



2016 Season All-Star Event Rules

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Introduction and Purpose

These Official Rules (“**Rules**”) of the 2016 Season All-Star Event (“**ASE**”) apply to each of the teams who have qualified to play in the ASE in 2016, as well as their players. The All-Star Event will consist of two teams (Fire and Ice) consisting of regional teams of players voted by fans from all regions and a sixth team represented by the winner of the International Wildcard All-Star Event (IWCA). These Rules apply only to the 2016 Season All-Star Event not to other competitions, tournaments or organized play of League of Legends (“**LoL**” or the “**game**”).

League of Legends Championship Series LLC, a Delaware limited liability company, has established these Rules for the competitive play of LoL in order to unify and standardize the rules used in the ASE.

These Rules are designed solely to ensure the integrity of the system established by the ASE for professional play of LoL and a competitive balance among the teams that play at the professional level. Standardized rules benefit all parties who are involved in the professional play of LoL, including the teams, players and general managers.

1. Team Member Eligibility

To be eligible to compete in the ASE, each player must satisfy the following conditions:

1.1 Player Age

No player shall be considered eligible to participate in the ASE before his or her 17th birthday, defined as having lived 17 full years.

1.2 Residency and Work Eligibility

Each player must meet the eligibility requirements for the region they are representing at the ASE.

1.3 No Riot Employees

Players (“**Team Members**”) may not be employees of Riot Games Inc. (“**RGI**”) or League of Legends eSports Federation LLC or any of their respective affiliates at the start of or at any point during the ASE. “**Affiliate**” is defined as any person or other entity which own or controls, is under the ownership or control of, or is under common ownership or control with, an Owner. “**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. Voting & Roster Rules

2.1 Regional Team Eligibility

Five regional teams shall be constructed from fan votes for each region. The regions include North America, Europe, Korea, China, and the LMS Region. The final team will be represented by the winner of the International Wild Card All-Star Event (IWCA).

2.2 ASE Team Creation

To create the two ASE teams, regions were seeded based on their performance at the 2016 World Championship. Regions were first seeded by their best team's placement, with any ties broken by total regional W-L record in the Group Stage. The combined teams were chosen by snake draft (1, 4, 5 vs. 2, 3, 6)

Based on this process, the ASE teams are:

Team Fire: Korea, North America, International Wild Card

Team Ice: Europe, China, LMS

2.3 Player Voting Eligibility

Before the start of the ASE, each team will be constructed from players from their respective regions based on fan voting for each position. No more than two members from the same league team will be allowed on the same regional roster. In the event more than 2 players from a single league team win their positional votes, the 2 players with the most raw votes will be selected, while the remaining players will become ineligible.

Players will count as a member of the team they played with most recently during Worlds or the Summer Split for the purposes of voting, even if they are no longer with that team. They will be permitted to represent their new team at the event, if applicable (e.g. wear their new jersey).

To be eligible to be voted in, pros must meet one of two criteria:

1. Have participated in 20% of summer split games.
2. If the player's team went to Worlds, have participated in 20% of their team's games at Worlds.

In leagues with best-of-3 regular season matches, 20% will be calculated based on the minimum possible number of total games.

2.4 Team Tags and Player Names

Teams will be given a tag of 2-4 characters to be added to the front of each player's Summoner Name on the tournament realm. These tags will be representative of the league or region they are competing on behalf of.

Player Summoner Names will be the same names as the player used during their most recent professional competition.

All Team tags and Summoner Names must be approved by the ASE officials in advance of use in play, and are not eligible to be changed during the ASE. A name change may be allowed under certain extenuating circumstances, but must be approved by the ASE officials prior to use.

3. Player Equipment

3.1 ASE-Provided Equipment

ASE officials will provide, and ASE players will exclusively use, equipment in the following categories to ASE players for all official ASE matches:

- 3.1.1. PC & Monitor
- 3.1.2. Hand Warmers
- 3.1.3. Headsets and Microphones
- 3.1.4. Table and Chair

At the request of an ASE player, ASE officials will provide the following categories of equipment for use in all official ASE matches:

- 3.1.5. PC Keyboards
- 3.1.6. PC Mice and cord holders
- 3.1.7. Mousepads

All ASE-provided equipment shall be chosen, selected, and determined at the sole discretion of the ASE officials.

3.2 Player-Owned or Team-Owned Equipment

Players are allowed to bring equipment in the following categories, which are owned by themselves or their teams, into the match area and use such equipment during official ASE matches:

- 3.2.1. PC Keyboards
- 3.2.2. PC Mice and cord holders
- 3.2.3. Mousepads

All player-owned or team-owned equipment must be submitted to the ASE officials in advance for approval. Unapproved equipment or equipment that is suspected by the ASE officials of providing an unfair competitive advantage will not be permitted for use. If the Player's equipment is designated as unapproved, then the Player will be required to use ASE-provided equipment instead.

At their discretion, ASE officials may disallow the use of any individual piece of equipment for reasons relating to tournament security, safety, or operational efficiency or effectiveness.

No player-owned or team-owned hardware or equipment may be brought into the Match Area if it features or displays any name, likeness or logo of a company or brand which is a competitor of Riot Games or LoL.

3.3 Replacement of Equipment

If equipment or technical problems are suspected by ASE officials at any time, a player or ASE official may request a technical review of the situation. An ASE technician will diagnose and troubleshoot problems, as needed. Technicians may request that the ASE officials order replacement of any equipment, at their discretion. Decisions regarding the replacement of any equipment are solely at the discretion of the ASE officials.

3.4 Player Apparel

Players must wear official team uniforms during all ASE matches and pre-match and post-match interviews by the ASE. If no team requirement exists, players must wear pants and closed-toe shoes, as well as visible team-branded apparel, on their upper body, during the entirety of any ASE event or appearance. All starting players must wear matching apparel during the game. The matching apparel includes shirts, jerseys, jackets, and pants. For the avoidance of doubt, sweatpants, athletic pants, and/or pajama pants will not be considered appropriate attire unless pre-approved first by ASE officials. Jerseys and all other apparel worn during such times are subject to the restrictions set forth in Section 9 below, and are subject to the review and discretion of ASE officials. ASE officials will have final approval over all apparel.

3.5 Computer Programs & Usage

Players are prohibited from installing their own programs and must use only the programs provided by the ASE.

3.5.1. Voice Chat. Voice chat will be provided only via the native system used in the ASE-provided headsets. Use of third-party voice chat software (e.g., Skype) is not permitted. ASE officials may monitor a team's audio at the discretion of the ASE.

3.5.2. Social Media and Communication. It is prohibited to use the ASE computers to view or post on any social media or communication sites. This includes, but is not limited to, Facebook, Twitter, online forums/message boards and email.

3.5.3. **Non-Essential Equipment.** It is prohibited to connect non-essential equipment, such as cell phones, flash drives or MP3 players, to the ASE computers, for any reason.

3.6 Client Accounts

Players will have Tournament Realm logins provided for them by the ASE. It is the players' responsibility to configure their account to their preferences. The account's Summoner Name must be set only to the player's official tournament handle, as approved by the ASE officials.

3.7 Audio Controls

Players will be required to maintain volume levels above minimum settings, which will be clearly marked on the controls. ASE officials may require players to adjust their volume levels higher if the officials determine, at their sole discretion, that volume levels are too low.

Headphones must be placed directly on a player's ears, and must remain there for the duration of the game. Players are not permitted to obstruct the placement of headphones by any method or place any item, including hats, scarves or other articles of clothing, between the headphones and the player's ears.

3.8 Equipment Tampering

Players may not touch or handle another teammate's owned or provided equipment after a match has started. Players who require assistance with their equipment should ask assistance from an ASE official.

4. Venue and Competition Area Layout

4.1 General Venue Access

Access for ASE teams to the restricted areas of venues for official ASE matches is restricted to Team Members only, unless otherwise approved, in advance, by ASE officials. Permission to attend ASE matches is solely at the discretion of the ASE.

4.2 Match Area

The “match area” is comprised of the area immediately surrounding any competition PCs used during match play. During match play, presence of Team Members in the match area is restricted solely to the Starters of the teams in play.

- 4.2.1. **Team Managers.** Managers may be in the match area during the match prep process, but must leave prior to the pick/ban phase and may not return until after the end of the match.
- 4.2.2. **Wireless Devices.** Wireless devices, including mobile phones and tablets, are not allowed in the match area while the players are involved in active play, including during pick/ban phase, pauses, remakes, and between games of multi-game matches. WCE officials will collect such devices from players in the match area and return them after the end of the match.
- 4.2.3. **Food and Drink Restrictions.** No food is allowed in the match areas. Drinks are permitted in the match area only in Riot-branded re-sealable containers. ASE officials will provide such containers to players upon request.

4.3 Warm-up Area

The warm-up area (which also may be referred to as a “Green Room”) will contain PCs designated by the ASE specifically for players to practice on before their official matches begin. The warm-up area is reserved for Team Members only and access will be provided by ASE officials at their discretion.

4.4 Other Team Member Areas

Other Team Member Areas are areas within the venue, as defined by ASE officials from time to time, designed to allow players to relax and socialize in

locations separate from the match area. Access to these areas is limited to Team Members, unless specific permission is otherwise granted by ASE officials.

5. Tournament Structure

5.1 Definition of Terms

- 5.1.1 **Game.** An instance of competition on the that is played until a winner is determined by one of the following methods, whichever occurs first: (a) completion of the final objective (destruction of a nexus, unless otherwise specified), (b) Team Surrender, (c) Team Forfeit, or (d) Awarded Game Victory (See Section 7.5).
- 5.1.2 **Match.** A set of games that is played until one team wins a majority of the total games (e.g., winning two games out of three (“best of three”); winning three games out of five (“best of five”)). The winning team will either receive a win tally in a league format or advance to the next round in a tournament format.

5.2 Schedule. ASE will be held from December 8 through 11, 2016. The daily schedule will mix game modes across each day.

5.3 Format. The two teams will compete for a total of 1950 points, awarded based on the results of each match. The first team to earn 1000 points clinches a victory for the competition, but all scheduled matches will be played regardless of current point totals. The different match types and their rules are listed below.

- 5.3.1 **Regional Matches.** The Group Stage will be a round robin where each regional team from Team Fire will play one standard Summoner’s Rift 5v5 game against each regional team from Team Ice. Side selection is pre-selected and balanced per team. The winner of each game will earn their team 100 points.
- 5.3.2 **1v1 Tournament.** Each player will be seeded into a tournament bracket, such that each round 1 matchup is a Fire player vs. an Ice player. Each round consists of a single 1v1 Blind Draft match, except for the semifinals and finals, which are best-of-three 1v1 Blind Draft matches. All matches will take place on the Howling Abyss map. Points will be allocated by the position that the individual places at the completion of the Tournament.

5.3.2.1 Point allocation. The top four players will earn their team 250, 150, or 50 points for finishing 1st, 2nd, or 3rd/4th, respectively.

5.3.2.2 **Conditions for Victory.** In order to be considered the winner of the 1 versus 1 match, one of the following conditions must be met:

- The player reaches 100 minion last hits before the opponent
- The player achieves first blood on the opponent
- The player destroys the tower before their opponent

5.3.2.3 **The Froggen Rule.** Players will not be allowed to redo a match if they snowball themselves into the enemy fountain.

5.3.3 **Marksman Mode.** The only champions that may be selected are those with a Primary Role of “Marksman” as defined by the in-game filter. Champion Select will use Blind Pick. Players may only purchase items from the “Attack” or “Ability Power” categories, as defined by the shop. Players are permitted to buy lower-tier items from other trees only if they are components of a higher tier “Attack” or “Ability Power” item that they complete as their next purchase. Health Potions, Refillable Potion, Hunter’s Potion, Corrupting Potion, Sorcerer’s Shoes, and the Warrior, Runic Echoes, and Bloodrazor jungle item enhancements are also allowed. See Appendix for a list of eligible champions and items. The winning team from this mode earns 50 points.

5.3.4 **Assassin Mode.** The only champions that may be selected are Assassins or specified champions listed in Appendix. Champion Select will use Blind Pick. Players may only purchase items from the “Attack” or “Ability Power” trees, as defined by the shop. Players are permitted to buy lower-tier items from other trees only if they are components of a higher tier “Attack” or “Ability Power” item that they complete as their next purchase. Health Potions, Refillable Potion, Hunter’s Potion, Corrupting Potion, Sorcerer’s Shoes, and the Warrior, Runic Echoes, and Bloodrazor jungle item enhancements are also allowed. See Appendix for a list of eligible champions and items. The winning team from this mode earns 50 points.

5.3.5 **Tandem Mode.** Ten players from each team will be paired. Each computer will have two professional players from each team on it. One player will control only the mouse while the other player will control only the keyboard. The winning team from this mode earns 50 points.

- 5.3.6 **One For All Mode.** Each team will choose one champion which every player on their team will play in a Blind Draft format. Players are not otherwise restricted in build. Teams may only select champions from the champion list in the Appendix. The winning team from this mode earns 50 points.
- 5.3.7 **Mixed Team Matches.** The two teams will be split into three mixed-region squads, with no more than two players from the same region on each squad. Each mixed team will play one game against one other mixed-region team. Side selection is pre-determined. The winner of each game will earn their team 100 points.
- 5.3.8 **Additional Modes.** ASE Officials reserve the right to add or change Game Modes to the schedule at their sole discretion, including Modes not listed in these rules.

6. Match Process

6.1 Changes to Schedule

ASE officials may, at their sole discretion, re-order the schedule of matches within a given day and/or change the date of an ASE match to a different date or otherwise modify the schedule of matches. In the event that the ASE modifies a match schedule, the ASE will notify all teams at the earliest convenience.

6.2 Arrival at Studio

Members of a team's Active Roster who are participating in an ASE event must arrive at the studio no later than the time specified by ASE officials.

6.3 Role of Referees

6.3.1 **Responsibilities.** Referees are ASE officials who are responsible for making judgments on every match-related issue, question and situation which occurs before, during, and immediately following match play. Their oversight includes, but is not limited to:

6.3.1.1 Checking the team's lineup before a match.

6.3.1.2 Checking and monitoring player peripherals and match areas.

6.3.1.3 Announcing the beginning of the match.

6.3.1.4 Ordering pause/resume during play.

6.3.1.5 Issuing penalties in response to Rule violations during the match.

6.3.1.6 Confirming the end of the match and its results.

6.3.2 **Referee Comportment.** At all times, referees shall conduct themselves in a professional manner, and shall issue rulings in an impartial manner. No passion or prejudice will be shown towards any player, team, team manager, owner, or other individual.

6.3.3 **Finality of Judgment.** If a referee makes an incorrect judgment, the judgment cannot be reversed during the match, as the decision of the referee is absolute. However, ASE officials at their discretion may evaluate the decision after the completion of the match to determine if the proper procedure was implemented to allow for a fair decision. If the proper procedure was not followed, ASE officials reserve the right to potentially invalidate the referee's decision. ASE officials will always maintain final say in all decisions set forth throughout the ASE.

6.3.4 **Gambling Prohibition.** All rules prohibiting gambling on LoL, as found below in Section 8, shall apply to referees without limitation.

6.4 Competitive Patch

The ASE will be played on the 6.23 patch. Changes to the competitive patch will be at the discretion of the ASE.

Champions who have not been available on the live service for more than 2 weeks will be automatically restricted. Champions that have undergone reworks will be subject to the ASE officials' discretion.

6.5 Pre-Match Setup

6.5.1 **Setup Time.** Players will have designated blocks of time prior to their match time to ensure they are fully prepared. ASE officials will inform players and teams of their scheduled setup time and duration as part of their match schedule. ASE 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 ASE official or referee and accompaniment by another ASE official. Setup is comprised of the following:

6.5.1.1 Ensuring the quality of all ASE-provided equipment.

6.5.1.2 Connecting and calibrating peripherals.

6.5.1.3 Ensuring proper function of voice chat system.

6.5.1.4 Setting up rune and mastery pages.

6.5.1.5 Adjusting in-game settings.

6.5.1.6 Limited in-game warm-up.

6.5.2 **Seating Order.** Players must sit in the order in which they will join the lobby: Top, Jungle, Mid, ADC, Support. This order should be considered from the vantage point of a viewer standing in front of the players, and read from left-to-right.

6.5.3 **Technical Failure of Equipment.** If a player encounters any equipment problems during any phase of the setup process, player must alert and notify an ASE official immediately.

6.5.4 **Technical Support.** ASE officials will be available to assist with the setup process and troubleshoot any problems encountered during the pre-match setup period.

- 6.5.5 **Timeliness of Match Start.** It is expected that players will resolve any issues with the setup process within the allotted time and that match will begin at the scheduled time. Delays due to setup problems may be permitted, at the sole discretion of ASE officials. Penalties for tardiness may be assessed at the discretion of the ASE officials.
- 6.5.6 **Acknowledgement of Pre-Match Testing.** No fewer than ten minutes before the match is scheduled to begin, an ASE official will confirm with each player that their setup is complete.
- 6.5.7 **Player Ready State.** Once all ten players in a match have confirmed completion of setup, players may not alter their rune pages or enter a warm-up game.
- 6.5.8 **Game Lobby Creation.** ASE officials will decide how the official game lobby will be created. Players will be directed by ASE officials to join a game lobby as soon as testing has been completed, in the following order of positions: Top, Jungle, Mid, ADC, Support.

6.6 Game Setup

- 6.6.1 **Start of Pick / Ban Process.** Once all ten players have reported to the official game lobby, an ASE official will request confirmation that both teams are ready for the pick/ban phase (as defined and described below). Once both teams confirm readiness, an ASE official will instruct the room owner to start the game
- 6.6.2 **Recording of Pick / Ban Process.** Picks/bans will proceed through the client's Tournament Draft feature. If picks/bans are completed substantially in advance of game setup, at the instruction and discretion of ASE officials, the ASE officials will record the official picks/bans and manually abort the game start.
- 6.6.3 **General / Game Settings**
 - 6.6.3.1 **Map:** Summoner's Rift / Howling Abyss (depending on match type)
 - 6.6.3.2 **Team Size:** 5 / 1 (depending on match type)
 - 6.6.3.3 **Allow Spectators:** Lobby Only
 - 6.6.3.4 **Game Type:** varies based on match type

6.7 Pick / Ban Phase & Side Selection

- 6.7.1 **Tournament Draft.** ASE officials may choose to employ either the Tournament Draft mode feature or a manual draft (e.g., draft that is conducted in chat without the use of an in-game feature). Starters for each team cannot be substituted after the start of the draft. Players may play any Champion which their team has drafted, but must confirm their selection with an ASE official. Tournament officials reserve the right to use alternative champion select methodologies at their sole discretion.
- 6.7.2 **Restrictions on Gameplay Elements.** Restrictions may be added at any time before or during a match, if there are known bugs with any items, Champions, skins, runes, masteries, or Summoner spells, or for any other reason as determined at the discretion of the ASE.
- 6.7.3 **Side Selection.** Teams' sides will be pre-selected for all 5v5 matches. Sides for the 1v1 tournament will be randomly pre-selected.
- 6.7.4 **Draft Mode.** Draft mode proceeds in a snake draft format as follows:
Blue Team = A; Red Team = B
Bans: ABABAB
Picks: ABBAABBAAB
- 6.7.5 **Selection Error.** In the event of an erroneously-selected Champion pick or ban, the team in error must notify an ASE official before the other team has locked in their next selection. If so, the process will be restarted and brought back to the point at which the error occurred so that the team in error may correct its mistake. If the next selection is locked before the team in error gives notice to an ASE official, the erroneous selection shall be deemed irrevocable.
- 6.7.6 **Trading Champions.** Teams must complete all champion trades before the 20-second mark during the Trading Phase, or will be subject to a penalty in future games.
- 6.7.7 **Game Start After Pick/Ban.** A game will start immediately after the pick/ban process is complete, unless otherwise stated by an ASE official. At this point, ASE 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 during the time between the completion of picks/bans and game launch, also known as "Free Time."

- 6.7.8 **Controlled Game Start.** In the event of an error in game start or a decision by ASE officials to separate the pick/ban process from game start, an ASE official may start the game in a controlled manner using Blind Pick. All players will select Champions in accordance with the previous valid completed pick/ban process.
- 6.7.9 **Slow Client Load.** If a Bugsplat, disconnect, or any other failure occurs which interrupts the loading process and prevents a player from joining a game upon game start, the game must be immediately paused until all ten players are connected to the game

7. Game Rules

7.1 Definition of Terms

- 7.1.1 **Unintentional Disconnection.** A player losing connection to the game due to problems or issues with the game client, platform, network, or PC.
- 7.1.2 **Intentional Disconnection.** A player losing connection to the game due to player's actions (*i.e.* quitting the game). Any actions of a player which lead to a disconnection shall be deemed intentional, regardless of the actual intent of the player.
- 7.1.3 **Server Crash.** All players losing connection to a game due to an issue with a game server, Tournament Realm platform, or venue internet instability.

7.2 Game of Record

A game of record (“**GOR**”) refers to 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 GOR status, the period ends in which incidental restarts may be permitted and a game will be considered as “official” from that point onward. After the establishment of GOR, game restarts will be allowed only under limited conditions (see Section 8.4). Examples of conditions which establish GOR:

- 7.2.1 Any attack or ability is landed on minions, jungle creeps, structures, or enemy Champions.
- 7.2.2 Line-of-sight is established between players on opposing teams.
- 7.2.3 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.
- 7.2.4 Game timer reaches two minutes (00:02:00).

7.3 Stoppage of Play

If a player intentionally disconnects without notifying an ASE official or pausing, an ASE official is not required to enforce a stoppage. During any pause or stoppage, players may not leave the match area unless authorized by an ASE official.

7.3.1 **Directed Pause.** ASE officials may order the pause of a match or execute a pause command on any player station at the sole discretion of the ASE officials, at any time.

7.3.2 **Player Pause.** Players may only pause a match immediately following any of the events described below, but must signal an ASE official immediately after the pause and identify the reason. Acceptable reasons include:

7.3.2.1 An Unintentional Disconnection

7.3.2.2 A hardware or software malfunction (e.g. monitor power or peripheral disability or game glitch)

7.3.2.3 Physical interference with a player (e.g., fan gank or broken chair)

Player illness, injury, or disability is not an acceptable reason for a player pause. In such a situation, the team must alert an ASE official, who may in his/her sole discretion, grant a pause in order to evaluate the identified player to determine whether player is ready, willing, and able to continue playing within a reasonable period of time, as determined by the ASE official, but not to exceed a few minutes. If the ASE official determines that the identified player is not able to continue playing within such reasonable period of time, then the identified player's team shall forfeit the game unless an ASE official, in his/her discretion, determines that the game is subject to an Awarded Game Victory (see Section 8.5).

7.3.3 **Resuming the Game.** Players are not permitted to restart the game after a pause. After clearance from an ASE official is issued and all players are notified and ready at their stations, which will be contingent on the team captain confirming through in-game chat that both teams are ready to resume play, the in-client spectators will unpause the game.

7.3.4 **Unauthorized Pause.** If a player pauses or unpauses a game without permission from an ASE official, it will be considered unfair play and penalties will be applied at the discretion of ASE officials.

- 7.3.5 **Player Communication During Stoppage of Play.** For the fairness of all competing teams, players are not allowed to communicate, in any fashion, with each other during a game pause. For the avoidance of doubt, players may communicate to the referee, but only when directed in order to identify and remedy the cause for the stoppage. If a pause extends long enough, referees may, at their sole discretion, allow teams to talk before the game is unpaused, in order to discuss the game conditions.

7.4 Game Restart

The decision of which condition(s) shall justify a game restart is solely at the discretion of ASE officials. Examples are listed below for purposes of illustration only:

- 7.4.1 **Restarts Before GOR.** The following are examples of situations in which a game may be restarted if GOR has not been established.
- 7.4.1.1 If a player notices that player's rune, mastery, 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.
 - 7.4.1.2 If an ASE official determines 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).
- 7.4.2 **Restarts After GOR.** The following are examples of situations in which a game be restarted after GOR has been established.
- 7.4.2.1 If a game experiences a critical bug at any point during the match which significantly alters game stats or gameplay mechanics.
 - 7.4.2.2 If an ASE official determines that there are environmental conditions which are unfair (e.g. excessive noise, hostile weather, unacceptable safety risks).

- 7.4.3 **Restart Protocol.** If a game experiences a critical bug at any point during the match that significantly alters game stats or gameplay mechanics, or the external environmental conditions become untenable then a restart may occur.

Certain circumstances must be met before a restart may occur. ASE officials must determine that the bug is critical and verifiable. For the bug to be considered critical, the bug must damage a player's ability to compete in the game situation. The determination of whether the bug has damaged a player's ability to compete is up to the sole discretion of the ASE officials. In order for a bug to be considered verifiable, the bug must be conclusively present and not attributable to player error. The spectator must then be able to replay the instance in question and verify the bug.

If a player believes s/he has experienced a critical bug, s/he must pause the game and alert a referee in a timely fashion. If it is believed that a player is attempting to delay reporting of a bug to wait for a possible restart at a more advantageous time, then a restart will no longer be granted.

If ASE officials determine that the bug is critical and verifiable and that the player followed the pause protocol, then the disadvantaged team will be presented with the option for a restart. If the team accepts, the game will immediately be restarted as per the rules established in Section 8.4. An exception to Rule 8.4 is if the restart 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 will 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).

If a team is offered a restart and declines, then the team will be ineligible to request a restart on the bug that caused the potential restart for the remainder of the match. However, ASE officials reserve the right at all times to force a game restart if the game environment reaches a level of instability that compromises the competitive integrity of the game.

- 7.4.4 **Controlled Environment.** Certain conditions may be preserved in the event of a restart of a game that has not reached GOR, including, without limitation, picks/bans or Summoner spells. If, however, a match has reached GOR, then ASE officials shall not retain any settings.

- 7.4.5 **Player Confirmation of Settings.** Each team captain shall verify that every player on his/her team has finalized their intended game settings (including runes, masteries, controls, and GUI settings) before GOR is established. Any error in verification is not grounds for a game restart after GOR is established.

7.5 Awarded Game Victory

In the event of a technical difficulty which leads ASE officials to declare a restart, the ASE 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), ASE 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 in the determination of reasonable certainty.

- 7.5.1 **Gold Differential.** The difference in gold between the teams is more than 33%.
- 7.5.2 **Remaining Turret Differential.** The difference in the number of remaining turrets between the teams is more than seven (7).
- 7.5.3 **Remaining Inhibitor Differential.** The difference in the number of standing inhibitors between the teams is more than two (2).

7.6 Post-Game Process

- 7.6.1 **Results.** ASE officials will confirm and record game result.
- 7.6.2 **Tech Notes.** Players will identify any tech issues with ASE officials.
- 7.6.3 **Break Time.** ASE officials will inform players of the remaining amount of time before the next game's pick/ban phase begins. Pick/ban phase will commence as scheduled, regardless of whether a team is fully present in the match area at that time. ASE officials may, at their discretion, log in to a player's account and join the game lobby. If only a single player from a team is present in the match area when the pick/ban phase begins, that player may determine all picks/bans for his/her team; however, if no player from a team is present in the match area when the pick/ban phase begins, that team shall be deemed to have forfeited the game.
- 7.6.4 **Results of Forfeiture.** Matches won by forfeit will be reported by the minimum score it would take for one team to win the match (e.g. 1-0 for best-of-1 matches, 2-0 for best-of-three matches, 3-0 for best-of-five matches). No other statistics will be recorded for forfeited matches.

7.7 Post-Match Process

- 7.7.1 **Results.** ASE officials will confirm and record the match result.
- 7.7.2 **Next Match.** Players will be informed of their current standing in the competition, including their next scheduled match.
- 7.7.3 **Post-Match Obligations.** Players will be informed of any post-match obligations, including, but not limited to, media appearances, interviews, or further discussion of any match matters.

8. Player Conduct

8.1 Competition Conduct

- 8.1.1 **Unfair Play.** The following actions will be considered unfair play and will be subject to penalties at the discretion of ASE officials.
 - 8.1.1.1 **Collusion.** Collusion is defined as any agreement among two (2) or more players and/or confederates to disadvantage opposing players. Collusion includes, but is not limited to, acts such as:
 - 8.1.1.1.1 Soft play, which is defined as any agreement among two (2) or more players to not damage, impede or otherwise play to a reasonable standard of competition in a game.
 - 8.1.1.1.2 Pre-arranging to split prize money and/or any other form of compensation.
 - 8.1.1.1.3 Sending or receiving signals, electronic or otherwise, from a confederate to/from a player.
 - 8.1.1.1.4 Deliberately losing a game for compensation, or for any other reason, or attempting to induce another player to do so.
 - 8.1.1.2 **Hacking.** Hacking is defined as any modification of the League of Legends game client by any player, team or person acting on behalf of a player or a team.
 - 8.1.1.3 **Exploiting.** Exploiting is defined as intentionally using any in-game bug to seek an advantage. Exploiting includes, but is not limited to, acts such as: glitches in buying items, glitches in neutral minion interactions, glitches in Champion ability performance, or any other

game function that, in the sole determination of ASE officials, is not functioning as intended.

- 8.1.1.4 **Ringling.** Playing under another player's account or soliciting, inducing, encouraging or directing someone else to play under another player's account.
- 8.1.1.5 **Cheating Device.** The use of any kind of cheating device and/or cheat program.
- 8.1.1.6 **Intentional Disconnection.** An intentional disconnection without a proper and explicitly-stated reason.
- 8.1.1.7 **ASE Discretion.** Any other further act, failure to act, or behavior which, in the sole judgment of ASE officials, violates these Rules and/or the standards of integrity established by the ASE for competitive game play.
- 8.1.2 **Profanity and Hate Speech.** A Team 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. A Team Member may not use any facilities, services or equipment provided or made available by ASE or its contractors to post, transmit, disseminate or otherwise make available any such prohibited communications.
- 8.1.3 **Disruptive Behavior / Insults.** A Team Member may not take any action or perform any gesture directed at an opposing Team Member, or incite any other individual(s) to do the same, which is insulting, mocking, disruptive, or antagonistic.
- 8.1.4 **Abusive Behavior.** Abuse of ASE officials, opposing Team 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 Members and their guests (if any) must treat all individuals attending a match with respect.
- 8.1.5 **Studio Interference.** No Team Member may touch or otherwise interfere with lights, cameras or other studio equipment. Team Members may not stand on chairs, tables or other studio equipment. Team Members must follow all instructions of ASE studio personnel.

- 8.1.6 **Unauthorized Communications.** All mobile phones, tablets and other voice-enabled and/or “ringing” electronic devices must be fully powered off during play. Players may not text/email while in the match area. During the match, communication by a Starter shall be limited to the five players on Starter’s team.
- 8.1.7 **Apparel.** Team Members may wear apparel with multiple logos, patches or promotional language. ASE reserves the right at all times to impose a ban on objectionable or offensive apparel:
- 8.1.7.1 Containing any false, unsubstantiated, or unwarranted claims for any product or service, or testimonials, that ASE, in its sole and absolute discretion, considers unethical.
 - 8.1.7.2 Advertising any non-"over the counter" drug, tobacco product, firearm, handgun or ammunition.
 - 8.1.7.3 Containing any material constituting or relating to any activities which are illegal in any ASE region, including but not limited to, a lottery or an enterprise, service or product that abets, assists or promotes gambling.
 - 8.1.7.4 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.
 - 8.1.7.5 Advertising any pornographic website or pornographic products.
 - 8.1.7.6 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 ASE or its affiliates to, any claim of infringement, misappropriation, or other form of unfair competition.
 - 8.1.7.7 Disparaging or libeling any opposing team or player or any other person, entity or product.
 - 8.1.7.8 The ASE reserves the right to refuse entry or continued participation in the match to any Team Member who does not comply with the aforementioned apparel rules.
- 8.1.8 **Identity.** A player may not cover his or her face or attempt to conceal his or her identity from ASE officials. ASE 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 ASE officials.

8.2 Unprofessional Behavior

- 8.2.1 **Responsibility Under Code.** 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.
- 8.2.2 **Harassment.** Harassment is forbidden. Harassment is defined as systematic, hostile and repeated acts taking place over a considerable period of time, which are intended to isolate or ostracize a person and/or affect the dignity of the person.
- 8.2.3 **Sexual Harassment.** 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.
- 8.2.4 **Discrimination and Denigration.** Team 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.
- 8.2.5 **Statements Regarding ASE, Riot Games, and League of Legends.** Team 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 ASE, Riot Games or its affiliates, or League of Legends, as determined in the sole and absolute discretion of ASE.
- 8.2.6 **Tribunal Punishment.** If a Team Member is found guilty and punished by the Riot Tribunal, ASE officials may assign an additional competition penalty at their sole discretion.
- 8.2.7 **Player Behavior Investigation.** If ASE or Riot determines that a Team Member has violated the Summoner's Code, the LoL Terms of Service, or other rules of LoL, ASE officials may assign penalties at their sole discretion.
- 8.2.8 **Criminal Activity.** A Team 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.

- 8.2.9 **Moral Turpitude.** A Team Member may not engage in any activity which is deemed by the ASE to be immoral, disgraceful, or contrary to conventional standards of proper ethical behavior.
- 8.2.10 **Confidentiality.** A Team Member may not disclose any confidential information provided by ASE or any affiliate of Riot Games, by any method of communication, including all social media channels.
- 8.2.11 **Bribery.** No Team Member may offer any gift or reward to a player, manager, ASE official, Riot Games employee, or person connected with or employed by another ASE team for services promised, rendered, or to be rendered in defeating or attempting to defeat a competing team.
- 8.2.12 **No Poaching or Tampering.** No Team Member or Affiliate of a team may solicit, lure, or make an offer of employment to any official player who is signed to any ASE team, nor encourage any such official player to breach or otherwise terminate a contract with their team. An official player may not solicit a team to violate this rule. An official player may express publicly their desire to leave the team and encourage any and all interested parties to contact their management. But, to be clear, the official player may not entice a team directly to reach out to their management or attempt to violate their contractual obligations. Violations of this rule shall be subject to penalties, at the discretion of ASE officials.

To inquire about the status of an official player from another team, managers must contact the management of the team that the player is currently contracted with. The inquiring team must provide visibility to ASE officials before being able to discuss the contract with a player. A team may list a player as free to speak with any other team by signing the Availability Declaration Form which will be considered a waiver of poaching and tampering protection for that individual.

Contracts for players can be found on the Global Contract Database found here:

http://www.lolesports.com/en_US/na-lcs/na_2016_summer/about

- 8.2.13 **Gifts.** No Team Member may accept any gift, reward or compensation for services promised, rendered, or to be rendered in connection with competitive play of the game, including services related to defeating or attempting to defeat a competing team or services designed to throw or fix a match or game. The sole exception to this rule shall be in the case

of performance-based compensation paid to a Team Member by a team's official sponsor or owner.

8.2.14 **Non-Compliance.** No Team Member may refuse or fail to apply the instructions or decisions of ASE officials.

8.2.15 **Match-Fixing.** No Team 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.

8.2.16 **Document or Miscellaneous Requests.** Documentation or other reasonable items may be required at various times throughout the ASE as requested by ASE officials. Penalties may be imposed if the items or documentation requested are not received and/or completed at the required time or does not meet the standards set by the ASE.

8.3 Association with Gambling

No Team Member or ASE official may take part, either directly or indirectly, in betting or gambling on any results of any ASE game, match or tournament.

8.4 Subjection to Penalty

Any person found to have engaged in or attempted to engage in any act that ASE 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 ASE.

8.5 Penalties

Upon discovery of any Team Member committing any violations of the rules listed above, the ASE may, without limitation of its authority under Section 9.4, issue the following penalties:

8.5.1 Verbal Warning(s)

8.5.2 Loss of Side Selection for Current or Future Game(s)

8.5.3 Loss of Ban for Current or Future Game(s)

8.5.4 Fine(s) and/or Prize Forfeiture(s)

8.5.5 Game Forfeiture(s)

8.5.6 Match Forfeiture(s)

8.5.7 Suspension(s)

8.5.8 Disqualification(s)

Repeated infractions are subject to escalating penalties, up to, and including, disqualification from future participation in ASE. It should be noted that penalties may not always be imposed in a successive manner. The ASE, in its sole discretion, for example, can disqualify a player for a first offense if the action of said player is deemed egregious enough to be worthy of disqualification by ASE officials.

Penalties that state a listed amount of time for discipline will only apply to competition months. Competition months are defined as the months in which League of Legend professional competition are taking place (i.e. January through October).

Infractions will be governed by the LCS Penalty Index which can be found here:

https://riot-web-static.s3.amazonaws.com/lolesports/Rule%20Sets/LCS_Penalty_Index.pdf

Or the Global Penalty Index for major infractions which can be found here:

https://riot-web-static.s3.amazonaws.com/lolesports/Rule%20Sets/Global_Penalty_Index.pdf

8.6 Right to Publish

ASE shall have the right to publish a declaration stating that a Team Member has been penalized. Any Team Members and/or team which may be referenced in such declaration hereby waive any right of legal action against the League of Legends Championship Series, LLC, Riot Games, Inc., and/or any of their parents, subsidiaries, affiliates, employees, agents, or contractors.

9. Spirit of the Rules

9.1 Finality of Decisions

All decisions regarding the interpretation of these rules, player eligibility, scheduling and staging of the ASE, and penalties for misconduct, lie solely with the ASE, the decisions of which are final. ASE decisions with respect to these Rules cannot be appealed and shall not give rise to any claim for monetary damages or any other legal or equitable remedy.

9.2 Rule Changes

These Rules may be amended, modified or supplemented by the ASE, from time to time, in order to ensure fair play and the integrity of the ASE.

9.3 Best Interests of the ASE

ASE officials at all times may act with the necessary authority to preserve the best interests of the ASE. This power is not constrained by the lack of any specific language in this document. ASE officials may use any form of punitive actions at their disposal against any entity whose conduct is not within the confines of the best interests of the ASE.

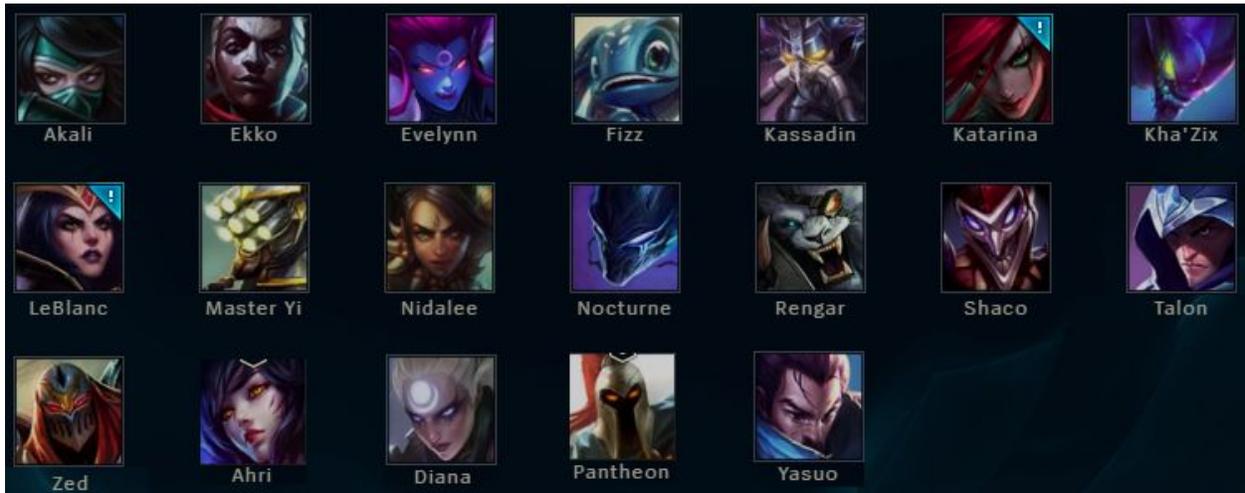
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Appendix

Marksman Mode - Champions List



Assassin Mode - Champion List



Marksman & Assassin Modes - Attack Item List

Category	Item 1	Item 2	Item 3	Item 4	Item 5	Item 6	Item 7	Item 8
All Items								
Starter Items	300	350	300	300	400	450	450	500
Jungling	<input type="checkbox"/>							
Laning	<input type="checkbox"/>							
Tools								
Consumable	750	750	800	800	875	900	1000	1000
Gold Income	<input type="checkbox"/>							
Vision & Trinkets	<input type="checkbox"/>							
Defense								
Armor				1100	1100	1100	1100	1200
Health	<input type="checkbox"/>							
Health Regen	<input type="checkbox"/>							
Magic Resist	<input type="checkbox"/>							
Attack								
Attack Speed	1200	1250	1300	1300	1300	1300	1500	2400
Critical Strike	<input type="checkbox"/>							
Damage	<input type="checkbox"/>							
Life Steal	<input type="checkbox"/>							
Magic								
Cooldown Reduction	2500	2550	2600	2600	2700	2700	2700	2700
Mana	<input type="checkbox"/>							
Mana Regen	<input type="checkbox"/>							
Ability Power	<input type="checkbox"/>							
Movement								
Boots	2900	3000	3100	3100	3100	3250	3250	3400
Other Movement Items	<input type="checkbox"/>							
								
	3400	3500	3500	3500	3600	3600	3600	3600
								
	3700	3733						

Marksman & Assassin Modes - Ability Power Item List

Category	Item 1	Item 2	Item 3	Item 4	Item 5	Item 6
All Items						
Starter Items	350	350	400	435	500	850
Jungling	<input type="checkbox"/>					
Laning	<input type="checkbox"/>					
Tools						
Consumable	850	850	900	900	1050	1200
Gold Income	<input type="checkbox"/>					
Vision & Trinkets	<input type="checkbox"/>					
Defense						
Armor	1250	1400	1600	2100	2200	2200
Health	<input type="checkbox"/>					
Health Regen	<input type="checkbox"/>					
Magic Resist	<input type="checkbox"/>					
Attack						
Attack Speed	2250	2300	2500	2650	2700	2750
Critical Strike	<input type="checkbox"/>					
Damage	<input type="checkbox"/>					
Life Steal	<input type="checkbox"/>					
Magic						
Cooldown Reduction	2900	2900	3000	3000	3100	3200
Mana	<input type="checkbox"/>					
Mana Regen	<input type="checkbox"/>					
Ability Power	<input checked="" type="checkbox"/>					
Movement						
Boots	3200	3200	3200	3400	3600	3800
Other Movement Items	<input type="checkbox"/>					