



UNT ESPORTS
LEAGUE OF LEGENDS TRYOUT RULES
Tryout Days Are April 26*- 29
Spring 2018

Tryout Objective:

UNT Esports is looking for talented and professional minded students who want to represent UNT and the esports program. These tryouts are designed to identify talented students, who will also represent the University with pride. Leadership, skill and sportsmanship are our primary deciding factors in who we want to compete and lead the UNT League of Legends team. UNT Esport Varsity Teams will be backed and supported by the UNT Recreational Sports Department.

TO BE CONSIDERED AS A CANDIDATE FOR THE TRYOUT PROCESS YOU MUST:

1. Sign up at IMleagues.com.
2. Look for "League of Legends_Varsity Tryouts" under the "Intramural" section.
3. Fill out the questionnaire that is linked on the IMleagues League of Legends page, and finish it by Wednesday, April 25th.
4. Attend a MANDATORY tryout meeting Monday, April 23rd or Tuesday, April 24th at 5pm in the Pohl Recreation Center, room 207.
5. Be enrolled in at least one (1) credit hour and anticipate being enrolled in at least twelve (12) credit hours for the fall 2018 semester.
6. Have at least a 2.5 GPA.
7. Be available for digital and in-person tryouts, April 26th* and 27th from 4pm-10pm and 28th and 29th from 1pm-6pm.

Section 1: PLAYERS, EQUIPMENT, AND ROSTER

1. **Student Status:** Each participant must present a current, **valid UNT student ID** in order to be eligible to participate.
2. **Education Level:** Undergraduate and graduate students are eligible to compete for UNT.
3. **Co-ed:** League of Legends tryouts and varsity teams are co-ed and open to UNT students that meet the required skill level or rank.
4. **Rank and Accounts:** In order to tryout, you must have a Riot account with an achieved rank platinum 5 or higher in flex or solo/duo queue in season 7 or 8.
5. **Computers:** Tryouts are held in the media library in Chilton Hall. PC's are available for students to utilize in the tryout process. For library equipment, please be courteous and respectful of the equipment so people can use it later!
6. **Champion(s) Restriction(s):** There are currently no restricted champions in the League of Legends Spring 2018 Tryouts.
7. **ROFL:** Each individual player is required to submit their ROFL file of the match for review and proof of win/loss. Found here: C:\Users\USERNAME\Documents\League of Legends\Replays

Section 2: GAME FORMAT

DAY 1

1. **Tryouts start** at 4pm on Thursday, April 26th and will conclude around 10pm.
2. **Game Mode:** 5v5 Best of 1 (Tournament Draft)
3. **Day 1 will not take place if there are less than 40 players trying out.***
4. Players will be placed on teams and will play three games. Games will be online and managed through UNT Esports Discord.
5. Please submit a ROFL file to Discord: Dylan Wray#4913
6. Players will be assessed on their individual play, not win /loss record.
7. The top 30 to 40 players in their respective roles will advance to Day 2.

DAY 2

8. **Tryouts start** at 4pm on Friday, April 27th and will conclude around 10pm.
9. **Game Mode:** 5v5 Best of 1 (Tournament Draft)
10. Players will be placed on teams and will play three games. If there are more than 20 players, games will be online and managed through UNT Esports Discord. If there are less than 20 players, games will take place in the Chilton Hall Media Library.
11. Please submit a ROFL file to Discord: Dylan Wray#4913
12. Players will be assessed on their individual play, not win /loss record.
13. The top 15 to 20 players in their respective roles will advance to Day 3.

DAY 3

1. **Tryouts start** at 1pm on Saturday, April 28th and will conclude around 6pm.
2. **Game Mode:** 5v5 Best of 3 (Tournament Draft)
3. Players will be placed on teams and play three matches. Games will take place in the Chilton Hall Media Library.
4. Players will be assessed on their individual play and win/loss record.
5. Please submit a ROFL file to Coordinator's Discord: Dylan Wray#4913.
6. Top 10-15 players in their respective roles will advance to Day 4.

DAY 4

1. **Tryouts start** at 1pm on Sunday, April 29th and will conclude around 6pm.
2. **Game Mode:** 5v5 Best of 3 (Tournament Draft).
3. A player meeting will be held in the Projector room in the Media Library at 1pm.
4. Players will be placed on teams and play at several matches. Teams could change throughout the day.
5. Communication style, and similar play style among the remaining players are the primary factor for placement and cuts if necessary.
6. Players will be interviewed by the Esports Coordinator and the Associate Director.
7. Placement and final team roster will be announced on Discord. Players will be asked to attend a team meeting later in the semester.

Section 4: BEHAVIOR

1. **Screen names:** You are being considered to join a team that represents UNT. Please do not show up to the tournament with an inappropriate screenname. If the UNT Esports Program finds your screen name inappropriate you may be disqualified from the tryout process.
2. Players will be evaluated and assessed on their behavior as well as how they do in the second day of the tournament. Players who harass or flame other players, will be asked to leave and be disqualified from trying out.

Section 5: COMMUNICATION

1. UNT Esports will communicate to students via email, IMleagues, and the official Discord Server.
2. For questions and concerns during the tryout process, you can always reach the Esports Coordinator at Dylan.Wray@unt.edu
3. Complaints about how the Esport Coordinator is handling the tryout process can be directed to the Associate Director of Recreational Sports: Britton.Sherry@unt.edu
4. UNT's Discord server is moderated based off of UNT social media guidelines.
 - a. <https://discord.gg/QkcbxNY>
5. IMleagues is our primary method for pre tryout form and method for organizing tournaments for tryouts in League of Legends. If you don't have an account you can make one and joint UNT's page here.
 - a. <http://www.imleagues.com/spa/intramural/KZ2xxcj9Q5t7r3rHk95K9QMM/home>
 - b. You can also search for UNT's page in www.Imleagues.com

Section 6: Selection Process and Roles.

1. **Selection Process:** The top eight players will be selected at the discretion of the Esports Coordinator and the Associate Director of Recreational Sports. Additional input from other members of the Esports program may be sought. At the conclusion of the tryout process, roster spots will be based on, but not limited to the following criteria:
 - a. Attendance at one of the two mandatory players meeting
 - b. Performance during the tryout tournament
 - c. Communication style displayed throughout the tryout process
 - d. Behavior during the tryout process