - The total length of this season will be 10 weeks
 - 5 Teams
 - The Regular Season will consist of a double round robin over the span of 9 weeks, with each team receiving side selection against each other team once
 - Each matchup will be a Bo3

- Each team will start with no break weeks, but have two scheduled break weeks
- 2 of the teams will be required to play 2 series in a single week at some point during the season in exchange for gaining a break week. This will be voluntary, or chosen by availability during the season
- The Playoffs will consist of a single elimination 5-team bracket played over 3 weeks
- The total length of this season will be 12 weeks
- 6 Teams
 - The Regular Season will consist of a double round robin over the span of 10 weeks, with each team receiving side selection against each other team once
 - Each matchup will be a Bo3
 - Each team will start with no break weeks
 - The Playoffs will consist of a single elimination 4-team bracket played over 2 weeks
 - The total length of this season will be 12 weeks
- 7 Teams
 - The Regular Season will consist of a single round robin over the span of 7 weeks, with each team receiving side selection against 3 other teams
 - Each matchup will be a Bo3
 - Each team will start with no break weeks, but have one scheduled break week
 - There will be a week between the Regular Season and the Playoffs as a buffer in case games do not get played.
 - 3 of the teams will be required to play 2 series in a single week at some point during the season in exchange for gaining a break week. This will be voluntary, or chosen by availability during the season
 - The Playoffs will consist of a double elimination 4 team bracket played over 4 weeks
 - The total length of this season will be 12 weeks
- 8 Teams
 - The Regular Season will consist of a single round robin over the span of 7 weeks, with each team receiving side selection against 3 or 4 other teams, determined randomly.
 - Each matchup will be a Bo3
 - Each team will start with no break weeks
 - The Playoffs will consist of a double elimination 6 team bracket played over 5 weeks
 - The total length of this season will be 12 weeks

- 9 Teams
 - The Regular Season will consist of a single round robin over the span of 9 weeks, with each team receiving side selection against 4 other teams
 - Each matchup will be a Bo3
 - Each team will start with no break weeks, but have one scheduled break week
 - The Playoffs will consist of a single elimination 6 team bracket played over 3 weeks
 - The total length of this season will be 12 weeks
- 10 Teams
 - The Regular Season will consist of a single round robin over the span of 9 weeks, with each team receiving side selection against 4 or 5 other teams, determined randomly.
 - Each matchup will be a Bo3
 - Each team will start with no break weeks
 - The Playoffs will consist of a single elimination 8 team bracket played over 3 weeks
 - The total length of this season will be 12 weeks
- Tiebreakers
 - In the event of a tie between two teams at the end of a Regular Season, the ties will be broken to determine standings as followed
 - If one team won more individual games against the other team than the other, they are placed ahead
 - If that does not break the tie, whichever team has the better game differential is placed ahead
 - If that does not break the tie, whichever team has the most total individual games wins that season is placed ahead
 - If the two teams are still tied, they will play an additional series consistent with the season's format, with side selection given to the team with faster average win time across the season. The winner of this will be placed higher in the standings
 - In the event of a tie between three or more teams at the end of a Regular Season, the ties will be broken to determine standings as follows, and if any step reduces the number of tied teams, the tiebreaker process will restart
 - The teams will be sorted by record only counting series between those teams
 - If that does not break the tie, the teams will be sorted by game differential only counting series between those teams

- If that does not break the tie, the teams will be sorted by number of individual game wins only counting series between those teams
- If that does not break the tie, the teams will be sorted by overall game differential
- If that does not break the tie, the teams will be sorted by number of individual game wins that season
- If that does not break the tie, the team will be sorted by average win time across their games
- If that would cause the elimination of one or more teams, the teams directly above and below the elimination threshold will play an additional series consistent with the season's format, with side selection given to the team with faster average win time across the season. The winner of this will be placed higher in the standings
- **Playoff Brackets**
 - The format of the playoff bracket will vary based on which time of year the season takes place in and how many teams are participating in the season. Refer to the season section for more information
 - Side selection in all series besides the Grand Finals series is given to the team that placed better in the Regular Season
 - **4-Team Single Elimination**
 - The team that placed 1st during the Regular Season will get to choose their first round opponent between the two teams that finished 3rd and 4th
 - The team that placed 2nd will play the team in either 3rd or 4th, whichever was not chosen by the first place team
 - These 2 matchups will be played out in a Bo3, with the winners of those series playing a Bo5 series to determine the winner of the season
 - **4-Team Double Elimination**
 - The team that placed 1st during the Regular Season will get to choose their first round opponent between the two teams that finished 3rd and 4th
 - The team that placed 2nd will play the team in either 3rd or 4th, whichever was not chosen by the first place team
 - These 2 series will be Bo3s
 - The 2 winners and 2 losers will play each other in Bo3s in the 2nd round of the bracket
 - The 2 remaining teams that have lost exactly one series will play each other in a Bo3 in the 2nd round of the bracket
 - The winner of that series and the only team to have not lost a series will play each other in a Grand Finals series

- 5-Team Single Elimination
 - The teams which placed 4th and 5th will play a Bo3 play-in series in the first round of the bracket
 - The team that placed 1st during the Regular Season will play the winner of the play-in match, and the 2nd and 3rd place teams will play each other in the 2nd round of the bracket. Both of these will be Bo3s
 - The winners of the 2nd round series play a Bo5 series to determine the winner of the season
- 6-Team Single Elimination
 - The teams which placed 4th and 5th, and the team which placed 3rd and 6th will play Bo3 series in the first round of the bracket. Before these series, the team that placed 1st will choose which series they will face the winner of
 - The team that placed 1st will play the winner of their chosen series and the team that placed 2nd will play the winner of the other series in Bo3s in the 2nd round of the bracket
 - The winners of the 2nd round series play a Bo5 series to determine the winner of the season
- 6-Team Double Elimination
 - The team that placed 1st during the Regular Season will get to choose their first round opponent between the two teams that finished 3rd and 4th.
 - The team that placed 2nd will play the team in either 3rd or 4th, whichever was not chosen by the first place team
 - These 2 matchups will be played out in a Bo3 to make up the first round of the bracket
 - The second round of the bracket will be two Bo3s between the 6th place team and the higher placed team of the two losers from round 1, and the 5th place team and the lower placed team of the two losers from round 1
 - The third round of the bracket will be two Bo3s. The winners' bracket match between the winners of round 1, and the losers' bracket match between the winners of round 2
 - The fourth round is a Bo3 between the loser of the winners' bracket match and the winner of the losers' bracket match from the previous round
 - The fifth round is a Grand Finals series between the winner of the winners' bracket match in round 3 and the winner of round 4 to determine the winner of the season
- 8-Team Single Elimination
 - The first round will consist of 4 Bo3 series
 - M1 (1st Place vs. 8th Place)
 - M2 (2nd Place vs. 7th Place)

- M3 (3rd Place vs. 6th Place)
 - M4 (4th Place vs. 5th Place)
 - The second round will consist of 2 Bo3 series
 - M5 (Winner of M1 vs Winner of M4)
 - M6 (Winner of M2 vs Winner of M3)
 - The third round will be a Bo5 between the two round 2 winners to determine the winner of the season
- 8-Team Double Elimination
 - The first round of the bracket will consist of 4 Bo3s
 - Winners' M1 (1st place vs 4th place)
 - Winners' M2 (2nd place vs 3rd place)
 - Losers' M3 (5th place vs 8th place)
 - Losers' M4 (6th place vs 7th place)
 - The second round of the bracket will be two Bo3s between the losers of M1 and M2 and the winners of M3 and M4. The highest placed team will play the lowest placed team, and the two remaining teams will play each other
 - The third round of the bracket will be two Bo3s. The winners' bracket match between the winners of M1 and M2, and the losers' bracket match between the winners of round 2
 - The fourth round is a Bo3 between the loser of the winners' bracket match and the winner of the losers' bracket match from the previous round.
 - The fifth round is a Grand Finals series between the winner of the winners' bracket match in round 3 and the winner of round 4 to determine the winner of the season
- Sub Signups
 - During the Regular Season, once a week, a series will be played between players who did not play in a Team Format game in the previous week.
 - This series will occur on a day that does not have a Team Format game scheduled on it
 - Once the games for the given week are scheduled, the date of the series will be determined and announced in the discord. If enough players sign up for multiple signup series, they will each run
 - This series will be streamed like a normal Team Format series
- Roster Management
 - Roster Operations
 - Sign (Add a player to a team)
 - Starts at the Team Formation Start date
 - Can sign any player that meets the starter/sub requirement respectively
 - If you sign a sub and that player later meets starter requirements, they can be upgraded to starter

- Limit of 10 players signed to a team (including Coaches)
- Both Captain and Player must message scrim bot to verify
- A player cannot be released from your team if you already have 10 and want to sign another
- Release (Remove a player from a team)
 - This is only allowed in special cases (player suspensions, personal disputes)
 - This must be discussed and verified with an Admin to be allowed
 - All unextended players are released automatically at end of the Team Format Season
 - Released players may not be signed until the next season
 - see transfer for other option
- Leaving (Player removes themselves from a team)
 - A player is able to leave a team of their own accord by messaging scrim bot and discussing with an Admin
 - If this happens after the trade deadline, they are not allowed to be signed by another team until the next season
- Trade (Exchange two or more players between teams)
 - Trade deadline in place once all teams have completed the first round robin (this will be announced by an Admin)
 - Otherwise, no restrictions are in place on trades
 - To complete a trade, all participating players and Captains must message scrim bot to verify
 - Players may not return to a team if they had been traded from that team in the same season
- Transfer (Move a player from one team to another)
 - Also must follow the trade deadline
 - To complete a transfer, all participating players and Captains must message scrim bot to verify
 - Players may not return to a team if they had been transferred from that team in the same season
- Extend (Re-sign a player for another season)
 - Extensions begin 1 week before the end of the Regular Season
 - The extension deadline 1 week after the season ends (including Playoffs)
 - Both the re-signed player and the Captain must message scrim bot prior to the extension deadline to verify
 - Only 4 players per team may be extended
 - You are eligible to release re-signed players if they do not finish the required placement games needed to sub prior to the start of the Regular Season
- Points
 - Player points are initially determined by estimation of skill based on League Rank and MMR

- Once players begin logging games, the points are adjusted based on win/loss differential as well as KDA
- Once a Scrims Season ends, the KDA portion of the points will be ignored, and a new baseline will be set based on last Scrims Season's final point values
 - This is to ensure points stay accurate to a player's current performance
- Placements
 - In order for a player to qualify to join a roster for the Team format, they must pass a certain threshold of games played in the Off-season
 - In order to join or stay on a roster as a starter, they must play 8 games during this time
 - In order to join or stay on a roster as a sub, they must play 4 games during this time
 - During the Off-season, player point values will lock once 2 conditions are met:
 - They have played the required amount of games to be a starter
 - Rosters begin forming (Date will be 1 month after Scrims Season start)
 - If a player is on a team as a sub, but has not played the required number of games to be a starter, their points will lock on Team Format Season start
 - These point locks only apply to team format and will not affect signup games
 - The deadline for placements can be deferred in a few scenarios
 - Player does not have the ability to play games during an extended period of the Off-season
 - Teams are not finalized by the team formation deadline
- Key Dates
 - Trade Deadline
 - This will occur once a number of series equal to one Round Robin have been played
 - After this point certain roster changes are not allowed, as explained in Roster Operations
 - Contract Extension Period
 - This will begin 1 week before the end of the Regular Season and last until the end of Playoffs
 - Captains may choose up to 4 players to extend during this period
 - Team Formation Start
 - This will be 1 month after the Scrims Season changes
 - After this point, Captains may begin signing players
 - Team Formation Deadline
 - This will be 2 weeks before the beginning of the Regular Season

- All teams should be valid by this point, or have a defined plan to be valid
- In the case that a team is not valid by this date, exceptions will be made to the placement rules to ensure the season can run. This will be done at the Admins' discretion

- Procedures

- Scheduling

- Scheduling is the responsibility of Captains, who can be assisted by Admins
- Admins are not to be relied upon to schedule games
- Captains should get the availability of their team at the start of each week. How this happens is up to the Captain's discretion. Some examples are [When2Meet](#) or Discord reactions. Players will need to be available for up to 3 hours to play a best-of-3 series
 - Giving/Getting availability is a responsibility of **both** the Captain and their players. Hold each other accountable and work as a team to ensure all players give availability
- Once Captains know their team's availability for that week, they will fill out a weekly When2Meet for their entire team. Captains should only mark their team as available for a specific time if they have 5 players that make up a valid roster as shown in the Team Roster tool on the Scrim Zone website
 - This When2Meet MUST be filled out by 6PM on Monday of each week
 - Filling the form out up to 24 hours late will mark your team as liable in the case of a series not being scheduled that week
 - Failure to fill the form out within the 24 hours late period will result in a guaranteed forfeiture of the team's game that week
 - This is defined as the game listed for that week on the Scrim Zone website, or a game against a team that is left gameless if the schedule changes
 - The When2Meet will include availability for the Thursday of that week through the following Wednesday
 - If listed matchups on the Schedule page of the website can be played, they take priority, otherwise teams that have not yet played against each other during the current round robin will have priority to play against each other. If these teams have matching availability and the listed matchups are not possible, the new matchups may be substituted for that week

- In the event a team has no availability for a week but did fill out the When2Meet, they will have to make up a game in a later week, but will not receive a forfeit immediately
 - In the event a team has multiple reasonable periods of availability, but cannot play a game that week, they will have to make up a game in a later week, and will be protected against a forfeit for that game
 - All games not scheduled by the end of the allotted time for the Regular Season will be forfeited or excluded from the season based on the previous conditions
 - Each team will have a number of break weeks able to be used throughout the Regular Season. These will be kept track of in the #Captains channel of the [discord](#) through a weekly message along with the When2Meet
 - If a team would otherwise have to forfeit during a week, they may opt to instead use one of their break weeks, preventing the forfeit
 - Break weeks may not be used at the end of the season if a team still has games remaining
 - If a team picks up an extra game during any week, they will gain a break week
 - Depending on the format, teams may also have scheduled break weeks which are predetermined based on the schedule
 - If a team plays a game during one of these weeks they will gain a break week
 - Once a series is scheduled, it will be announced in the discord server, and the website will be updated to reflect the chosen time. The team with side selection will always be listed first.
- Game Procedures
- The Captain of the team with side selection must generate draft links from the appropriate draft tool ([DraftLOL](#) is the default option)
 - The team with side selection will be listed first in all locations the game is mentioned
 - The Captain of the other team should create a custom Summoner's Rift 5v5 Blind Pick lobby, with spectators enabled, and with a random password placed on the lobby to make it invite-only
 - Participating players and anyone streaming the game should then be invited to the lobby
 - Once draft links are created, they must be sent in the #draft-links channel in the following format:
 - [Draft Time]
 || [Ping Teams, blue side team first]
 [Blue Side Team Name]: [Blue Side Draft Link]
 [Red Side Team Name]: [Red Side Draft Link]
 Spectate: [Spectator Link] ||

- Make sure to include the || in front of and after the appropriate information to add a spoiler tag
 - Any draft mistakes should be corrected in an edit to the original message (ex. missed bans, incorrect champions)
 - Once the draft is complete, players should get into the appropriate order in the lobby, making sure they are on the right team and in the roles they expect to be playing
 - Once a representative from each team has sent “r” or some other confirmation in the lobby chat, the leader of the lobby will start the game
 - After the game, the Captain of the losing team must restart this process as soon as possible, if the series is not over
 - Substitutions are only allowed between games and before draft starts. The team that makes the substitution must alert the other team when side selection is declared (or right after if they are not the team providing the side selection) as this will allow the other team enough time to make suitable adjustments to substitutions and draft strategy.
 - Once a team has declared subs for the upcoming game, they cannot be adjusted until after that game.
 - If a team fails to inform the other team of their roster or provides an incorrect roster, the other team may elect to remake the draft at any point until side selection for the next game occurs.
 - If the offending team sends the correct roster after draft, but before the game begins, the other team may request to redo the draft at that point. If they opt not to, they may not do so later.
- Forfeiting
- Any in-game forfeits are prohibited and will result in a penalty against the team
 - Series forfeits can happen in 2 possible situations, each with an associated penalty
 - Team is unable to field a full roster for the game at any point
 - In the case that neither team is able to provide more than 1 reasonable time for the game to take place, both teams will count as forfeiting the series
 - Where X = the number of games to win a series:
 - The team that “wins” the forfeited game will be awarded an X-0 victory
 - The team that forfeits the game will receive an 0-X defeat
 - Team no longer wishes to participate in the Team Format
 - Any player that made this decision will be unable to start on a Team Format team for the next 2 seasons
 - Any Captain that made this decision will be permanently banned from Captaining Team Format teams and will be

unable to start on a Team Format team for the next 2 seasons

● In-Game Rules

- Pauses should be limited to only when absolutely necessary. Some circumstances that would allow a pause are as follows:
 - A player is having internet problems
 - A player is having other technical difficulties such as malfunctioning peripherals
 - A player needs to use the bathroom and cannot wait till the end of the game
 - A player needs to attend to something within their building, i.e. the patented DoorDash gap, a pet, opening a door, etc.
 - Pauses are not to be called in order to discuss strategy, regroup mentally, or otherwise obtain an unfair advantage. If a pause is determined to not have legitimate cause, the team will be investigated by the Admins and proper penalties will be assessed
- Prohibited Behavior during a series/game are as follows
 - Intentionally Feeding, both Hard or Soft Inting
 - Hard Inting consists of dying intentionally, or making gameplay decisions that have no possible benefit, such as selling and rebuying items for no particular purpose, AFKing, or similar behaviors
 - Soft Inting consists of intentionally lowering your level of gameplay, by making plays you normally wouldn't, giving up on the game, or consuming mind-altering substances to a degree that it negatively impacts your gameplay
 - Forfeiting any game
 - This is different from signups where it is allowed in certain cases
 - Toxicity/Flame
 - This is mostly directed at all chat, where messages intended to provoke or make fun of the opposing team are not allowed under any circumstances
 - Can also include behaviors meant to poke fun at the other team, such as using joke/taunt/dance/laugh champion emotes to BM your opponent
 - This rule does not cover use of non-champion emotes or mastery emotes, as those can be muted in-game
 - Non-playing unmuted members in team voice call
 - Players who are in-game can have no communication with players who are not currently playing the game, including coaches
 - If a player would like to observe the game, they may do so, including watching a stream, but must remain muted throughout the game

● Competitive Integrity

- There are certain expectations for players participating in the Team Format environment that hold them to a higher standard than players who only participate in signup games. While it is hard to pinpoint all of these specifically, some examples are as follows
 - Players should not intentionally alter their quality of play during the offseason to manipulate their point values for the Team Format
 - This includes consumption of mind-altering substances to a degree that would impact play on a regular basis
 - Off Role-ing is acceptable in most circumstances, but is not always protected
 - Players should not leak strategies or information about their own team to players outside of the team
 - Players should not provide information/coaching to teams other than their own, *especially* during a game or series
 - Players should not make jokes that imply they will lose on purpose
 - More examples will be added as they come up
- Players who are suspected of breaking these expectations will be investigated, and likely will not be aware of this until a conclusion is reached
- Penalties for these behaviors can range from small point adjustments, normal penalties, or restrictions from participating in the team format

● Penalties

- Harassment and Offensive Language of any kind is not allowed in Scrim Zone
- Since this is a competitive game, some competitive banter is allowed/encouraged, but please use good judgment and don't make anything personal
- Attendance to games you agreed to play is required
 - Lateness/absence may result in penalties or restrictions on future participation
- Standard penalties for violations are listed below. Repeated violations or severity of violations may result in tiers being skipped
 - Warning
 - 1 week game suspension (possible accompanying chat ban)
 - This will prohibit participation in the next currently scheduled series at the time of the penalty
 - If a series is not scheduled at the time of the penalty, the suspended player will be prohibited from participating in the next series they are available to play
 - 1 month game suspension (possible accompanying chat ban)
 - This will prohibit participation in any series currently scheduled in the next month at the time of the penalty
 - If games are not scheduled at the time of the penalty, the suspended player will be prohibited from participating in the next

month's worth of games as noted on the schedule, with a minimum of 2 series

- For example, if a player is suspended for a month and their team needs to play 4 series in that month, the player will be prohibited from playing the next 4 series they are available to play in
- This penalty can extend across seasons

- Server Ban

- Tier of the punishment will be determined by a player's history and the severity of their actions

- Awards

- Awards voting will open at the beginning of the last week of the Regular Season by way of Google Forms, and will close at the end of the Regular Season
- During the voting, players will be unable to vote for members of their own team to avoid some bias, except for the Best Teammate category
- The categories that will be voted on are as follows:

- MVP

- The Most Valuable Player award is meant to represent the player who has the most impact on the success of their team. In other words, the player whose team has the largest difference in performance when they are on or off the field

- 1st Team All-Scrim and 2nd Team All-Scrim for all 5 roles

- This award is meant to represent the players who performed best in each role during the Regular Season
- Players will be eligible for a role if they played games equal to or exceeding half of the minimum number of games possible for their team
 - Assuming each team plays ten series, this would then be a minimum of 10 games in that role (10 series all ending in 2 games is 20 games, and half of that is 10)

- 6th Player

- This award is meant to represent the best player who was not effectively a starter for their team
- A player is eligible for this award if they are not one of the 5 players on their team that played the most games that season, but still played a minimum of 4 games in the Team Format that season

- Flex Player

- This award will not always be present, will only exist if there are 5 or more eligible players in that season
- This award is meant to represent the player who otherwise would be most deserving of 1st/2nd team All-Scrim voting but split their games among multiple roles

- A player is eligible for this award if they are one of the 5 players on their team that played the most games that season, but did not qualify for any roles for All-Scrims voting
 - Best Teammate
 - This award is meant to represent the friendliest teammate who is the most fun to play with or against. This is not limited to starters
 - MIP (Most Improved Player) will be decided by the Admins and given to the player who improved most since the end of the last season
 - Awards will be streamed the day before the first playoff series of that season
- **Rule Changes/Adaptations**
 - In the event a Team Format rule needs to be changed, clarified, or added, it must be done either by unanimous decision of the Captains or by a majority decision of the Admins.
 - If this happens, a message will be posted in the #Announcements channel of the discord server and this document will be updated