



2020 European Regional League
Official Rules

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Introduction and Purpose

These official rules of the Dutch League (henceforth referred to as the “ERL”) apply to each of the Teams who have qualified to play in the ERL in 2019. These rules also apply to the Teams’ Team Managers & Team Members and other employees but apply only to official League play and not to other competitions, tournaments or organized play of League of Legends.

League of Legends European Championship Limited, a limited liability company registered in the Republic of Ireland, has established these rules for the competitive play of League of Legends in order to unify and standardize the rules used in competitive play.

These official rules are designed solely to ensure the integrity of the system established by the League for professional play of League of Legends and a competitive balance among the Teams that play at the professional level. Standardized rules benefit all parties who are involved in the amateur, semi-professional and professional play of League of Legends, including the Team Managers, Team Members and Teams.

The terms of engagement between Team Managers, Team Members and Teams are left to each of the Teams and its Team Managers/Members.

1. Representation & Eligibility

To be eligible to compete in a European Regional League (“ERL”), each Player must satisfy all of the following:

1.1. Age

- 1.1.1. No player shall be considered eligible to participate in any ERL or EM Match before having lived 16 full years. Any player not having lived 18 full years must have signed permission from a legal guardian to participate in an ERL acquired by completing a Minor Permission Form.

1.2. Representation and Residency

- 1.2.1. ERL Teams will be required to have a minimum of three Locally-Trained Representatives (LTR) on their starting lineup at all times.

Locally-Trained Representatives (LTR) are defined as players who have fulfilled one or more of the following criteria:

- 1.2.1.1. The player has legally resided and been primarily present in the competitive area of the ERL for no less than 36 out of the last 60 months immediately prior to their participation in the first game of the application tournament.
- 1.2.1.2. The player has played the majority of applicable matches in an ERL in no less than two of the last three ERL splits immediately prior to their participation in the first game of the application tournament. Additionally, a split will count towards the LTR requirement for a player who has been on an ERL Team’s Roster for the majority of the split, even if the player has not been actively participating in the respective ERL, as long as they have not been participating in any other ERL.
- 1.2.2. A player may only be an LTR of a single ERL at any point in time. A player will not be considered a representative until they have declared themselves as an LTR to the respective ERL.
- 1.2.3. Players may prove their LTR status by submitting documentary evidence of eligibility to the ERL.
 - 1.2.3.1. There are two general categories of evidence: government-issued documentation (e.g., government benefits records, military/draft registration papers) and private documentation (e.g., school records, deeds, leases, homeowner association documents, utility bills, bank records/statements, tax returns, insurance documents, medical records & employment records).

Minors may also have a parent or guardian prove LTR status on their behalf by first, providing documentary evidence of the parent-

/guardian-child relationship (e.g., a birth certificate) and second, submitting documentary evidence belonging to the parent/guardian, as outlined above.

1.2.4. Players who have played in an ERL in 2018 and have not claimed LTR status in any ERL may claim LTR status for the ERL they participated in most recently.

1.2.5. Players may claim LTR status if they have been legally residing and been primarily present in the ERL's competitive area for at least 36 months after their 13th birthday, defined as having lived 13 full years.

If a Player can prove they have not claimed LTR status in any ERL in the past and cannot currently claim LTR status for any ERL using the clauses above, the ERL may grant LTR status to the player at their sole discretion.

1.2.6. In order for a team to participate in an ERL, a maximum of two players can be non-EU-residents, as defined by their IMP status, with EU defined as Albania, Andorra, Austria, Belgium, Bosnia and Herzegovina, Bulgaria, Croatia, Cyprus, Czech Republic, Denmark, Estonia, Finland, France, Germany, Greece, Hungary, Iceland, Ireland, Italy, Kosovo, Latvia, Liechtenstein, Lithuania, Luxembourg, Macedonia, Malta, Monaco, Montenegro, Netherlands, Norway, Poland, Portugal, Romania, San Marino, Serbia, Slovakia, Slovenia, Spain, Sweden, Switzerland, Ukraine, United Kingdom (UK), Vatican City (Holy See).

Additionally teams may have a maximum of two players on their roster that are not residents within the host country/countries of the respective ERL.

1.3. Work Eligibility & Player Contracts

1.3.1. Players must prove that they are work-eligible in their respective jurisdiction and/or ERL host country/countries.

1.3.2. For EU states this requirement means the following:

1.3.2.1. For EU citizens, they must provide a photo or copy of their passport or state issued identity card.

1.3.2.2. For EEA, ensure no additional visas are required.

1.3.3. For non-EU citizens a valid visa with work eligibility is required.

1.3.4. Teams are allowed to contract their Team Members. If they choose to do so, their contract length cannot be longer than two years and the contract needs to end on one of the following Free Agency Openings:

November 19, 2019 at 00:00 UTC

November 17, 2020 at 00:00 UTC

November 16, 2021 at 00:00 UTC

1.3.4.1. Players that are contracted to an LEC Team operating in an ERL that has not attained Semi-Professional status are exempt from this requirement.

1.3.5. For Semi-Professional Teams:

1.3.5.1. All players must be employed under their respective legal jurisdiction.

1.3.5.2. Player contracts may not include any of the following:

- Non-compete clauses preventing players from joining other teams after their contract has ended.

- Right of first refusal clauses, allowing the players current team to match an offer from a new team and thus forcing the player to remain, regardless of the players desire.
 - Automatic renewal by silence clauses. Players must agree to any contractual extensions or new agreements with the team.
 - Contract length over 2 years.
- 1.3.5.3. Player contracts must include the following:
- An option for the player to terminate in the following cases:
 - The team is removed from the ERL.
 - The player is removed from the roster. (Please note, getting removed from the starting lineup does not trigger this.)
 - An exemption to confidentiality (for the purpose of providing a contract outline to the league through the Player Agreement Form).
 - End dates that align with the Global Contract Window stipulated end dates. E.g 18th Nov 2019, 16th Nov 2020, 15th Nov 2021

1.4. Player & Team Eligibility

- 1.4.1. All Players may only compete in one ERL at a time. If a player has participated in more than:
- 1.4.1.1. For League formats - 50% of the matches in an ERL regular split
 - 1.4.1.2. For Tournament/Circuit formats - 50% of the tournaments in the circuit
- They will be considered locked into that League. Players that are locked into a League may transfer freely in between splits during the Transfer Period.
- 1.4.2. If a player has played more than 50% of eligible regular season games in a professional league in at least two out of the last three completed splits, then they will be considered a “Veteran” player. An ERL active roster and starting lineup cannot include more than two Veteran players at a time.
- 1.4.3. Players who played in thirteen or more LEC Matches are ineligible to participate in any ERL Play-Offs and the EM event for the current Split.
- 1.4.4. Current starters in any premier regional league, as defined by their ability to qualify for the World Championship Event (LEC, LCK, LPL, LMS etc.), are strictly forbidden from engaging in an ERL.

1.5. No Riot or ERL Employees

- 1.5.1. Team Owners and Team employees may not be employees of Riot Games Inc. (“RGI”), League of Legends eSports Federation LLC or 4Entertainment BVBA or any of their respective affiliates. “Affiliate” is defined as any person or other entity which owns or controls, is under the ownership or control of, or is under common ownership or control with, the named Riot and/or ERL entities above. “Control” shall mean the power, through any means, to determine the policies or management of an entity, whether through the power to elect, appoint or approve, directly or indirectly, the directors, officers, managers or trustees of such entity or otherwise.

2. Ownership

2.1. Ownership Restrictions

- 2.1.1. In order to preserve the integrity of official ERL play, Teams/Organisations will be prohibited from owning multiple Teams across all European Regional Leagues, including the ERL they are currently participating in.
- 2.1.2. Professional Teams/Organisations may own a maximum of one ERL team across all European Regional Leagues.
- 2.1.3. Teams/Organisations are only allowed to participate in one ERL per split and will have a one split cooldown should they decide to move to another ERL. This cooldown is not activated in the case of a move between the Belgian League and the Dutch League, but such a move has to be approved by ERL Officials and communicated in a timely manner so that a suitable replacement Team can be found.

2.2. Recognition of Ownership

- 2.2.1. Ownership of a Team competing in an ERL or EM should be clearly indicated by the starters of the Team to ERL officials.
- 2.2.2. The ERL officials shall have the right to make final and binding determinations regarding Team ownership, issues relating to the multiple Team restriction and other relationships that may otherwise have an adverse impact on the competitive integrity of the ERL.

3. Rosters

3.1. Roster Continuity

- 3.1.1. An ERL Team must retain at least three players from the active roster that played in their respective ERL Playoffs in order to claim any slot in the European Masters event.

In the case of multiple claimants, tiebreaker rules from the EM Rulebook will be employed.

3.2. Roster Requirements

- 3.2.1. Each Team is required to maintain, at all times during the ERL, five players in the starting lineup, and at least one player on the substitute roster, as well as one Team Manager and one Head Coach.
- 3.2.2. ERL Teams can have a maximum of nine players on their active roster. The active roster is made up of the starting lineup and substitute roster combined.
- 3.2.3. A Player will not be allowed to compete for more than one Organisation simultaneously and cannot be listed on the Roster of more than one Team.
- 3.2.4. A Player cannot have a contractual or financial arrangement with another Team participating in any ERL unless explicitly allowed by ERL officials in writing.
- 3.2.5. All Players on a Team's Roster must have held a peak rating of Diamond 4 or above in 5v5 Summoner's Rift Ranked Solo/Duo or Ranked Flex within the last year.
- 3.2.6. In the case of extenuating circumstances, such as temporary visa issues or a competitive suspension, the roster requirements may be waived temporarily. Grant of this waiver is at the sole discretion of the ERL officials.

3.2.7. Teams are required to appoint a Team Manager, who will serve as the main point of contact between the Team. The Team Manager may not be a player of the Team, but may be the owner of the Team, or any of the other roles as listed below.

3.2.8. Further Team Members that may be listed as part of a Team, but not as part of the roster, include: Team Manager, Coach, Analyst.

Other roles may be proposed by the Team to ERL officials, but the choice to include those roles as part of the Team is at the sole discretion of the ERL officials.

3.3. Roster Submissions and Modifications

3.3.1. Further Team Members that may be listed as part of a Team, but not as part of the roster, include: Team Manager, Coach, Analyst.

3.3.2. At a time designated by the ERL Officials, each Team must submit their complete ERL Roster (starting lineup, substitute roster, Team Manager, coach and any other roles if applicable).

3.3.3. Any modifications to a Team's Roster may only occur during the allocated Transfer Period between splits, and must be communicated to the ERL at the earliest possible date and time. Additionally, they must comply to any additional poaching regulations as outlined in 3.8.

3.3.4. The Team Manager will be responsible for Roster management and document submissions regarding this. The Team Manager is authorized to make changes to the Roster using one of the following methods:

- Trading Players with other Teams
- Signing Free Agents
- Releasing Players from the Roster

3.3.5. If a Team Member is removed from their Team's Roster, the Team Member is also removed from the Team, which is defined as the Team Member no longer having a contractual obligation to the Team and becoming a Free Agent.

3.4. Substitutions

3.4.1. Player substitutions have to result in Teams having eligible Rosters.

3.4.2. Player substitutions are to be communicated by the Team to ERL officials in a timely manner, no later than 24 hours prior to the start of the match that concerns the substitution

3.4.3. Under extenuating circumstances, such as a medical emergency, ERL officials may waive certain limitations or requirements to a Roster or the use of its Substitutes.

3.4.4. For the Country Finals (offline), Teams will only be allowed to use Substitutes that are physically present for those Matches.

3.5. Summoner Names & Team Tri-Codes

3.5.1. Summoner Names may include upper-case letters, lower-case letters, digits, underscores, or single spaces between words only. Summoner Names must not exceed 12 characters including spaces. No additional special characters will be allowed for team names, Summoner Names, or tags. Summoner

Names and team names may not contain: vulgarities or obscenities; League of Legends Champion derivatives or other similar character names; or derivatives of products or services that may create confusion.

- 3.5.2. Teams will be permitted a team tag of 2-3 characters to be added to the front of each Player's Summoner Name on the Tournament Realm. These team tags must be a combination of uppercase letters and/or digits.
- 3.5.3. All team tags, team names and Summoner Names must be approved by the ERL Officials in advance of use in play. Name changes must be approved by ERL Officials prior to use in-game. The ERL officials reserve the right to deny a team name if it does not reflect the professional standards sought by the ERL and the Team will be required to change their name. If a name is not provided within reasonable time, ERL Officials reserve the right to force a name upon a team.
- 3.5.4. Teams wishing to change their name and tri-code must notify ERL officials at least one week in advance of the proposed change.
- 3.5.5. For Semi-Professional Teams:
 - 3.5.5.1. All Player and Coach Summoner names must be globally unique and may not create confusion with any currently used Professional and Semi-professional player or coach Summoner name from any region. Any player or coach that changes his/her Summoner name shall lose ownership of the Summoner name that is being abandoned.
 - 3.5.5.2. Team tri-codes must be globally unique from any other team tri-code currently in use by any other Professional or Semi-professional team. Any team that changes its team tri-code shall lose ownership of the team tri-code that is being abandoned.

3.6. Free Agents & Transfer Period

- 3.6.1. Teams will be required to honor the Transfer Period.

	Transfer Period Opening (00:00:00 UTC)	Transfer Period Deadline (16:00:00 UTC)
Transfer Period Mid-Season 2020	May 1 st , 2020	May 31 st , 2020
Transfer Period Post-Season 2020	November 17th, 2020	December 22nd, 2020

- 3.6.2. A Free Agent is a Player eligible to participate in an ERL and who either has not yet signed a valid written Player Agreement with a Team or has been released from a Team or has had a contract expire without renewal.
- 3.6.3. An intended acquisition must be declared to ERL Officials at least 72 hours before the Team wants the Player to be added to the Roster.
- 3.6.4. Head Coaches or Players who have participated in any aspect of a Professional or Semi-Professional League in the most recent Split cannot enter into any new oral or verbal commitment, financial arrangement, or contractual arrangement after the Mid-Season Transfer Period closes and before the Post-Season Transfer Period opens with any Organization owning a Professional or Semi-Professional Team if that commitment extends past the Post-Season Transfer

Period, or otherwise impacts the Player's status as a Free Agent once the Post-Season Transfer Period opens.

- 3.6.5. No official ERL Match may occur between the start of Post-Season Transfer Period and January 1st of the following year.

3.7. Trades

- 3.7.1. Teams may trade Players on their Roster with other Teams. Trades are not limited in quantity, can be asymmetrical and can involve cash or other considerations as part of the trade.
- 3.7.2. Trades may be made effective as early as the Transfer Period Opening, and must become effective no later than the Transfer Period Deadline.
- 3.7.3. Trade requests must be submitted to ERL Officials by a Team in advance, in writing. Trade requests must be approved by the ERL, in writing, before becoming effective.
- 3.7.4. Any trades must comply with the anti-poaching regulations as outlined in 3.8

3.8. Anti-poaching

- 3.8.1. Any Team Member of a Team, or any other persons with roles associated to that Team, may not approach any Team Member of any other Team participating in the Dutch League or the Belgian League with the intent to acquire that Team Member for a position within their Team, nor may they in any way direct an unassociated person to approach that player for them.
- 3.8.2. Any intent to trade or acquire a player from another Team must be proposed to the Team Manager of said Team, for which he may then grant permission to communicate directly with said player at his sole discretion.

Alternatively, said Team Manager may communicate this intent directly to his player and serve as a mediator between the Teams involved in this trade or acquisition.

4. Prizing

4.1. Prize money

- 4.1.1. The total monetary prize pool made available for an ERL Season is €25,000. This is divided into €7,500 per Split, and an additional €10,000 for the Country Finals.
- 4.1.2. During the Playoffs at the end of the Spring Split and the Summer Split Teams shall have the opportunity to earn prize money based on their performance as outlined below:

Spring Split	
Position	Prize
#1	€2,500
#2	€1,500
#3	€1,250
#4	€1,000
#5	€750

Summer Split	
Position	Prize
#1	€2,500
#2	€1,500
#3	€1,250
#4	€1,000
#5	€750

#6	€500
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#6	€500
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- 4.1.3. Teams also acquire Championship Points based on their performance, on the basis of which they may qualify for the Country Finals at the end of the season. Four Teams qualify in total, and the Team that places first in the Summer Split automatically qualifies. The amount of points acquired is outlined below:

Spring Split	
Position	Champ Points
#1	90
#2	70
#3	50
#4	30
#5	10
#6	0

Summer Split	
Position	Champ Points
#1	AQ
#2	90
#3	70
#4	40
#5	20
#6	0

- 4.1.4. The Teams that qualified for the Country Finals will play for an additional prize pool of €10,000 distributed as follows:

Country Finals	
Position	Prize
#1	€5,000
#2	€2,500
#3	€1,500
#4	€1,000

4.2. Non-monetary prizes

- 4.2.1. On top of the prize money, the Team that ends in Position #1 of the Spring Split or the Summer Split will acquire a spot in the European Masters Play-Ins directly after the respective Split.

4.3. Sponsors

- 4.3.1. No Team may have an agreement with a sponsor which falls into any category of the Prohibited Sponsorship List.
- 4.3.2. No person or entity may hold the naming rights to more than one ERL Team at a time. A sponsor which holds naming rights to a Team may not sponsor other Teams participating in the same ERL in any capacity. No person or entity acting as an owner, partial or total, or as a corporate officer for one Organization may sponsor a Team of a different Organization through themselves, a direct connection, another Organization they represent, or a proxy.
- 4.3.3. Team Manager is obligated to notify the League of the intended acquisition of a new sponsor before the acquisition is finalized. If the sponsorship is classified as a Prohibited Sponsorship, then the sponsorship may not be displayed by the Players during the use or play of League of Legends, adjacent to League of Legends related material, the ERL, the LEC, EM, or any other Riot-affiliated event.

4.3.4. For Semi-Professional Teams:

Teams cannot have multiple brand names in their Team name unless they comply with the naming restrictions set forth in the Team Name Sponsor Integration Policy.

5. Additional Provisions

5.1. Publishing

- 5.1.1. ERL Officials shall have the right to publish a declaration stating that a Team Manager, Team Member and/or Team has been penalized. Any Team Manager, Team Member and/or Team that may be referenced in such declaration hereby waive any right of legal action against the ERL, Riot Games, Inc., and/or any of their parents, subsidiaries, affiliates, employees, agents, or contractors for publishing such a declaration.

5.2. Finality of Decisions

- 5.2.1. All decisions regarding the interpretation of these rules, Player eligibility, scheduling and staging of the ERL and penalties for misconduct, lie solely with the ERL officials and Riot Games, the decisions of which are final.

5.3. Right of Modification

- 5.3.1. These rules may be amended, modified or supplemented by ERL officials, in order to ensure fair play and the integrity of official ERL play.

6. Format & Schedule

6.1. Season Format and Schedule

- 6.1.1. Each Season is made up of two Splits, which consist of a Regular Season and Playoffs, with the Season culminating in a Country Final.
- 6.1.2. The format for the Regular Season of each Split is a double Round Robin between six teams, where each team faces each other team on two occasions.
- 6.1.3. The format for the Split Playoffs of each Split is played as a King-of-the-Hill between the Top four of the respective Regular Season. This King-of-the-Hill includes a 'Juggernaut Match' between Seed #1 and Seed #2 to determine the teams waiting in the Semi-Final and Final.
- 6.1.4. The format of the Country Final is also played as a King-of-the-Hill with a 'Juggernaut Match,' but sees the Top four of the overall Season face off, based on qualification through Championship Points.
- 6.1.5. A full, updated schedule of dates and Matches will be made available at: <https://belgianleague.lol/the-belgian-league/>

A tentative schedule to showcase a single Split is outlined below:

Event	Dutch League
Spring Split: Week 1 (4 matches, bo1)	Tue 21/01/2020 18:30+
Spring Split: Week 2 (4 matches, bo1)	Tue 28/01/2020 18:30+
Spring Split: Week 3 (4 matches, bo1)	Tue 04/02/2020 18:30+
Spring Split: Week 4 (3 matches, bo1)	Tue 11/02/2020 18:30+
Spring Split: Week 5 (4 matches, bo1)	Tue 18/02/2020 18:30+

Spring Split: Week 6 (4 matches, bo1)	Tue 25/02/2020 18:30+
Spring Split: Week 7 (4 matches, bo1)	Tue 03/03/2020 18:30+
Spring Split: Week 8 (3 matches, bo1)	Tue 10/03/2020 18:30+
Spring Split: Tiebreakers (if necessary, bo1)	Thu 12/03/2020 18:30+
Spring Split: Playoffs #1 (1 match, bo3)	Tue 17/03/2020 18:30+
Spring Split: Playoffs #2 (1 match, bo3)	Thu 19/03/2020 18:30+
Spring Split: Playoffs #3 (1 match, bo3)	Tue 24/03/2020 18:30+
Spring Split: Playoffs #4 (1 match, bo5)	Thu 26/03/2020 18:30+

6.2. ERL Regular Season

- 6.2.1. Each Team will face each Team in two Best-of-1s per Split.
- 6.2.2. The right for side selection during the Regular Season will alternate between each match-up of Teams, ensuring each Team will have side selection against every opposing Team once. For each match-up, ERL Officials will use a coin-flip to determine which team is given right of side selection first.
- When a team has the right for side selection for their upcoming match, they must notify ERL Officials of their chosen side 6 calendar days prior to the start of said match, so that this may also be communicated to the opposing Team.
- 6.2.3. Standings in the League will be determined by the amount of Matches won, and any disputes therein will be solved through the Tiebreaker rules as outlined in 6.4

6.3. ERL Playoffs

- 6.3.1. This phase consists of a three-round seeded tournament in the 'King of the Hill' format among the top four Teams from the Regular Season, seeded according to their Regular Season standings.
- 6.3.2. The first and second round will be played as a Best-of-3, and the third round will be played as a Best-of-5.
- 6.3.3. In the first round Match 1 consists of the third seed facing the fourth seed, and Match 2 consists of the first seed facing the second seed. The winner of Match 1 advances to the second round, and the loser is eliminated in fourth place. The winner of Match 2 advances to the third round, and the loser advances to the second round.
- 6.3.4. The first and second round will be played as a Best-of-3, and the third round will be played as a Best-of-5.
- 6.3.5. In the first round Match 1 consists of the third seed facing the fourth seed, and Match 2 consists of the first seed facing the second seed. The winner of Match 1 advances to the second round, and the loser is eliminated in fourth place. The winner of Match 2 advances to the third round, and the loser advances to the second round.
- 6.3.6. In the second round, Match 3 consists of the two teams advancing from the first round, where the loser of Match 2 is considered the higher seed. The winner of Match 3 advances to the finals, and the loser is eliminated in third place.
- 6.3.7. In the finals, Match 4 consists of the winner of Match 2 and Match 3, where the winner of Match 2 is considered the higher seed. The winner of Match 4 is

crowned as the first place, and the loser is eliminated in second place.

- 6.3.8. The right for side selection for the ERL Playoffs is given to the higher seeded team for the first Game and is alternated for all Games after the first.

For the first Game of a Match in Playoffs, Teams are required to submit their side selection 24 hours before the scheduled start of the Match. For all other Games of a Match, Teams must notify ERL Officials of their side selection no later than 5 minutes after the conclusion of the previous Game. If no decision is submitted, selection will default to blue side.

ERL Officials can shift these deadlines at their discretion by informing affected Teams.

6.4. ERL Country Finals

- 6.4.1. As outlined in 4.1.3, the Team that finished first place in the Summer Split Playoffs qualifies as the first seed of the Country Finals, and the three Teams with the most Championship Points qualify as the second, third and fourth seed, ordered by the amount of Championship Points.

If multiple qualified Teams have the same amount of Championship Points, the Team with the higher standing in the Summer Split will receive the higher seed.

- 6.4.2. This phase consists of a three-round seeded tournament in the 'King of the Hill' format among the top four Teams that have qualified as outlined above.

- 6.4.3. The first and second round will be played as a Best-of-3, and the third round will be played as a Best-of-5.

The third round will be played offline, at a time and place designated by ERL Officials. Teams participating in the third round will be supported by the ERL to attend.

- 6.4.4. In the first round Match 1 consists of the third seed facing the fourth seed, and Match 2 consists of the first seed facing the second seed. The winner of Match 1 advances to the second round, and the loser is eliminated in fourth place. The winner of Match 2 advances to the third round, and the loser advances to the second round.

- 6.4.5. In the second round, Match 3 consists of the two teams advancing from the first round, where the loser of Match 2 is considered the higher seed. The winner of Match 3 advances to the finals, and the loser is eliminated in third place.

- 6.4.6. In the finals, Match 4 consists of the winner of Match 2 and Match 3, where the winner of Match 2 is considered the higher seed. The winner of Match 4 is crowned as the first place, and the loser is eliminated in second place.

- 6.4.7. The right for side selection for the ERL Country Finals is given to the higher seeded team for the first Game and is alternated for all Games after the first.

For the first Game of a Match in Country Finals, Teams are required to submit their side selection 24 hours before the scheduled start of the Match. For all other Games of a Match, Teams must notify ERL Officials of their side selection no later than 5 minutes after the conclusion of the previous Game. If no decision is submitted, selection will default to blue side.

ERL Officials can shift these deadlines at their discretion by informing affected Teams.

6.5. Tiebreakers

- 6.5.1. In the event that two Teams are tied in the standings at the conclusion of the ERL Regular Season Split, the tie will be broken by their head-to-head record. If those Teams have an identical head-to-head record, the tie will be broken by wins in

the second half of the Split, with the Team having more wins in the second half of the Split being granted the higher place. If after this the teams are still tied, the Teams will play a tiebreaker-game. Side selection will be awarded to the Team with the lower Victory Time in the Regular Season Games between those Teams.

- 6.5.2. If three or more Teams are tied, the head-to-head record of all Teams against all other Teams involved in the tiebreaker will be considered. If one or more Teams have won/lost more than 50% of the Matches in aggregate against every Team in the tiebreaker, they are automatically granted the higher/lower place(s) available in the tiebreaker, and a new tiebreaker is declared amongst the remaining Teams. If the Teams have an identical amount of Games won, the wins in the second half of the Split will be taken into account, with the Teams having more wins in the second half of the Split being granted the higher seeds. If after this the Teams are still tied, then the following structures will be used depending on the amount of Teams in the tiebreaker.
- 6.5.3. 3-way-tie: The Teams will be drawn into a single-elimination bracket based on their Victory Time, the Team with the lowest Victory Time has a bye into the final round (Game 2). The remaining two Teams will face off in the first round (Game 1), where the winner of Game 1 advances to Game 2, and the loser is awarded the lowest standing being decided by the tiebreaker. The winner of Game 2 will be awarded the highest standing being decided by the tiebreaker and the loser of Game 2 will be awarded the next highest standing being decided by the tiebreaker.
- 6.5.4. 4-way-tie: The Teams will be drawn into two first-round matches (Game 1 and Game 2) based on their Victory Time. The winners of Game 1 and Game 2 will then face off in Game 3 while the losers face off in Game 4. The winner of Game 3 will be awarded the highest standing being decided by the tiebreaker, and the loser of Game 3 will be awarded the next highest standing being decided by the tiebreaker. The winner of Game 4 will be awarded the next highest standing being decided by the tiebreaker and the loser of Game 4 will be awarded the lowest standing being decided by the tiebreaker.
- 6.5.5. 5-way-tie: The Teams will be drawn into a single-elimination bracket based on their Victory Time, where there is a play-in between the two Teams with the highest Victory Time for the fourth semi-final spot. The tournament will require a 3rd-place Game to determine 3rd/4th place.
- 6.5.6. 6-way-tie: The Teams will be drawn into a single-elimination bracket based on their Victory Time, where the two Teams with the lowest Victory Time have a bye into the semi-final round. The tournament will require a 3rd-place Game to determine 3rd/4th place.
- 6.5.7. For the Country Finals, if multiple Teams are tied in Championship Points at the conclusion of the Summer Split, then the Team which gained the most Championship Points in the Summer Split will be considered the higher seed.

If two Teams gained the same amount of Championship Points in the Summer Split, then their Summer Split Regular Season standings will be the first tiebreaker.

If two Teams had the same Summer Split Regular Season standings, then their Summer Split Regular Season head-to-head record will be the second tiebreaker.

If two Teams had the same head-to-head record, then their wins in the second half of the Summer Split will be used to break the tie.

If two Teams have the same amount of wins in the second half of the Summer Split, they will play a tiebreaker-game.
- 6.5.8. All tiebreaker-games will be played as single Best-of-1 Games.
- 6.5.9. Tiebreaker-games will be scheduled at the sole discretion of the ERL.
- 6.5.10. For all tiebreaker-games the right for side selection will be determined by the lower Victory Time throughout the Regular Season of the applicable Split.
- 6.5.11. If the Victory Time is identical or otherwise inaccessible for multiple Teams, the

hierarchy will be determined by a coin flip.

- 6.5.12. Tiebreaker-games will not be played if their outcome will not have any competitive implications.
- 6.5.13. For all tiebreaker-games side selection must be submitted 24 hours prior to the start of the game.

7. Match Process

7.1. Equipment

- 7.1.1. For all online matches, Players will be expected to provide all of their own equipment. This includes, but is not limited to: computers, keyboards, mice, and voice programs. As the Matches will not be played on an offline server, Players will also need to account for their own DDOS and other computer protection. Exclusive responsibility for protection will fall upon the Players and Teams. Additionally, the stability of the Player's hardware and internet connection are the responsibility of the Player. In the event that a Game is played on the live server and not the Tournament Realm both Teams will be required to use the default skins for their selected Champions
- 7.1.2. For all offline matches, ERL Officials will provide and Players will exclusively use the following equipment: (1) PC & monitor; (2) table & chair; (3) headsets and/or earbuds and/or microphones
- 7.1.3. Players will be expected to provide the following equipment and use it during on-site Matches: (1) PC keyboards; (2) PC mice; (3) PC mousepads
- 7.1.4. ERL Officials may disallow use of specific equipment at their sole discretion for reasons relating to tournament security, safety, operational efficiency/effectiveness or if the equipment features a company or brand competing with Riot Games, the ERL or League of Legends.
- 7.1.5. Players are prohibited from installing their own programs and must use only the programs provided by the ERL Officials on-site, unless explicitly allowed by an ERL Official.

7.2. Clothing & Apparel

- 7.2.1. The following rules regarding clothing and apparel relate in particular to the offline matches to be played at the Country Finals.
- 7.2.2. All decisions in regard to apparel are at the sole discretion of ERL officials. Objectionable or offensive examples below are listed for illustrative purposes only:
 - 7.2.2.1. Containing any false, unsubstantiated, or unwarranted claims for any product or service, or testimonials, the ERL officials consider unethical.
 - 7.2.2.2. Advertising any non-"over the counter" drug, tobacco product, firearm, handgun or ammunition
 - 7.2.2.3. Containing any material constituting or relating to any activities which are illegal in any League region, including but not limited to, a lottery or an enterprise, service or product that abets, assists or promotes gambling.
 - 7.2.2.4. Containing any material that is defamatory, obscene, profane, vulgar, repulsive or offensive, or that describes or depicts any internal bodily functions or symptomatic results of internal conditions, or refers to matters which are not considered socially acceptable topics.

- 7.2.2.5. Advertising any pornographic website or pornographic products.
- 7.2.2.6. Containing any trademark, copyrighted material or other element of intellectual property that is used without the owner's consent or that may give rise to, or subject the ERL or its affiliates to, any claim of infringement, misappropriation, or other form of unfair competition.
- 7.2.2.7. Disparaging or libeling any opposing Team or Player or any other person, entity or product.
- 7.2.3. Hats are not allowed.
- 7.2.4. A Player may not cover their face or attempt to conceal his or her identity from ERL Officials. ERL Officials must be able to distinguish the identity of each Player at all times and may instruct Players to remove any material that inhibits the identification of Players or is a distraction to other Players or ERL Officials.
- 7.2.5. ERL Officials reserve the right to refuse entry or continued participation in the competition to any Team Member who does not comply with the apparel rules.
- 7.2.6. Headphones must be placed directly on a Player's ears, and must remain there for the duration of the Game. Players shall not obstruct the placement of headphones by any method. This includes placing any item, excluding glasses, between the headphones and the Player's ears.

7.3. Tournament Realm Accounts

- 7.3.1. Players will be provided Tournament Realm Accounts by ERL Officials. It is the Players' responsibility to configure their account to their preferences. The Account's Summoner Name must be set to the Player's Official Tournament Handle as approved by ERL Officials.

7.4. Patch

- 7.4.1. Matches during the ERL will be played on the respective patch available on the Live Server, once a sufficient testing period has occurred. Changes to the competitive patch and champion availability will be at the sole discretion of the ERL officials.
- 7.4.2. The competitive patch will be updated a full calendar week after its release onto the live server.

7.5. Match Area

- 7.5.1. The following rules regarding the match area relate in particular to the offline matches to be played at the Country Finals.
- 7.5.2. Access for Teams to the restricted areas of venues for Matches is restricted to the Team only, unless otherwise approved by League Officials. Permission to attend League Matches is solely at the discretion of the League.
- 7.5.3. Team Managers are not allowed in the Match Area during the Match. They may be in the Match Area during the Match preparation process but must leave prior to the Pick-&-Ban Phase.
- 7.5.4. Players are not allowed to have wireless devices in the Match Area. League Officials will collect such devices in the Match Area and return them at the end of the Match.
- 7.5.5. Players must sit in the order in which they will join the game-lobby: Top, Jungle, Mid, ADC, Support. This order should be considered from the vantage point of a viewer facing the Players, and read from left to right.
- 7.5.6. No food is allowed in the Match Area. Drinks are permitted in League-provided

re-sealable containers

- 7.5.7. The warm-up area ("Green Rooms") will contain League-provided PCs for Players to practice on before their Matches. The warm-up area is reserved for Teams only and access will be provided at the League Officials' discretion.
- 7.5.8. Access to other areas within the venue may be granted by the League. Access to these areas is also restricted to Teams and at the League Officials' discretion.

7.6. Setup Time

- 7.6.1. The following rules regarding setup time relate in particular to the offline matches to be played at the Country Finals.
- 7.6.2. Players will have a designated time frame prior to their Match to ensure they are properly prepared. League Officials will inform Players and Teams of their scheduled preparation time frame as part of their Match schedule. League Officials may change the schedule at any time. Setup Time is considered to have begun once Players enter the Match Area, at which point they are not allowed to leave without permission of the on-site League Official or Referee and accompaniment by another League Official or Referee. Setup is comprised of the following:
 - Ensuring the quality of all League-provided equipment
 - Connecting and calibrating peripherals
 - Ensuring proper function of the voice chat system
 - Setting up rune pages
 - Adjusting in-game settings
 - Limited in-game warm-up
- 7.6.3. If a Player encounters any equipment issues during Setup Time, the Player must notify a League Official immediately.
- 7.6.4. League Technicians will be available to assist during Setup Time and to troubleshoot any problems encountered.
- 7.6.5. It is expected that Players will resolve any issues during Setup Time within the allotted time and that the Match will begin at the scheduled time. Delays due to setup issues may be permitted, at the sole discretion of League Officials. Penalties for tardiness may be assessed at the discretion of the League
- 7.6.6. No fewer than two minutes before the Match is scheduled to begin, a League Official will confirm with each Player that their setup is complete.
- 7.6.7. Once all ten Players in a Match have confirmed completion of setup, Players may neither alter their Rune Pages until the start of Champion Select nor enter a warm-up game.
- 7.6.8. League Officials will decide how the official game-lobby will be created. Players will be directed by League Officials to join a game-lobby, as soon as Setup Time has ended, in the following order of positions: Top, Jungle, Mid, ADC, Support.

7.7. Pick & Ban Phase

- 7.7.1. Once all ten Players have reported to the official game-lobby, a League Official will request confirmation that both Teams are ready for the Pick-&-Ban Phase. Once both Teams confirm readiness, a League Official will instruct the game-lobby owner to start the Game. For offline matches the Coach will be granted on-stage access and will be allowed to communicate with the Players during the Pick-&-Ban Phase. The Coach will exit the stage to a designated position once the countdown timer has reached five seconds during the Trading Phase and will be muted once the timer has reached zero seconds.
- 7.7.2. The Pick-&-Ban Phase will be executed through the Client's Tournament Draft feature. At the discretion of League Officials the Pick-&-Ban Phase may be recorded and the Game's start aborted.

- 7.7.3. Game Settings:
 - Map: Summoner's Rift
 - Team Size: 5
 - Allow Spectators: Lobby Only
 - Game Type: Tournament Draft
- 7.7.4. League Officials may choose to employ either the Tournament Draft feature or a manual draft at their discretion.
- 7.7.5. Restrictions may be added at any time before or during a Match, if there are known bugs with any Gameplay Elements or for any other reason as determined at the discretion of the League.
- 7.7.6. Draft mode proceeds in a snake draft as follows:
 - Blue Team = A; Red Team = B
 - Bans: ABABAB
 - Picks: ABBAAB
 - Bans: BABA
 - Picks: BAAB
- 7.7.7. If a Player picks or bans a Champion by mistake in the Pick-&-Ban Phase, the Player must notify a League Official of their intended selection before the other Team has locked in their next selection. In this case the Pick-&-Ban Phase will be restarted with the same Picks and Bans up until the mistake occurred and the Player may correct the mistake. In the case the other Team has locked in their next selection, before the Player notifies a League Official, the Pick-&-Ban Phase will not be restarted and the mistakenly selected Champion stays locked in.
- 7.7.8. Teams must complete all Champion trades before the 20-second mark during the Trading Phase, or will be subject to penalties.

7.8. Game Start

- 7.8.1. A Game will start immediately after the Pick-&-Ban Phase is complete, unless otherwise stated by a League Official. At this point, League Officials will remove any printed materials from the Match Area, including any notes written by Team Members. Players are not allowed to quit a Game after the completion of the Pick-&-Ban Phase.
- 7.8.2. If there is an error in Game Start or an LEC Official decides to separate the Pick-&-Ban Phase and the Game Start, the Blind Pick feature may be used at the discretion of the League. All Players will select Champions in accordance with the valid completed Champion selections.
- 7.8.3. If a Bugsplat, disconnect or any other failure occurs which interrupts the loading process and prevents a Player from joining a Game, the Game must be immediately paused until all Players are connected.

7.9. Pauses

- 7.9.1. If a Player intentionally disconnects without notifying a League Official or pausing, the League Official is not required to enforce a pause. For offline matches, during any pause Players may not leave the Match Area unless authorized by a League Official.
- 7.9.2. League Officials may order or execute a pause of a Game at the sole discretion of the League Officials.
- 7.9.3. Players may only pause a Game immediately following an Unintentional Disconnect, hardware/software malfunction or physical interference and must notify a League Official immediately and identify the reason.
- 7.9.4. Minor Player illness, injury, or disability is not an acceptable reason for a Player pause. In the case of an underlying and/or pre-declared medical condition the

Player may however inform a League Official prior to the Match, who may then grant a pause during the Match in order to evaluate the issue and to determine whether the Player is ready, willing, and able to continue playing within a reasonable period of time, as determined by the League Official, but not to exceed a few minutes. If the League Official determines that the Player is not able to continue playing within such reasonable period of time, then the Player's Team shall forfeit the Game unless a League Official determines that the Game is subject to an Awarded Game Victory at the League's discretion

- 7.9.5. Players are not permitted to resume the Game after a pause. After clearance from a League Official is issued and all Players are notified and ready, which will be contingent on confirming through in-game chat, the in-client spectators will un-pause the Game.
- 7.9.6. If a Player pauses or un-pauses a Game without permission from a League Official, it will be considered unfair play and penalties will be applied at the discretion of the League.
- 7.9.7. During offline matches, for the fairness of all competing Teams, Players are not allowed to communicate with each other during a pause. For the avoidance of doubt, Players may communicate to the Referee, but only in order to identify and remedy the cause for the pause. If a pause extends long enough, Referees may, at their discretion, allow Teams to talk before the Game is un-paused, in order to discuss the Game's conditions.

7.10. Game of Record and Remake Procedure

- 7.10.1. A game where all ten players have loaded and which has progressed to a point of meaningful interaction between opposing teams. Once a game attains Game Of Record ("GOR") status, the period ends in which incidental restarts may be permitted and a game will be considered as "official" from that point onward. Examples of conditions which establish GOR:
 - Establishing line-of-sight between players on opposing teams.
 - Any attack or ability is landed on minions, jungle creeps, structures, or enemy Champions.
 - Setting foot, establishing vision or targeting skillshot ability in opponent's jungle by either team, which includes either leaving the river or entering brush connected to enemy jungle.
 - Game timer reaches two minutes (00:02:00).
- 7.10.2. The following are examples of situations in which a game may be remade if GOR has not been established:
 - 7.10.2.1. If a player notices that player's rune or GUI settings have not applied correctly due to a bug between the game lobby and match, player can pause the game to adjust these settings. If the settings cannot be correctly adjusted, then the game may be restarted.
 - 7.10.2.2. If League officials determine that technical difficulties will not allow for the game to resume as normal (including a team's ability to be in proper position for certain game events, such as minion spawn).
 - 7.10.2.3. Any circumstance which would permit a restart after GOR.
- 7.10.3. The following are examples of situations in which a game may be restarted after GOR has been established.
 - 7.10.3.1. If a game experiences a Terminal Situation at any point during the match, as defined by:

A bug or other circumstance that requires that a game be remade. These circumstances include (i) instances of critical bugs where it is unable to recover the game; (ii) bugs which cannot be remedied or avoided, including champion or skin bugs that may require that such champion or skin be disabled; or (iii) any other instance in the discretion of League officials where the continuation of the game is untenable (including

environmental concerns and catastrophic hardware failure).

- 7.10.3.2. During offline matches, if a League Official determines that there are environmental conditions which are unfair (e.g. excessive noise, fan gank, hostile weather, unacceptable safety risks).
- 7.10.4. If a remake is called for, depending on the reasons for which it may occur, the remake procedure is as follows.
 - 7.10.4.1. Terminal Situation. League officials will determine whether either or both teams were significantly disadvantaged by the bug, and any significantly disadvantaged team will be offered the opportunity to remake the game. If any significantly disadvantaged team accepts a remake, the game will immediately be restarted as per this section. Significant disadvantage is a prerequisite to a remake offer.
 - 7.10.4.2. Controlled Environment. Certain conditions may be preserved in the event of a remade game that has not reached GOR, including, without limitation, picks/bans or Summoner spells. If, however, a match has reached GOR then League officials shall not retain any settings.
 - 7.10.4.3. Champion and Skin Disables. If the remake occurred due to a champion bug, then settings no longer will be retained (including picks and bans) regardless of Game of Record status and the champion may be made ineligible for at least the remainder of the day's matches unless the bug can be conclusively tied to a specific game element that can be fully removed (i.e. a skin that can be disabled)

7.11. Post Game Process

- 7.11.1. League Officials will confirm and record the Game's result.
- 7.11.2. Referees may log into Player Accounts to join the game-lobby.
- 7.11.3. League Officials will inform Players of the remaining time before the next Game's Pick-&-Ban Phase. Pick-&-Ban Phase will commence as scheduled even if a Team is not fully present. If only a single Player of a Team is present when the Pick-&-Ban Phase begins, this Player may determine all Picks and Bans for the Team. If no Player from a Team is present when the Pick-&-Ban Phase begins that Team shall be deemed to have forfeited the Game.
- 7.11.4. After a Match Players will be informed of any post-match obligations including, but not limited to, media appearances, interviews, or further discussion of any other matters.

7.12. In the event of a technical difficulty which leads League officials to declare a restart, League officials may instead award a game victory to a team. If a game has been played for more than 20 minutes on the game clock (00:20:00), League officials, in their sole discretion, may determine that a team cannot avoid defeat to a degree of reasonable certainty. The following criteria may be used (but are not required to be used) in the determination of reasonable certainty:

- Gold Differential. The difference in gold between the teams is more than 33%.
- Remaining Turret Differential. The difference in the number of remaining turrets between the teams is more than seven (7).
- Remaining Inhibitor Differential. The difference in the number of standing inhibitors between the teams is more than two (2).
- Remaining Nexus Turret Differential. The difference in the number of remaining Nexus turrets between Teams is two.
- Champion Differential. The difference in alive champions between Teams is at least four with the remaining death timers on all dead champions being at least 40 seconds or higher.
- Straight Up GG. At the time of technical difficulty there is no scenario that in the opinion of League Officials could result in anything other

than the victory of one Team.

7.13. Scheduling

- 7.13.1. ERL Officials may, at their sole discretion, modify the schedule of Matches. In the event of a schedule modification ERL Officials will notify all Teams at the earliest convenience.

- 7.13.2. Players participating in offline ERL matches must arrive on-site no later than the time specified by the ERL Officials. Players participating in online ERL matches must arrive in the game-lobby no later than the time specified by ERL Officials.

7.14. Referees

- 7.14.1. Players participating in offline ERL matches must arrive on-site no later than the time specified by the ERL Officials. Players participating in online ERL matches must arrive in the game-lobby no later than the time specified by ERL Officials.

- 7.14.2. Referees will oversee the League Matches, including the following:
 - Checking the Team's Starting Line-up before a Match, including a mandatory voice check on Discord to verify identity
 - Checking and monitoring Player peripherals and Match Areas
 - Announcing the beginning of a Game
 - Ordering pause/resume during a Game
 - Issuing penalties in response to rule violations during the Match
 - Confirming the end of the Match and its results

- 7.14.3. At all times, Referees shall conduct themselves in a professional and impartial manner. No passion or prejudice shall be shown towards any Player, Team, Team Manager, Coach or other individual.

- 7.14.4. If a Referee makes an incorrect judgment, the judgment can be subject to reversal. ERL Officials, at their discretion, may evaluate the decision during or after the Match to determine if the proper procedure was implemented. If the proper procedure was not followed, ERL Officials reserve the right to potentially invalidate the Referee's decision. League Officials will always maintain final say in all decisions set forth throughout the League.

8. Online Matches

All Players will be expected to be ready to join the game-lobby at the time specified by the ERL Officials. Readiness includes, but is not limited to, all five Players on the Starting Line-up having completed client patching, configuration of in-game settings, and completed Rune Pages.

Tournaments held on a rolling schedule will have estimated Match start times. Teams are required to be available to play their Match up to 45 minutes in advance of their estimated time, or as otherwise directed by ERL Officials.

8.1. Lateness Penalties:

- 8.1.1. Depending on the delay, teams are subject to various penalties as outlined below:
 - 10-15 minutes: the first ban will be subtracted
 - 15-20 minutes: the first through third bans will be subtracted

20-30 minutes: all bans will be subtracted

30+ minutes: the match will result in a default loss for the team that failed to comply with schedule regulations

- 8.1.2. Under extenuating circumstances, such as medical emergency, ERL officials may waive certain penalties or resort to other solutions, e.g. last minute allowance of substitutes.

8.2. Pause Allowance:

- 8.2.1. Players may only pause a Game immediately following an Unintentional Disconnect, hardware/software malfunction or physical interference and must notify a League Official immediately and identify the reason.
- 8.2.2. Minor Player illness, injury, or disability is not an acceptable reason for a Player pause. In the case of an underlying and/or pre-declared medical condition the Player may however inform a League Official prior to the Match, who may then grant a pause during the Match in order to evaluate the issue and to determine whether the Player is ready, willing, and able to continue playing within a reasonable period of time, as determined by the League Official, but not to exceed a few minutes. If the League Official determines that the Player is not able to continue playing within such reasonable period of time, then the Player's Team shall forfeit the Game unless a League Official determines that the Game is subject to an Awarded Game Victory at the League's discretion
- 8.2.3. In case of a Player called pause League Officials have the sole discretion of the length of said pause.
- 8.2.4. Players are not permitted to resume the Game after a pause. After clearance from a League Official is issued and all Players are notified and ready, which will be contingent on confirming through in-game chat, the in-client spectators will un-pause the Game.
- 8.2.5. If a Player pauses or un-pauses a Game without permission from a League Official, it will be considered unfair play and penalties will be applied at the discretion of the League.

8.3. No 4v5 Play:

- 8.3.1. Teams are required to field a full team of five players to start a match. However, if a player disconnects during a game, the team may continue to play after the pause allowance is exhausted to attempt to complete the game. Subsequently, the team may end the game with only one player. If after the pause allowance is exhausted no players can attend the game, the opponent is given an auto win.

9. Code of Conduct

9.1. Competitive Integrity

- 9.1.1. Teams are expected to play at their best at all times within any ERL Match, and to avoid any behavior inconsistent with the principles of good sportsmanship, honesty, or fair play. Violating this rule will be subject to penalties at the discretion of ERL Officials. All decisions in regard to violations are at the sole discretion of ERL Officials. Examples below are listed for illustrative purposes only:

9.2. Collusion

- 9.2.1. Collusion is defined as cooperation or conspiracy to cheat or deceive others. The cooperation or conspiracy can occur among Players, Teams, and/or Organizations, and can be done to the sole benefit of the parties involved in the cooperation or conspiracy. The list of conspirators is not exhaustive. Collusion includes, but is not limited to, acts such as:
- 9.2.1.1. Soft play, which is defined as any agreement among Players to not play at a reasonable standard of competition in a Game.

- 9.2.1.2. Pre-arranging to split prize money and/or any other form of compensation
- 9.2.1.3. Sending or receiving signals, electronic or otherwise, from outside sources to/from a Player.
- 9.2.1.4. Deliberately losing a Game for compensation, or for any other reason, or attempting to induce another Player to do so.
- 9.2.1.5. Conspiring to predetermine locations for Free Agents and/or conspiring to fix the salaries of contracts for Team Members and/or potential Team Members.

9.3. Hacking

- 9.3.1. Hacking is defined as any modification of the League of Legends game client.
- 9.3.2. The use of any kind of cheating device and/or cheat program, or any similar cheating method.

9.4. Exploiting

- 9.4.1. Exploiting is defined as intentionally using any in-game bug to an advantage. Looking at spectator monitors.
- 9.4.2. Intentional disconnect without a proper and explicitly-stated reason.

9.5. Ringing

- 9.5.1. Ringing is defined as playing using another Player's account or solicitation to do so.

9.6. Other

- 9.6.1. Any other act which violates these rules and/or standards established by the ERL.
- 9.6.2. A Team Manager/Member may not use language that is obscene, foul, vulgar, insulting, threatening, abusive, libelous, slanderous, defamatory or otherwise offensive or objectionable; or promote or incite hatred or discriminatory conduct, in or near the Match Area, at any time.
- 9.6.3. A Team Manager/Member may not use any facilities, services or equipment provided or made available by ERL officials or its contractors to post, transmit, disseminate or otherwise make available any such prohibited communications.
- 9.6.4. A Team Manager/Member may not use this type of language on social media or during any public-facing events.
- 9.6.5. A Team Manager/Member may not take any action or perform any gesture directed at an opposing Team Manager/Member, fan, or official, or incite any other individual(s) to do the same, which is insulting, mocking, disruptive or antagonistic.
- 9.6.6. Abuse of ERL Officials, opposing Team Managers/Members, or audience members will not be tolerated. Repeated etiquette violations, including but not limited to touching another Player's computer, body or property will result in penalties. Team Managers/Members and their guests (if any) must treat all individuals attending a Match with respect.
- 9.6.7. No Team Manager/Member may touch or otherwise interfere with lights, cameras or other studio equipment. Team Managers/Members may not stand on chairs, tables or other studio equipment. Team Managers/Members must

follow all instructions of ERL Officials. During the Match, communication by a Player on the Starting Line-up shall be limited to the Team Members of the Player's Team.

9.7. Responsibility under Code

- 9.7.1. Unless expressly stated otherwise, offenses and infringements of these rules are punishable, whether or not they were committed intentionally. Attempts to commit such offenses or infringements are also punishable.
- 9.7.2. Harassment is forbidden. Harassment is defined as systematic, hostile and repeated acts taking place over a considerable period of time, or a singular egregious instance, which is/are intended to isolate or ostracize a person and/or affect the dignity of the person.
- 9.7.3. Sexual harassment is forbidden. Sexual harassment is defined as unwelcome sexual advances. The assessment is based on whether a reasonable person would regard the conduct as undesirable or offensive. There is zero tolerance for any sexual threats/coercion or the promise of advantages in exchange for sexual favors.
- 9.7.4. Team Managers/Members may not offend the dignity or integrity of a country, private person or group of people through contemptuous, discriminatory or denigrating words or actions on account of race, skin color, ethnic, national or social origin, gender, language, religion, political opinion or any other opinion, financial status, birth or any other status, sexual orientation or any other reason.
- 9.7.5. Team Managers/Members may not give, make, issue, authorize or endorse any statement or action having, or designed to have, an effect prejudicial or detrimental to the best interest of the ERL, Riot Games, or its affiliates, or League of Legends as determined in the sole and absolute discretion of the ERL officials.
- 9.7.6. Teams may receive or may be asked to submit paperwork for approval or visibility throughout the ERL event. This paperwork is necessary for maintaining expectations throughout the ERL. Early announcements can disrupt the competitive scouting a Team would use to create strategies for upcoming Matches. For this reason, if a Team Manager/Member has been told not to release information, as it may undermine the competitive process, and the Team Manager/Member proceeds to release said information, then the Team Manager, Team Member and/or Team will be subject to penalties.
- 9.7.7. If the ERL officials or Riot Games determine that a Team, Team Manager or Team Member has violated the Summoner's Code, the League of Legends Terms of Use, or other rules of League of Legends, ERL Officials may assign penalties at their sole discretion. If an ERL Official contacts a Team Manager/Member to discuss the investigation, the Team Manager/Member is obligated to tell the truth. If a Team Manager/Member withholds information or misleads an ERL Official creating an obstruction of the investigation then the Team Manager, Team Member and/or Team is subject to punishment.
- 9.7.8. A Team Manager/Member may not engage in any activity which is prohibited by common law, statute, or treaty and which leads to or may be reasonably deemed likely to lead to conviction in any court of competent jurisdiction.
- 9.7.9. A Team Manager/Member may not disclose any confidential information provided by ERL officials or any affiliate of Riot Games, by any method of communication.

- 9.7.10. No Team Manager/Member may offer or accept any gift or reward to a Player, Head Coach, Team Manager, ERL Official, Riot Games employee, ERL employee or person connected with or employed by another ERL Team for services promised, rendered, or to be rendered in defeating or attempting to defeat a competing Team. The sole exception to this rule shall be in the case of performance-based compensation paid to a Team Manager/Member by a Team's official sponsor or Owner.
- 9.7.11. No Team Manager/Member or Affiliate of a Team may solicit, lure, or make an offer of employment to any official Head Coach or Player who is signed to any ERL Team, nor encourage any such Head Coach or Player to breach or otherwise terminate a contract with said ERL Team. A Head Coach or Player may not solicit a Team to violate this rule. A Head Coach or Player may express publicly their desire to leave the Team and encourage any and all interested parties to contact their Manager. But the Head Coach or Player may not entice a Team directly to reach out to their Team Manager or attempt to violate their contractual obligations. Violations of this rule shall be subject to penalties, at the discretion of ERL Officials. To inquire about the status of a Head Coach or Player from another Team, Team Managers must contact a Team Manager of the Team that the Player and/or Head Coach is currently contracted with. The inquiring Team must provide visibility to ERL Officials before being able to discuss the contract with a Player.
- 9.7.12. No Team Manager/Member may refuse or fail to apply the reasonable instructions or decisions of ERL Officials.
- 9.7.13. No Team Manager/Member may offer, agree, conspire, or attempt to influence the outcome of a Game or Match by any means that are prohibited by law or these rules.
- 9.7.14. Documentation or other reasonable items may be required at various times throughout the ERL event as requested by ERL Officials. If the documentation is not completed to the standards set by ERL officials, then a Team may be subject to penalties. Penalties may be imposed if the items requested are not received and completed at the required time.
- 9.7.15. No Team Manager/Member or ERL Official may take part, either directly or indirectly, in betting or gambling on any results of any League of Legends tournament or Game/Match globally.

9.8. Penalties

- 9.8.1. Any person found to have engaged in or attempted to engage in any act that ERL officials believes, in its sole and absolute discretion, constitutes unfair play, will be subject to penalty. The nature and extent of the penalties imposed due to such acts shall be in the sole and absolute discretion of the ERL officials.
- 9.8.2. Upon discovery of any Team Manager/Member committing any violations of the rules, the ERL officials may issue the following penalties:
 - 9.8.2.1. Verbal Warning
 - 9.8.2.2. Loss of Side Selection for current or future Game(s)
 - 9.8.2.3. Loss of Ban(s) for Current or Future Game(s)
 - 9.8.2.4. Fine(s) and/or Prize Forfeiture(s)
 - 9.8.2.5. Game and/or Match Forfeiture(s)

9.8.2.6. Suspension(s)

9.8.2.7. Disqualification(s)

9.8.3. Repeated infractions are subject to escalating penalties, up to, and including, disqualification from future participation in the ERL event. It should be noted that penalties may not always be imposed in a successive manner. ERL officials, in their sole discretion, can disqualify a Team Manager, Team Member or Team for a first offense if the action of the Team Manager, Team Member or Team is deemed egregious enough to be worthy of disqualification by ERL officials. Penalties that state a listed amount of time for discipline will only apply to competitive months. Competitive months are defined as the months in which League of Legends' professional competition is taking place.