



2016 Season Official Rules

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Introduction and Purpose

These Official Rules (“Rules”) of the League of Legends Challenger Series (“CS”) apply to each of the teams who have qualified to play in the CS in 2016, as well as their head coach, managers, owners, Starters, Reserve players, (collectively “**Team Members**”) and other employees. The 2016 Season of the CS will be divided into two halves (“splits”). Each split will consist of three phases: (a) a Qualifier, (b) a regular season, and (c) a Playoff, after which the top two teams will face the bottom three LCS teams. These Rules do not apply to the promotion tournament, which are governed by the Promotion Rules. These Rules apply only to official CS play and 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 CS competitive play.

These Rules are designed solely to ensure the integrity of the system established by the CS for professional play of LoL and create 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.

These rules do not restrict competition for players. The terms of engagement between players and teams are left to each of the teams and its players.

1. Competition Eligibility

To be eligible to compete in the CS, each team must satisfy all of the following conditions:

1.1 Player and Team Eligibility

For a team to be considered eligible for the Challenger Series: the team must meet the requirements set forth in the Battlegrounds Open Qualifier. CS officials have the right to deem a ranked team ineligible if there is a reasonable belief of impropriety. Conversely, CS officials have the right to deem a team eligible if there is a reasonable belief of extenuating circumstances that compromised an otherwise eligible team.

No team shall be able to compete in any CS match without a minimum of three starting players who would potentially be able to compete in the next LCS split. To be considered potentially eligible to compete in the next LCS split, a CS player must have lived 17 full years (by or before the start of the next LCS split) and may not have any current disciplinary suspension from the LCS that would prevent him/her from playing in the first game of the season. All CS players must have lived 16 full years to compete at any time during the Challenger Series. During the Challenger Series playoffs, all players must be potentially LCS eligible to compete in the next LCS split.

1.2 Region Residency Requirement

1.2.1 Resident Defined. For purposes of this Rule 1.2, a player is deemed to be a "Resident" of a region if such player has legally resided and been primarily present in such region for no less than twenty-four months out of the thirty-six months immediately prior to such players' participation in the first game of the applicable tournament (i.e., a match in the World Championship Event, LCS, or Challenger Series).

1.2.2 Certification of Residency. All players shall certify their residency upon participation in the World Championship Event, the NA and EU LCS, and the NA and EU Challenger Series by submitting an eligibility form, and providing proof of residency as defined in Rules 1.2.3 and 1.2.4. For the avoidance of doubt, any player may redact any sensitive information in such player's sole discretion and LCS shall not be responsible for the disclosure of any personal information by player to LCS. Each team is responsible for ensuring that its players meet the residency requirements in this Rule 1.2. It shall be a violation of these

Rules, by both the team and the player, if a player (or his or her parent or guardian) provides false, misleading or incomplete information resulting in the misclassification of such player's residency and region. A violation of this Rule 1.2 by a team or a player shall also be deemed a violation of Rule 10.2, and the disciplinary measures in Rules 10.5 and 10.6 shall apply.

1.2.3 Proof of Residency. Any player over eighteen years of age may prove residency by the provision of documentary evidence sufficient to demonstrate actual residence in the region in which he or she wishes to play. Such documentary evidence may be in the form of one or more examples of:

i. **Government Issued Documentation.** A player may prove residency by providing copies of a government benefits records distributed over time, military or draft registration papers or other government-issued records or identification that demonstrate residency.

ii. **Private Documentation.** A player may prove residency by providing copies of school records, deeds, leases, homeowners association documents, utility bills (such as gas, water, electricity, cable, or telephone, provided that all show levels of use consistent with actual residency), bank records and statements, tax returns, insurance documents, medical records and employment records.

1.2.4 Residency of Minors. Players who are below eighteen years of age may prove residency by either:

i. **School Records.** A player may prove residency by providing proof of full-time attendance at school in the region, including by providing copies of report cards, enrollment documentation, or attendance records certified by school officials; or

ii. **Parents' Records.** A player may prove residency by (i) providing documentary evidence of the parent-child relationship, such as a birth certificate that lists the names of parents, and (ii) proof that one parent lives in the region, which may be demonstrated by provision of documentary evidence sufficient to prove residency as specified in Rule 1.2.3, above.

1.2.5 Starters. For purposes of Rule 1.2, as stated in Rule 3.2, a "Starter" is defined as one of the five players established in the Team's starting lineup for any given game.

1.2.6 World Championship Event. The World Championship Event is intended to bring together the best teams from each region to compete, as representatives of their region, in a global competition. In order to foster this diverse global competition, nurture regional teams, excite local

and global fans, increase participation from all regions, and ensure a fair and open championship, all teams competing in the World Championship Event must meet local residency requirements. At least 60% (three out of five) Starters on any competing team must be Residents of the region they represent in the World Championship Event. This Rule shall ensure that the goals of the World Championship Event are achieved, without undue burden on players and teams, while promoting fair play and robust competition for all participants in this global competition.

- 1.2.7 NA and EU LCS.** The NA and EU LCS, including the NA and EU regular season and all matches leading up to the regional playoffs, are designed to identify the teams that will represent the NA and EU in the World Championship Event. In order to fulfill this mandate, all teams competing in the LCS and LCS-affiliated matches must meet the requirements in Rule 1.2.6 for teams participating in the World Championship Event, including the requirement that at least 60% (three out of five) Starters on each team be Residents of the region covered by the LCS in which they play.
- 1.2.8 NA and EU Challenger Series.** The NA and EU Challenger Series, including the NA and EU Challenger Series regular season and all matches leading up to the Promotion Tournament, are designed to identify the teams from the NA and EU that will be promoted to the NA and EU LCS and thereby have an opportunity to represent the NA and EU in the World Championship Event. In order to fulfill this mandate, all teams competing in the Challenger Series and Challenger Series-affiliated matches must meet the requirements in Rule 1.2.6 for teams participating in the World Championship Event, including the requirement that at least 60% (three out of five) Starters on each team be Residents of the region covered by the Challenger Series in which they play.
- 1.2.9 Substitutes:** All teams will be required to maintain at least one Resident player as a substitute at any given time. At no point in time will teams be permitted to make a substitution which is in violation of any provision of this Rule 1.2.
- 1.2.10 Losing Residency:** For purposes of this Rule 1.2, a player who is considered a Resident for a region will no longer be deemed to be a "Resident" of that region if such player has been primarily present in another region for 24 months.

1.3 No Riot Employees

Owners, managers, coaches, Starters, and Reserve players (“**Team Members**”) may not be employees of Riot Games Inc. (“**RGI**”) or League of Legends Championship Series LLC or any of their respective affiliates at the start of or at any point during the CS regular season or playoffs. “**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. Prizes and Compensation

2.1 Player Compensation

Each team must distribute the required Minimum Player Compensation (\$2,000 per starting player per split during the 2016 season) to its starting players, in accordance with the terms of the applicable Team Agreement. If a player's status as a starter changes during the course of a split, said player shall be entitled to a pro rata share of the Minimum Player Compensation on a per-game basis (calculated as a ratio of the number of regular-season CS games in which the player competed as a starter, divided by the total number of regular-season games played by the team during the split).

To be clear, if a player has acted as a starter in a game, then he or she must be paid at least the pro rata minimum compensation for that game. At no point can a player opt in to payment that is lower than the minimum compensation per game. Nothing in these Rules is intended in any way to limit the compensation a team pays to its players.

2.2 Playoffs Prizes

Teams that qualify for the Playoffs at the conclusion of a Challenger Series split are eligible to win the following prizes based on the finishing position of the team after Playoffs:

- 1st Place: \$10,000
- 2nd Place: \$7,000
- 3rd/4th Place: \$4,000

2.3 Maximum Compensation

Teams and players are not restricted in their ability to come to terms regarding the player's services, however they must meet the designated minimum compensation set forth in the team agreement. Nothing in these Rules is intended in any way to limit the compensation a team offers its players.

3. Team Ownership and Roster Rules

3.1 Team Ownership

One Challenger Series team may be owned by the same company, individual, or other legal entity that currently owns a Professional team in the North American LCS. To be clear, that means an owner of a non-NA League of Legends team may not own a team in the NA Challenger Series.

A team will be required to declare the owner of the team at the start of the qualifier period. A former LCS team that has been relegated will maintain the CS slot ownership through the organization and no longer be required to fulfill the 3 returning player quota.

The owner that is declared in the Challenger Series for new, returning, and relegated teams will be the same owner that will control the spot in the Challenger Series or, in the case of Promotion, in the LCS (if the owner passes the vetting process at each point). This will be confirmed through a team agreement. The team agreement will require the creation of an LLC or similar ownership entity to represent the new organization if one does not already exist.

A team will be allowed to change their ownership once at the beginning of the Challenger Series. A team will not be allowed to change ownership at any point once the Challenger Series begins. In extenuating circumstances, a new owner may be declared, but that will be at the discretion of CS officials.

No Team Owner or Team Manager or Affiliate of an Owner may own or control, directly or indirectly, or have a direct (e.g., ownership) or indirect (e.g., a contractual arrangement) financial interest, or be an employee or contractor of, more than one League of Legends team in the Challenger Series, including the qualifier.

3.2 Sale of Sponsorships and Related Issues

Any Team Manager may only sell or manage sponsorships or brand elements for the team with which he or she is affiliated. The Team Owner may not provide any ownership interests in the Team Owner or team or any brand elements thereof to any third party person or entity who engages in the business of selling or managing of LCS or CS eports teams. No person or entity may hold the naming right to more than one LCS team at a time. A sponsor that holds naming rights to a team may not sponsor other teams in the league in any capacity.

3.2.1 Sale of Sponsorships Cooldown Provision

Any person or entity who engages in the sale or management of sponsorships for multiple LCS teams during the course of an LCS split may not hold a controlling interest in any LCS or Challenger Series team for a period of no less than two years following the last day of the LCS split during which he/she represented multiple teams.

3.3 Roster Requirements

Teams seeking to qualify through the open qualifier will be identified by the roster submitted via the Battlegrounds form. Any CS Open Qualifier teams must start in their first match 3 members of their Open Qualifier Roster in the first match of the Regular Season. Changes to the Active Roster may only occur as described below in Section 3.3 and 3.4. An Active Roster will be considered finalized upon receipt by a CS official prior to the first game played in the Series.

Each team is required to maintain, at all times during the CS, one General Manager (“GM”), one head coach, five players in the starting lineup (“Starters”), and at least two substitute players (“Substitutes”). For the avoidance of doubt, Starters and Substitutes are subject to the same roster eligibility requirements. No individual may simultaneously hold two or more of the roles listed above.

The Starters and Substitutes are considered collectively as the “Active Roster.” Teams may also hold up to a maximum of three reserve players who are in the process of becoming eligible to be starters but aren’t yet. Examples include but are not limited to players who are 16, have applied for but not yet received a visa which will grant them work eligibility, or are serving out a competitive ban (“Reserves.”) Reserves are considered to be on the “Reserve Roster.” Collectively, all players on the Active and Reserve Roster are considered to be on a team’s “LCS roster.”

A team must have at least 7 players on its Active Roster and no more than 3 players on its Reserve Roster at all times. In total, a team may have no more than 10 players on its LCS roster at any given time. If a player is removed from the Roster he or she is dropped from the team which is defined as the player no longer having a contractual obligation to the organization and becoming a free agent.

All players on the CS Roster must have held a peak ranking within the last year of Diamond 3 or above. Changes to the Active Roster may occur as described in Section 4 below.

If a player who was on the Active Roster of an LCS Team in the most recent LCS split competes on an Open Qualifier team, that player will not be permitted to play in the first week of the LCS Regular Season.

The Active Roster will be displayed on lolesports.com. The Active Roster on that website will be updated upon proper filing of documentation. Once an acquisition is confirmed, the acquisition will be placed on the website. The Active Roster on that website will be considered the most up to date roster that could be applied within a reasonable time. Roster eligibility is still at the discretion of CS officials.

An LCS player is only allowed to compete for the one LCS team that he or she has a contract with. A player will not be allowed to compete for more than one organization simultaneously and therefore cannot be listed on the roster of more than one team. An LCS player can only be contracted to one team globally and if he or she currently has a contract with a team in another region he or she must disclose that information. To verify that these players are officially under contract, each team must submit the Summary Sheet from the Player Services Agreement (“Summary Sheet”) for each player they wish to designate as under contract. For the avoidance of doubt, the Summary Sheet is itself not a Player Services Agreement but rather a summary of some key terms of the Player Services Agreement needed by the league to verify eligibility and confirm agreement by player and team.

A contracted LCS reserve player must receive permission from the team owner to whom he is contracted before competing for a Challenger Series team of a different owner. Permission can be submitted via email to an LCS or CS official and must have the requisite loan form. The loaned player can only represent one roster for the remainder of the split after the Free Agent deadline has passed.

3.4 Head Coach

Each team will be allowed to have a designated head coach who will be considered the official coach for the team. The head coach cannot be a starting player, substitute player, active player on an Challenger Series team, owner, and/or manager for a professional team or a challenger team unless given permission by CS officials. The coach will be allowed to be on-site for every game that the team participates in.

The coach can only represent one organization. The coach cannot be an employee of a different organization’s LCS or CS team in any capacity. The coach may be affiliated with another organization, however, the eligibility of that coach will be at the discretion of CS officials and be determined on a case by case basis.

3.5 Substitutes

Teams may substitute players between matches or games with no restrictions. CS Officials may ask for confirmation of intended starters for an upcoming match, which may be shared publicly, but teams are not bound to their declared roster.

During live matches, teams must notify CS officials of a substitution no later than 5 minutes after the end of the previous game for a substitution to be approved. CS officials reserve the right to accept substitution requests after 5 minutes at their sole discretion.

Substitutions may only include members of the team who are recognized to be on the Active Roster. CS officials reserve the right to approve or deny any such request, based upon the eligibility of the players involved and the compliance with the Rules of such request.

3.6 Team Names, Team Tags and Player Names

Teams will be permitted a tag of 2-3 characters to be added to the front of each player's Summoner Name on the tournament realm. These tags must be upper-case letters or numbers 0-9 only. Team tags must be unique globally, so a team cannot share a tag with another professional team from any region.

Summoner Names may include upper-case letters, lower-case letters, numbers 0-9, 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; LoL champion derivatives or other similar character names; or derivatives of products or services that may create confusion. Summoner Names must be unique globally, so a player cannot share a Summoner Name with a professional player from any region.

All Team Tags, Team Names, and Summoner Names must be approved by CS officials in advance of use in play. Name changes are not allowed except under certain extenuating circumstances such as sponsorship acquisition (as described in Section 3.6), but must be approved by CS officials prior to use in a CS game. Any cosmetic change to logos, team names, etc. must be made 72 hours in advance of the first regional CS game of the week. CS officials have the ability to deny a team name if it does not reflect the standards sought by the CS. A team will be notified by a CS official if their name does not meet the standard and the team will be allowed to change their name.

3.7 Sponsorships

A Challenger team has the ability to acquire sponsors throughout the Challenger Series. Sponsorship acquisition is unrestricted. However, changes in Sponsors with naming rights may only occur between Splits or upon entrance into the Challenger Series, unless the team is unaffiliated. If the team is unaffiliated then it can acquire a named sponsor from a non-LCS affiliate once during the Challenger Series. A sponsor that has a named team and does not advance in the qualifier may not sponsor another team during the remainder of the split.

If the sponsor falls under the ensuing limited categories then the sponsorship may not be displayed by the players during the use or play of LoL, adjacent to LoL related material, the CS, or any Riot-affiliated events. The CS officials have the ability to update the category list at any time. The following is a nonexclusive list of limited sponsors:

3.7.1 Gambling Websites: defined as any website that aids or abets the wagering of funds on a sporting/esporting event and/or allows for the wagering of funds in casino games including poker.

3.7.2 Non-“over-the-counter” drugs

3.7.3 Account sharing/skin selling websites

3.7.4 Firearms, handguns, or ammunition providers

3.7.5 Websites displaying or related to pornographic imagery or products

3.7.6 Tobacco products

4. Discretionary Player Substitutions

LCS teams are authorized to use three methods to make discretionary player substitutions: (1) trading players with other LCS teams; (2) signing (or releasing) free agents; and (3) promoting Substitutes from the team's Active Roster to Starters. All substitutions shall be made subject to the requirements of Section 2.2.

4.1 General Player Substitution Rules

4.1.1 No Effect on Contractual Obligations. Each team shall be responsible for making any and all payments to its players which are required by its Player Agreements. No discretionary player substitution shall relieve an LCS team of its contractual obligation to pay each starting player the Minimum Player Compensation, as defined in Section 2.2.

4.1.2 No Contract Violations. No discretionary player substitution which violates any provision of a Player Services Agreement shall be effective, and the GM of the team attempting to trade or head coach attempting to demote a player shall have the responsibility to ensure that all proper approvals are sought and procured before the substitution would be considered to take effect.

4.1.3 Full Roster Requirement. No discretionary player substitution shall relieve an LCS team of the requirement that to maintain an Active Roster of at least seven players during the Regular Season. At any point if a team falls below seven players on its Active Roster, they will be subject to penalties, unless given permission to drop below the minimum at the discretion of the LCS officials.

4.1.4 Scope of Policy. This Section is intended only to govern discretionary player substitutions by GMs and does not address mandatory player substitutions which may be required by LCS as a result of the death or disability of an LCS player or the suspension or banning of a player by LCS as a result of the violation of these Rules.

4.1.5 Dropping a Player. In order to drop a player from its LCS roster, a team must also terminate its Player Services Agreement with that player. This restriction is intended to prevent circumvention of the 10 player maximum roster requirement.

4.1.6 Player Acquisition Restriction. Any player who leaves or is removed from an CS Roster (for any reason) may not re-join that CS

Roster as a result of a later trade, free agent signing, or any other type of transaction until a minimum of at least three game (3) weeks has elapsed following the effective date of the transaction that resulted in their most recent removal from the Active Roster unless granted a hardship exemption at league discretion. A game week is defined as a week in which CS matches are being played.

4.2 Player Trades

An LCS team may trade players with other LCS teams, as follows:

4.2.1 Quantity. There is no maximum total number of players who may be traded per split or per season.

4.2.2 Timing. Trades may be made effective as early as the Trade Start Date and must become effective no later than the Trade Deadline date, as set forth below:

	Trade Start Date (all times are 12:00:00 am Pacific time)	Trade Deadline (all times are 5:00pm Pacific time)
Spring Split	November 16, 2015	March 1 st , 2016
Summer Split	April 19 th , 2016	July 12 th , 2016

4.2.3 Asymmetrical Trades

4.2.3.1 Trades are not required to be structured as symmetrical exchanges (e.g., 1-for-1, 2-for-2).

4.2.3.2 Players may be traded according to any formula or ratio (e.g., 2-for-1, 3-for-2).

4.2.3.3 A trade may exchange one or more Starters for one or more Reserve players, without limitation.

4.2.3.4 Trade transactions are not limited to two teams per transaction. A trade deal may include players from two or more LCS teams, without limitation. An example of a three-team trade (a “Triangular Trade”):

4.2.3.4.1 Team A trades Player X to Team B.

4.2.3.4.2 Team B trades Player Y to Team C.

4.2.3.4.3 Team C trades Player Z to Team A.

4.2.4 Trades for Cash

Players may be traded from one team to another in exchange for a payment of cash or other consideration, so long as such transaction does not violate any other Rule(s). Hybrid transactions, where a player is traded in exchange for a combination of one or more players plus cash and/or other consideration, is also permitted.

4.2.5 Inter-Regional Trades

4.2.5.1 North American players may be traded for European players and vice-versa, subject to the eligibility requirements of Section 1.2.

4.2.5.2 Players who are contracted to teams in South Korea, China, Southeast Asia, Latin America (or other regions not included in the territory of the LCS) are not eligible for trades. Such players are, however, eligible to be considered as free agents, as defined in Section 4.3.1, and the acquisition of such players is regulated by Section 4.3, subject to the eligibility requirements of Section 1.2.

4.2.6 Player Loans and Eligibility

If any player has played in 4 LCS matches, which means he or she has played in at least 1 game in 4 separate matches, then that player will have a 1 week cool down period from his or her last game before being allowed to participate in a Challenger Series match. If a player has played in more than 8 LCS matches, which means he or she has played in at least 1 game in more than 8 separate matches, then that player will no longer be allowed to compete in the Challenger Series for the remainder of the split including playoff and promotion matches.

A player may be loaned from one roster to another using the designated loan form. Players that are loaned can only play on one roster after the signing deadline has passed. That roster must be designated at the time of the deadline. To be clear, that means that the player can only compete for the one designated roster after the deadline which includes any playoff and promotion matches.

4.2.7 No Protected Players. As part of the Summary Sheet, teams are required to declare any partially protected players.

4.2.7.1 Teams and players, however, may negotiate their own “no trading” or “no assignment” deals, which, if effective and enforceable, would render such players ineligible for trades.

4.2.7.2 There are no LCS-recognized “Franchise Players” (*i.e.*, players who are ineligible for free agency and who can only change their team affiliation by either being traded or retiring).

4.2.8 Trade Eligibility. Teams may trade players on their LCS Roster. This includes Active and Reserve Rosters. Trades can occur across tiers as well (*i.e.* between LCS and Challenger).

4.2.9 League Approval. Trade requests must be submitted to LCS by a team in advance, in writing, and approved by LCS, in writing, before becoming effective. The trade request approval process consists of LCS confirming that the trades are occurring within the approved trading window specified in Section 4.2.2 and that all eligibility and other Rules have been observed.

4.2.9.1 Trade requests must be made using the Trade Approval Request Form, attached as Exhibit A to these Rules, and must include the following information:

- 4.2.9.1.1** Names of all teams involved.
- 4.2.9.1.2** Names of all GMs involved.
- 4.2.9.1.3** Names and positions of all players involved.
- 4.2.9.1.4** Starter/Reserve status of all players involved.
- 4.2.9.1.5** Description of trades.
- 4.2.9.1.6** The amount of any compensation being paid from one team to another as a part of any trade.
- 4.2.9.1.7** Requested effective date(s) of trades.

4.2.9.2 The GM of each team involved in a trade or series of trades must sign the Trade Approval Request Form. Unsigned Trade Approval Request Forms will not be processed by LCS.

- 4.2.9.2.1** If a team attempts to trade a player who is subject to a Player Services Agreement which grants the player approval rights over trades, such player must also sign the Trade Approval Request Form.

4.2.10 Effective Date. Upon approval by LCS, trades will be considered effective immediately, unless the Trade Approval Request Form explicitly states a later effective date. In no event, however, shall the effective date of any trade in a given split be later than the Trade Deadline date for that split.

4.3 Free Agent Signings.

The provisions on free agency in these Rules are designed to promote team continuity, prevent last-minute roster changes which damage team identity and cohesion, protect LCS tournament integrity, and enhance fan enjoyment of LCS tournament play. To that end, LCS has established limited periods of time or windows during which free agents can be signed. An LCS team may sign free agents as follows:

4.3.1 Definitions

4.3.1.1 Free Agent ("FA"). A Free Agent is any player eligible to participate in the LCS and either: (a) has not yet signed a valid written Player Agreement with an LCS team or (b) has been released from an LCS team or has had a contract expire without a renewal. Merely being "in negotiations" with a team does not change a Free Agent's status. Free Agents are free to sign with any LCS team, so long as they continue to meet all LCS eligibility requirements.

4.3.2 Timing - Free Agency Period

4.3.2.1 Teams may sign Free Agents only during the signing periods specified below. Teams may not add free agents to their LCS Roster during any split after the Free Agent Signing Deadline in that split, as set forth below.

	Free Agent Signing Opening (all times are 12:00:00 am Pacific time)	Free Agent Signing Deadline (all times are 5:00pm Pacific time)
Spring Split	November 16 th , 2015	March 1 st , 2016
Summer Split	April 19 th , 2016	July 12 th , 2016

4.3.3 Full Roster Requirement. No free agent signing shall relieve an LCS team of the requirement to maintain an Active Roster of five Starters and two Reserve players during the Regular Season.

4.3.4 LCS Approval. Free agent signing requests must be submitted by a team in advance, in writing, and approved by LCS, in writing, before

becoming effective. The free agent signing approval process consists of LCS confirming that the signings are occurring within the approved window specified in Section 4.3.2 and that all eligibility and other Rules have been observed. League approval will include a behavior check that can include in-game and out of game behavior. LCS approval is required for head coaches as well as players. Teams are restricted from announcing acquisitions as final until the LCS Approval process is completed, however announcements can state that the player is under review from the league. This includes acquisitions of players or coaches being re-signed to the same organization.

4.3.4.1 Free agent signings must be made using the Free Agent Signing Approval Request Form, attached as Exhibit B to these Rules, and include the following information:

- 4.3.4.1.1** Names of all teams involved.
- 4.3.4.1.2** Names of all GMs involved.
- 4.3.4.1.3** Names and positions of all players involved.
- 4.3.4.1.4** Starter/Reserve status of all players involved.
- 4.3.4.1.5** Requested effective date(s) of signings.

4.3.4.2 The GM of a team involved in a free agent signing must sign the Free Agent Approval Request Form. Unsigned Free Agent Signing Approval Request Forms will not be processed by LCS. The player in question must also sign the Free Agent Approval Request Form.

4.3.5 Effective Date. If a team wishes to acquire a new player, that acquisition must be declared to an LCS official more than 72 hours before the game where the player would be utilized or in the case of a non-resident, no later than Tuesday at 11:59am local the week in question for North America. LCS officials reserve the right to approve or deny any such request, based upon the eligibility of the players involved and the request's compliance with the Rules. Upon approval by LCS, a free agent signing will be considered effective immediately as an addition to the Active Roster, unless the Free Agent Approval Request Form explicitly states a later effective date. In no event, however, shall the effective date of any free agent signing in a given split be later than the Free Agent Signing Deadline date for that split. To be clear, additions to the Active Roster can still take place within the 72 hour period, as long as the acquisition is within the free agent window specified in Section 4.3.2. However, players acquired within the 72 hour window will not be allowed to participate the week they are acquired.

4.4 Promotion of Reserve Players

A head coach may promote or “bring up” a Reserve player to replace a Starter on the team’s Active Roster, or, conversely, may demote or “send down” a Starter to reserve status. These changes must be made 48 hours before the first game of a regular season week, as follows:

4.4.1 Symmetry. When a head coach promotes a Reserve player to the team’s starting lineup, that act must be performed simultaneously with a trade, demotion, or release of a starting player, such that there are never more than five players in a team’s starting lineup.

4.4.1.1 Status of Previous Starting Player. GMs may offer players who are demoted from the team’s starting lineup a spot on the team’s reserve squad; if the GM chooses not to make such an offer (i.e., the GM terminates the player), or the player declines the offer, the GM may backfill the spot on the reserve squad with a Free Agent, subject to any restrictions set forth above.

4.4.2 LCS Approval. Player promotion/demotion requests must be submitted to LCS by a team in advance, 48 hours before the first game of an LCS week. Changes must be submitted via email. If nothing is submitted then the team will play the most recent roster. The player promotion/demotion request approval process consists of LCS officials confirming that the player promotion/demotion is occurring at an appropriate time and that all eligibility and other Rules have been observed.

4.4.2.1 Promotion/demotion requests must be sent to an LCS official at the designated time. The necessary information is as follows:

4.4.2.1.1 Name of team involved.

4.4.2.1.2 Name of Head Coach involved.

4.4.2.1.3 Names and positions of all players involved.

4.4.2.1.4 Starter/Reserve status of all players involved.

4.4.2.1.5 Requested effective date(s) of promotions/demotions.

4.4.2.2 If a team attempts to promote or demote a player who is subject to a Player Agreement which grants the player approval rights over promotions or demotions, such player must not dispute the change. If a player disputes the change then the Player Agreement will dictate the outcome.

4.4.3 Effective Date. Upon approval by LCS officials, promotions/demotions will be considered effective immediately, unless the player promotion/demotion approval request explicitly states a later effective date. In no event, however, shall the effective date of any promotion/demotion in a given split be later than the Player Promotion/Demotion Deadline date for that split.

5. Player Equipment

5.1 Non-Live Matches

For all non-live 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. Upon request, CS officials can help to identify means by which players may protect their computers, but 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.

For the avoidance of doubt, all regulations in Section 4 (except for 4.1) only apply to live studio matches, where the teams are physically present in the CS Studio.

5.2 CS-Provided Equipment

For live studio matches, CS officials will provide, and CS players will exclusively use, equipment in the following categories:

5.2.1 PC & Monitor

5.2.2 Hand Warmers

5.2.3 Headsets and/or Earbuds and/or Microphones

5.2.4 Table and Chair

At the request of a CS player, CS officials will provide the following categories of equipment for use in CS matches played in the studio:

5.2.5 PC Keyboards

5.2.6 PC Mice and cord holders

5.2.7 Mousepads

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

5.3 Player-Owned or Team-Owned Equipment

During live studio matches, Players are allowed to bring equipment in the following categories, which are owned by themselves or their teams:

5.3.1 PC Keyboards

5.3.2 PC Mice and cord holders

5.3.3 PC Mousepads

All player-owned or team-owned equipment must be submitted to CS officials in advance for approval. Unapproved equipment or equipment that is suspected by CS 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 CS-provided equipment instead.

At their discretion, CS 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.

5.4 Replacement of Equipment

If equipment or technical problems are suspected by CS officials at any time, a player or CS official may request a technical review of the situation. A CS technician will diagnose and troubleshoot problems, as needed. Technicians may request that CS officials order replacement of any equipment, at their discretion. Decisions regarding the replacement of any equipment are solely at the discretion of CS. If a player wishes to use personal replacement equipment, the player must use equipment which has been preapproved by CS officials otherwise they will be provided replacement equipment by the CS officials

5.5 Player and Coach Apparel

Players must wear official team uniforms during all in-studio CS matches and pre-match and post-match in-studio CS interviews. 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 CS event or appearance. All starting players must wear matching apparel during the game. The matching apparel includes shirts, jerseys, and pants. Jerseys worn must be the designated jerseys set forth by the league policy. No apparel may be worn over jersey on stage. Hoodies and jackets may not be worn over or under the jerseys. Long-sleeved shirts of cotton or athletic material may be worn underneath the Team Jerseys, but no sponsor logos will be allowed on this attire. The under-jersey apparel do not need to be the same, however they must be either team colors or a neutral color.

For the avoidance of doubt, sweatpants, athletic pants, and/or pajama pants will generally not be considered appropriate attire. Athletic pants may be approved on a case-by-case basis, but require explicit official approval prior to use. Jerseys and all other apparel worn during such times are subject to the restrictions set forth in Section 10 below, and are subject to the review and discretion of CS officials. LCS officials will have final approval over all apparel.

Coaches must wear, at a minimum, business casual attire while at the studio. Business casual does not include: athletic wear, sneakers, team branded apparel, etc.

All Apparel rules apply only to in-studio, on-camera appearances and any additional appearance mandated by the league on a case-by-case basis.

5.6 Studio Computer Programs & Usage

Players are prohibited from installing their own programs on CS-provided computers and must use only the programs provided by CS. This includes the Green Room computers. If a player wishes to install a program onto the Green Room computers he must first ask a CS official.

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

5.6.2 Social Media and Communication. It is prohibited to use CS 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.

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

5.7 Client Accounts

Players will have Tournament Realm accounts provided for them by CS upon qualification. 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 CS. Tournament Realm access will be removed if a team has been eliminated from the Qualifier stage. Teams that make the CS regular season keep their Tournament Realm access until the end of the current Series. Teams that make the CS Playoffs will be given access to the Tournament Realm until completion of the playoffs.

5.8 Audio Controls

Players will be required to maintain volume levels above minimum settings, which will be clearly marked on the controls. CS 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.

5.9 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 a CS official.

6. Venue, Competition Area Layout, and Schedule

6.1 General Venue Access

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

6.2 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.

6.2.1 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.

6.2.2 Wireless Devices. Wireless devices, including mobile phones and tablets, must be powered off while the players are involved in active play, including during pick/ban phase, pauses, remakes, and between games of multi-game matches. CS officials will collect such devices from players in the match area and return them after the end of the match.

6.2.3 Food and Drink Restrictions. No food is allowed in the match areas. Drinks are permitted in the match area only in Riot-provided re-sealable containers. CS officials will provide such containers to players upon request.

6.3 Warm-up Area

The warm-up area (which also may be referred to as a “Green Room”) will contain PCs designated by CS 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 CS officials at their discretion.

6.4 Other Team Member Areas

Other Team Member Areas are areas within the venue, as defined by CS 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 CS officials.

7. League Structure

7.1 Definition of Terms

7.1.1 Game. An instance of competition on the Summoner's Rift map 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), (b) Team Surrender, (c) Team Forfeit, or (d) Awarded Game Victory (See Section 8.5).

7.1.2 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.

7.1.3 Split. Scheduled league play that will occur over an approximately three-month period of time. The 2016 Season will be divided into two splits (Spring and Summer) for each region (North America and Europe).

7.2 Schedule

7.2.1 Spring Season Open Qualifier Finals (Jan 13)

7.2.2 Spring Regular Season (Jan 27 – Feb 24)

7.2.3 Spring Playoffs Semi-Finals (March 8 – March 9)

7.2.4 Spring Playoffs Finals (March 16)

7.2.5 Summer Season Open Qualifier Finals (~ June 8)

7.2.6 Summer Regular Season (June 8 – July 6)

7.2.7 Summer Playoffs Semi-Finals (July 13 – July 14)

7.2.8 Summer Playoffs Finals (July 20)

7.3 Phase Details

7.3.1 Qualifier.

This phase consists of a tournament taken from the open qualifier battlegrounds bracket. The top 2 teams from the open qualifier battlegrounds will each face one of the bottom two teams from the previous Challenger Series split.

The 5th place finisher from the previous CS split will be given the opportunity to select which open qualifier battlegrounds finalist they will play in the open qualifier finals for entrance into the Challenger Series.

The 6th place finisher will face the team that was not chosen. The winners of the best of five matches will advance to into the Challenger Series.

If a CS team vacates their spot, then a third place open qualifier match is held and the highest remaining CS team picks from the three teams remaining in the open qualifier.

If both CS teams vacate their spots, then the top two open qualifier teams automatically enter the Challenger Series for the upcoming split.

If the top two open qualifier teams drop, the two open qualifier semifinalists will replace them.

7.3.2 Regular Season.

This phase consists of six teams, each playing 10 games per split, in a league format against opponents within their region. Each team will face each of their opponents in a single best of 2 (Bo2) match. Sides will be pre-determined and teams will start on the blue and red sides an equal number of times against each opponent (one game per side).

Ranking in the league will be determined by points scored. The point structure will be as follows:

A match win as defined as two victories in the set will grant the winning team 3 points.

A match draw as defined as each team winning one game in the set will grant each team 1 point.

A match loss as defined as two losses in the set will grant the winning team 0 points.

A full schedule of dates and games can be found at www.lolesports.com.

7.3.3 Regular Season Tiebreaker. In the event that multiple teams are tied in the standings at the conclusion of either Regular Season split (as defined as having the same points earned), then any teams so tied will be seeded by head-to-head record. If said teams have identical head-to-head records (as defined as each team winning 50% of games between the two teams), then the team with the superior winning percentage based on total games played will be considered the owner of the tiebreaker. If said teams have identical total winning percentages then they will play one tiebreaker game to determine the final standings.

Tiebreakers will utilize fastest win time to determine bracket seeding and side choice where applicable. A team's win time is calculated by adding the total game times of all games won during the regular season.

Tiebreaker games will be played following the final game of the Regular Season, but prior to the first day of the Playoffs. Tied teams will compete against each other until there is a winner.

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 a single team owns a winning record (as defined as winning more than 50% of the games) against every other team in the tiebreaker, they are automatically granted the highest seed available in the tiebreaker, and a new tiebreaker is declared amongst the remaining teams.

If no team in a tiebreaker holds a winning record against all other teams, then the team with the superior winning percentage based on total games played will be granted the highest seed available in the tiebreaker and a new tiebreaker is declared amongst the remaining teams. If said teams have identical total winning percentages then the following structures will be used:

7.3.3.1 Three-way tie: The three teams will be seeded into a single-elimination bracket where one team has a bye into the finals.

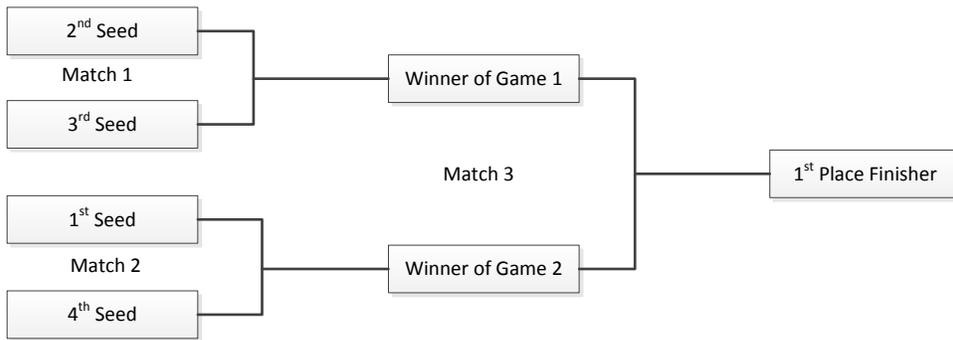
7.3.3.2 Four-way tie: The teams will be seeded into a "Korean-style" or "dual" bracket, where teams play Bo1 matches throughout the tournament. The four teams will be split into two first-round matches; the winners will then face off in Game 3 while the losers face off in Game 4. The winner of Game 3 will be declared the top seed; the loser of Game 3 will face the winner of Game 4 in a contest to determine 2nd/3rd place; and the loser of Game 4 will be declared 4th place.

7.3.3.3 Five-way tie: The teams will be seeded into a single-elimination bracket, where there is a play-in between two teams for the fourth semi-final spot. The tournament will require a 3rd-place match to determine playoff seeding.

7.3.3.4 Six-way tie: The teams will be seeded into a single-elimination bracket, where two teams have byes into the semi-finals. The tournament will require a 3rd-place match to determine playoff seeding.

7.3.4 Playoffs. This phase consists of a two-round single-elimination tournament among the top four (4) teams from the season, seeded according to their final regular season standings. The teams finishing 1st and 2nd will compete in the Promotion Tournament against three LCS teams from the current split.

7.3.5 All games will be best-of-five (Bo5).



8. Match Process

8.1 Changes to Schedule

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

8.2 Arrival in Game Lobby for Non-Live Matches

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

8.3 Role of Referees

8.3.1 Responsibilities. Referees are CS 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 may include, but is not limited to:

8.3.1.1 Checking the team's lineup before a match.

8.3.1.2 Checking and monitoring player peripherals and match areas.

8.3.1.3 Announcing the beginning of the match.

8.3.1.4 Ordering pause/resume during play.

8.3.1.5 Issuing penalties in response to Rule violations before, during, or after the match.

8.3.1.6 Confirming the end of the match and its results.

8.3.2 Referee Compartment. 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, coach, owner, or other individual.

8.3.3 Finality of Judgment. If a referee makes an incorrect judgment, the judgment can be subject to reversal. CS officials at their discretion may evaluate the decision during or after the match to determine if the proper procedure was implemented to allow for a fair decision. If the proper procedure was not followed, CS officials reserve the right to potentially invalidate the referee's decision. CS officials will always maintain final say in all decisions set forth throughout the CS.

8.3.4 Gambling Prohibition. All rules prohibiting gambling on LoL, as found below in Section 9, shall apply to referees without limitation.

8.4 Competitive Patch & Tournament Realm

The 2016 Season will be played on the current patch available on the Live Service, once a sufficient testing period has occurred. Changes to the competitive patch will be at the discretion of the CS.

8.4.1 As a guideline, the competitive patch will be updated three days after its release onto the live server. A patch will not be implemented if a week of games or a playoff round has started.

8.4.2 Example: Patch X.X was released on 11:59pm, February 1, 2016. It will be eligible to be used as a CS competitive patch for all matches on or after 11:59pm, February 4, 2016 unless a week of games or a playoff round has started.

8.4.3 Champions who have not been available on the live service for more than 3 days will be automatically restricted. Champions that have undergone reworks will be subject to CS discretion. Champions or reworks released on the playoff patch will be restricted

8.4.4 Example: Champion A was released February 1, 2016, so Champion A becomes eligible to be used in all CS matches on or after February 4, 2016.

CS will not update a patch nor unlock a champion in the middle of a single week of the regular season or at any point during playoffs.

8.5 Setup and Player Responsibilities for Online Matches

All players will be expected to be ready to join the game lobby at the time specified by the CS officials. Readiness includes, but is not limited to, five rostered players having completed client patching, configuration of in-game settings, and completed rune and mastery pages.

8.5.1 Rolling Schedule. Tournaments held on a rolling schedule will have estimated match start times. However, teams are required to be available to play their match up to three hours in advance of their estimated time, or as otherwise directed by tournament admins.

8.5.2 Schedule Adjustments. Tournament admins, in their sole discretion, have the right to adjust the match schedule at any time to preserve the pacing of the tournament or to remedy such circumstances as may detract from the viewer experience.

8.5.3 Lateness Penalties. Teams that are not ready at the start of the preceding game (or 30 minutes before the start of the first match of the day) are subject to lateness penalties. For avoidance of doubt, the start of the game is defined as a team entering Summoner's Rift and being visible on the map. A team will lose their first ban after 5 minutes have elapsed from the preceding game start. A team will lose another ban after 10 minutes have elapsed. A team will lose their final ban after 15 minutes have elapsed. A team will be subject to forfeiture if 25 minutes have elapsed since the game start or the preceding game has completed whichever is longer. Intentionally delaying the lobby or game start will still subject the team to the rules set forth in this section.

Time Elapsed Since Preceding Game Start:	Accrued Penalties
0:00	None
5:00	1 Ban Lost
10:00	2 Bans Lost
15:00	3 Bans Lost
25:00, or Preceding Game's Conclusion (whichever is longer)	Forfeit

8.5.4 Pause Allowance. Teams may pause the game for a maximum of 10 minutes over the course of single game, or 20 minutes over the course of a match. Pausing beyond allowance time will be considered unfair play and penalties will be applied at the discretion of tournament officials.

8.5.5 No 4v5 Play. Teams are required to field a full team of five players to start a match. If a player disconnects during the match, a team may continue play after this pause duration is up to attempt to complete the game.

8.5.6 Player Equipment Responsibility. All players are responsible for ensuring the performance of their chosen setup, including computer hardware and peripherals, internet connection, and power. A problem with player equipment is not an acceptable reason for lateness or pausing beyond a team's allowance, regardless of the root cause of the problem.

8.5.7 No Spectators. Only five players per team are allowed in the game lobby. No additional spectators are permitted for any reason.

8.5.8 No Streaming. Players are not permitted to stream their tournament matches publicly or privately on any platform or service. Players may stream personal or professional recordings of the match after the broadcast has officially completed.

8.6 Pre-Match Setup for Live Matches

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

- 8.6.1.1** Ensuring the quality of all CS-provided equipment.
- 8.6.1.2** Connecting and calibrating peripherals.
- 8.6.1.3** Ensuring proper function of voice chat system.
- 8.6.1.4** Setting up rune and mastery pages.
- 8.6.1.5** Adjusting in-game settings.
- 8.6.1.6** Limited in-game warm-up.

8.6.2 Seating Order. Players in studio 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.

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

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

8.6.5 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 CS officials. Penalties for tardiness may be assessed at the discretion of the CS.

8.6.6 Acknowledgement of Pre-Match Testing. No fewer than five minutes before the match is scheduled to begin, a CS official will confirm with each player that their setup is complete.

8.6.7 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.

8.6.8 Game Lobby Creation. CS officials will decide how the official game lobby will be created. Players will be directed by CS officials to join a game lobby as soon as testing has been completed, in the following order of positions: Top, Jungle, Mid, ADC, Support.

8.7 Game Setup

8.7.1 Start of Pick / Ban Process. Once all ten players have reported to the official game lobby, a CS official will request confirmation that both teams are ready for the pick/ban phase (as defined and described below). Once both teams confirm readiness, a CS official will instruct the room owner to start the game.

8.7.2 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 CS officials, the CS officials will record the official picks/bans and manually abort the game start.

8.7.3 General / Game Settings

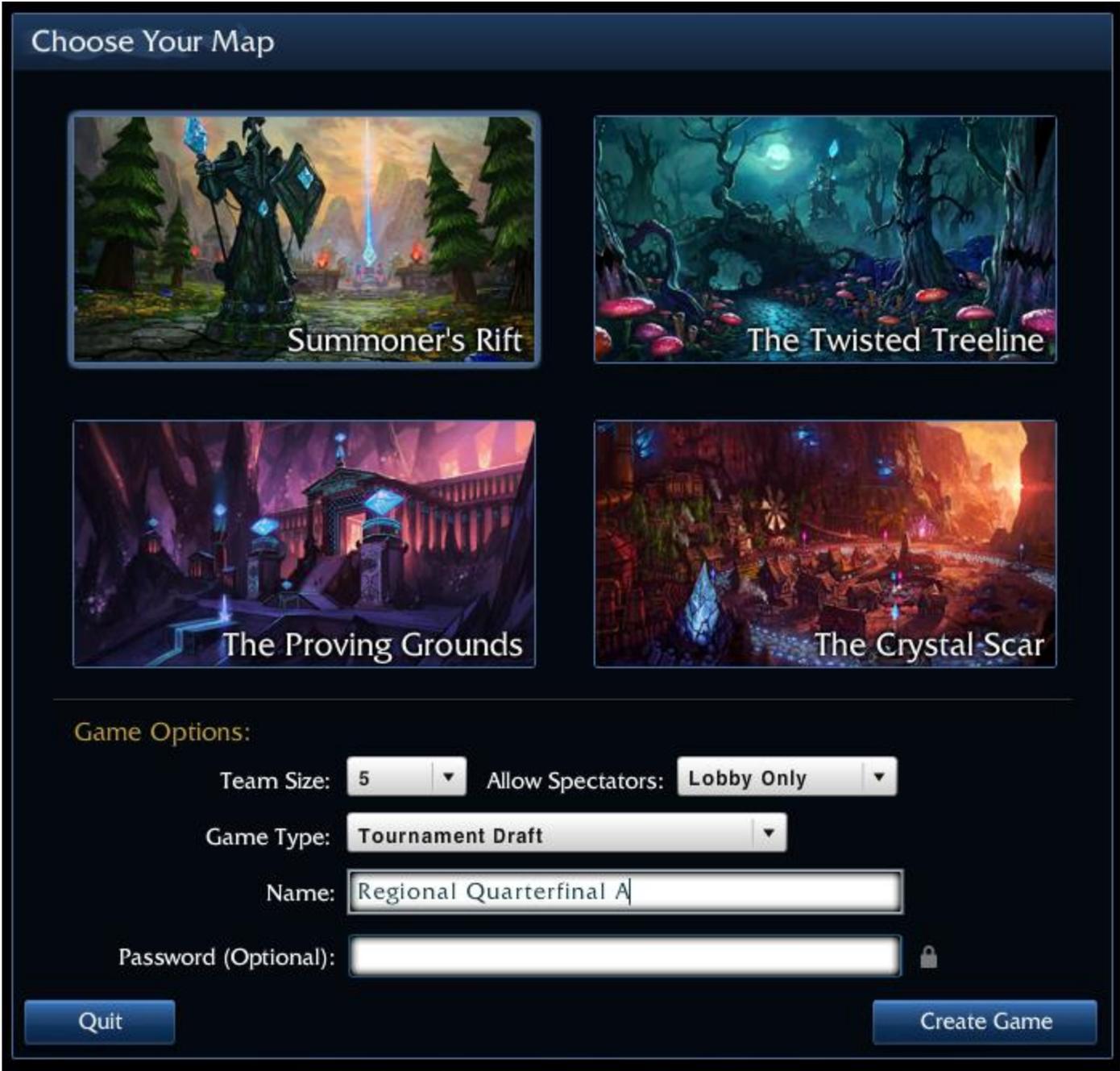
8.7.3.1 Map: Summoner's Rift

8.7.3.2 Team Size: 5

8.7.3.3 Allow Spectators: Lobby Only

8.7.3.4 Game Type: Tournament Draft

(See Setup screen below)



8.8 Pick / Ban Phase & Side Selection

8.8.1 Tournament Draft. CS 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 a CS official.

8.8.2 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 CS.

8.8.3 Side Selection. Sides will be pre-determined during the regular season and teams will start on the blue and red sides an equal number of times against each opponent (one game per side). In all seed-based matches (qualifiers and playoffs), the higher-ranked seed will have side selection for odd-numbered games (e.g. Games 1, 3, and 5), while the lower seed will have side selection for even-numbered games (Games 2 and 4). For example, the higher seed may choose to play game 1 on blue side, but game 3 and 5 on red side and the lower seed may choose to play game 2 on red side and game 4 on blue side. Both teams will be required to submit their final decision by 7:00pm of the night before the start of the broadcast (in the time zone where the game will be played). If no decision is submitted, selection will default to blue side.

8.8.4 Draft Mode. Draft mode proceeds in a snake draft format as follows:

Blue Team= A; Red Team = B

Bans: ABABAB

Picks: ABBAABBAAB

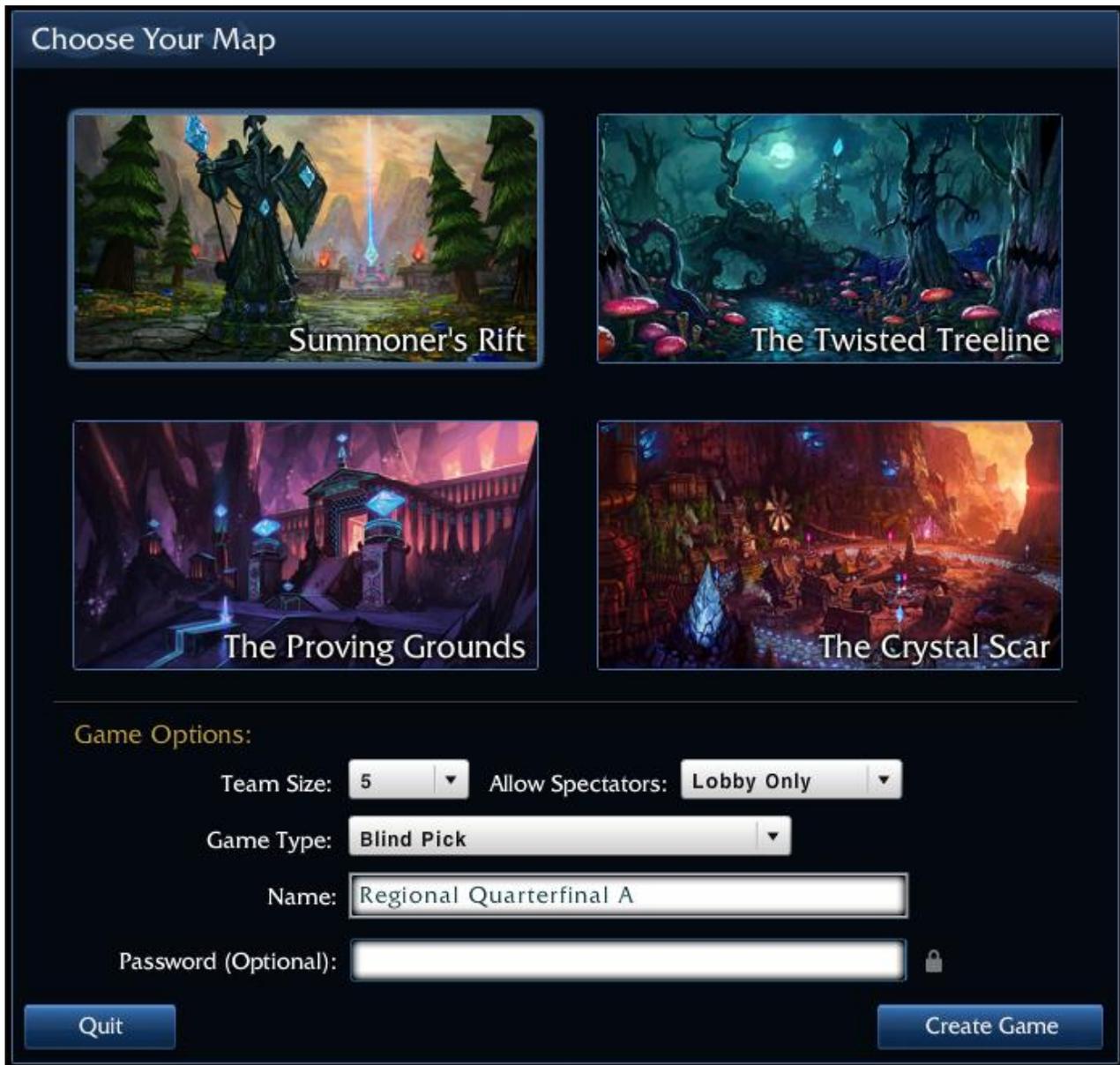
8.8.5 Selection Error. In the event of an erroneously-selected Champion pick or ban, the team in error must notify a CS official before the other team has locked in their next selection. If so, the process will be restarted and brought back to the point at which the error occurred so that the team in error may correct its mistake. If the next selection is locked before the team in error gives notice to a CS official, the erroneous selection shall be deemed irrevocable.

8.8.6 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.

8.8.7 Game Start After Pick/Ban. A game will start immediately after the pick/ban process is complete, unless otherwise stated by a CS official. If played in the live studio, at this point CS 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."

8.8.8 Controlled Game Start. In the event of an error in game start or a decision by CS to separate the pick/ban process from game start, a CS 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.

(See Setup screen on next page)



8.8.9 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.

9. Game Rules

9.1 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:

- 9.1.1** Any attack or ability is landed on minions, jungle creeps, structures, or enemy Champions.
- 9.1.2** Line-of-sight is established between players on opposing teams.
- 9.1.3** 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.
- 9.1.4** Game timer reaches two minutes (00:02:00).

9.2 Stoppage of Play

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

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

9.2.2 Player Pause. Players may only pause a match immediately following any of the events described below, but must signal or communicate with a CS official immediately after the pause and identify the reason. Acceptable reasons include:

9.2.2.1 An Unintentional Disconnection

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

9.2.2.3 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 for live events. In such a situation, the team must alert a CS 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 CS official, but not to exceed a few minutes.

If the CS official determines that the identified player or team is not able to continue playing within 10 minutes, then the identified player's team shall forfeit the game unless a CS official, in his/her discretion, determines that the game is subject to an Awarded Game Victory (see Section 8.5).

9.2.3 Resuming the Game. Players are not permitted to restart the game after a pause. After clearance from a CS 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 unpaused the game.

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

9.2.5 Player Communication During Stoppage of Play In Live Studio Matches. For the fairness of all competing teams, players are not allowed to communicate to each other during a game pause in live studio matches. 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.

9.3 Game Restart

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

9.3.1 Restarts Before GOR. The following are examples of situations in which a game may be restarted if GOR has not been established.

9.3.1.1 If a CS 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).

9.3.2 Restarts After GOR. The following are examples of situations in which a game may be restarted after GOR has been established.

- 9.3.2.1** If a game experiences a critical bug at any point during the match which significantly alters game stats or gameplay mechanics.
- 9.3.2.2** If a CS official determines that there are environmental conditions which are unfair (e.g. excessive noise, hostile weather, unacceptable safety risks).

9.3.3 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 at a live event become untenable then a restart may occur.

Certain circumstances must be met before a restart may occur. CS officials must determine that the bug is critical and verifiable. For the bug to be considered critical, the bug must significantly 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 CS officials. In order for a bug to be considered verifiable, the bug must be conclusively present and not possibly 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 CS 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 9.4. An exception to Rule 9.4 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) or prohibited (i.e. the purchase of items).

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, CS 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.

This section is applicable if the pause is directed as per Section 9.2.1 and does not limit the ability of a CS official to institute a restart.

9.3.4 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 CS officials shall not retain any settings.

9.3.5 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. For the avoidance of doubt, incorrect runes or masteries is not grounds for a remake.

9.4 Awarded Game Victory

In the event of a technical difficulty which leads CS officials to declare a restart, the CS 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), CS 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.

9.4.1 Gold Differential. The difference in gold between the teams is more than 33%.

9.4.2 Remaining Turret Differential. The difference in the number of remaining turrets between the teams is more than seven (7).

9.4.3 Remaining Inhibitor Differential. The difference in the number of standing inhibitors between the teams is more than two (2).

9.4.4 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.

10. Player Conduct

10.1 Competition Conduct

10.1.1 Unfair Play. The following actions will be considered unfair play and will be subject to penalties at the discretion of CS officials.

10.1.1.1 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:

10.1.1.1.1 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.

10.1.1.1.2 Pre-arranging to split prize money and/or any other form of compensation.

10.1.1.1.3 Sending or receiving signals, electronic or otherwise, from a confederate to/from a player.

10.1.1.1.4 Deliberately losing a game for compensation, or for any other reason, or attempting to induce another player to do so.

10.1.1.2 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.

10.1.1.3 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 CS officials, is not functioning as intended.

10.1.1.4 Spectator Monitors. Looking at or attempting to look at spectator monitors.

10.1.1.5 Ringing. Playing under another player's account or soliciting, inducing, encouraging or directing someone else to play under another player's account.

10.1.1.6 Cheating Device. The use of any kind of cheating device and/or cheat program.

10.1.1.7 Intentional Disconnection. An intentional disconnection without a proper and explicitly-stated reason (e.g. rage quit).

10.1.1.8 CS Discretion. Any other further act, failure to act, or behavior which, in the sole judgment of CS officials, violates these Rules

and/or the standards of integrity established by CS for competitive game play.

10.1.2 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 CS or its contractors to post, transmit, disseminate or otherwise make available any such prohibited communications. A Team Member may not use this type of language on social media or during any public facing events such as streaming.

10.1.3 Disruptive Behavior / Insults. A Team Member may not take any action or perform any gesture directed at an opposing Team Member, fan, or official, or incite any other individual(s) to do the same, which is insulting, mocking, disruptive or antagonistic.

10.1.4 Abusive Behavior. Abuse of CS 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.

10.1.5 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 CS studio personnel.

10.1.6 Unauthorized Communications. All mobile phones, tablets, and other voice-enabled and/or "ringing" electronic devices must be removed from the play area before the game. Players may not text/email or use social media while in the match area. Any communication via any form of social media platform during the broadcast will be considered unauthorized communication. During the match, communication by a Starter shall be limited to the players on the Starter's team.

10.1.7 Apparel. Team Members may wear apparel with multiple logos, patches, or promotional language. CS reserves the right at all times to impose a ban on objectionable or offensive apparel:

- 10.1.7.1** Containing any false, unsubstantiated, or unwarranted claims for any product or service, or testimonials, that CS, in its sole and absolute discretion, considers unethical.
- 10.1.7.2** Advertising any non-"over the counter" drug, tobacco product, firearm, handgun, or ammunition.
- 10.1.7.3** Containing any material constituting or relating to any activities which are illegal in any CS region, including but not limited to, a lottery or an enterprise, service or product that abets, assists, or promotes gambling.
- 10.1.7.4** 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.
- 10.1.7.5** Advertising any pornographic website or pornographic products.
- 10.1.7.6** 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 CS or its affiliates to, any claim of infringement, misappropriation, or other form of unfair competition.
- 10.1.7.7** Disparaging or libeling any opposing team or player or any other person, entity, or product.
- 10.1.7.8** The CS 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.

10.1.8 Identity. A player may not cover his or her face or attempt to conceal his or her identity from CS officials. CS 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 CS officials.

10.2 Unprofessional Behavior

10.2.1 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.

10.2.2 Harassment. 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.

10.2.3 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.

10.2.4 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.

10.2.5 Statements Regarding CS, 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 CS, Riot Games or its affiliates, or League of Legends, as determined in the sole and absolute discretion of CS.

10.2.6 Tribunal Punishment. If a Team Member is found guilty and punished by the Riot Tribunal, CS officials may assign an additional competition penalty at their sole discretion.

10.2.7 Player Behavior Investigation. If CS or Riot determines that a Team or Team Member has violated the Summoner's Code, the LoL Terms of Service, or other rules of LoL, CS officials may assign penalties at their sole discretion. If a CS official contacts a Team Member to discuss the investigation, the Team Member is obligated to tell the truth. If a Team Member lies to a CS official creating obstruction of the investigation then the Team is subject to punishment.

10.2.8 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.

10.2.9 Confidentiality. A Team Member may not disclose any confidential information provided by CS or any affiliate of Riot Games, by any method of communication, including all social media channels.

10.2.10 Bribery. No Team Member may offer any gift or reward to a player, coach, manager, CS official, Riot Games employee, or person

connected with or employed by another CS team for services promised, rendered, or to be rendered in defeating or attempting to defeat a competing team.

10.2.11 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.

10.2.12 No Poaching or tampering. No Team Member or Affiliate of a team may solicit, lure, or make an offer of employment to any Team Member who is signed to any LCS team, nor encourage any such Team Member to breach or otherwise terminate a contract with said LCS team. Violations of this rule shall be subject to penalties, at the discretion of LCS and/or CS officials. To inquire about the status of a Team Member 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 CS officials before being able to discuss the contract with a player.

Contracts for players can be found on the Global Contract Database found here: http://www.lolesports.com/en_US/na-lcs/na_2016_spring/about

10.2.13 Non-Compliance. No Team Member may refuse or fail to apply the instructions or decisions of CS officials.

10.2.14 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.

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

10.3 Association with Gambling

No Team Member or CS official may take part, either directly or indirectly, in betting or gambling on any results of any League of Legends tournament or match globally.

10.4 Subjection to Penalty

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

10.5 Penalties

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

10.5.1 Verbal Warning(s)

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

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

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

10.5.5 Game Forfeiture(s)

10.5.6 Match Forfeiture(s)

10.5.7 Suspension(s)

10.5.8 Disqualification(s)

Repeated infractions are subject to escalating penalties, up to, and including, disqualification from future participation in CS. It should be noted that penalties may not always be imposed in a successive manner. CS, 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 CS.

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

CS Officials reserve the right to lower a minimum fine for minor infractions to ensure commensurate punishment against smaller team payments.

10.6 Right to Publish

CS 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.

11. Spirit of the Rules

11.1 Finality of Decisions

All decisions regarding the interpretation of these rules, player eligibility, scheduling and staging of the CS, and penalties for misconduct, lie solely with CS, the decisions of which are final. CS 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.

11.2 Rule Changes

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

11.3 Best Interests of the CS

CS officials at all times may act with the necessary authority to preserve the best interests of the CS. This power is not constrained by lack of specific language in this document. CS 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 CS.

* * *

Challenger Series Official Rules

Exhibit A

FREE AGENT SIGNING APPROVAL REQUEST FORM			
CS Reference Number	Requested By (Last Name, First Name)	Date Requested	
Free Agent Description			
Player Name and Position	Current Status	Future Status Starter/Reserve	Requested Effective Date
Player 1:	Free Agent	<input type="checkbox"/> S <input type="checkbox"/> R	
Player 2:	Free Agent	<input type="checkbox"/> S <input type="checkbox"/> R	
Player 3:	Free Agent	<input type="checkbox"/> S <input type="checkbox"/> R	
Player 4:	Free Agent	<input type="checkbox"/> S <input type="checkbox"/> R	
Player 5:	Free Agent	<input type="checkbox"/> S <input type="checkbox"/> R	
Captain			
Captain Name	Team Name	Mobile Phone	Email Address
CAPTAIN:			
Signoffs			
Player Name	Does Player's Previous Team Have Approval Rights Over the Signing of this Free Agent? (Player is an RFA)	Has Player's Previous Team Approved the Signing?	
Player 1:	<input type="checkbox"/> Yes <input type="checkbox"/> No	<input type="checkbox"/> Yes <input type="checkbox"/> No <input type="checkbox"/> N/A	
Player 2:	<input type="checkbox"/> Yes <input type="checkbox"/> No	<input type="checkbox"/> Yes <input type="checkbox"/> No <input type="checkbox"/> N/A	
Player 3:	<input type="checkbox"/> Yes <input type="checkbox"/> No	<input type="checkbox"/> Yes <input type="checkbox"/> No <input type="checkbox"/> N/A	
Player 4:	<input type="checkbox"/> Yes <input type="checkbox"/> No	<input type="checkbox"/> Yes <input type="checkbox"/> No <input type="checkbox"/> N/A	
Player 5:	<input type="checkbox"/> Yes <input type="checkbox"/> No	<input type="checkbox"/> Yes <input type="checkbox"/> No <input type="checkbox"/> N/A	
Request Resolution (to be completed by CS)			
Substitution Request Decision <input type="checkbox"/> Approved <input type="checkbox"/> Denied		Decision Date	Effective Date
Decision Made By (name)		Reason for Decision (if denied)	
Other Terms and Conditions			
<p>League of Legends Challenger Series ("CS") has established rules for the competitive play for League of Legends ("LoL"). Standardized rules benefit all parties who are involved in commercial activities relating to LoL, including the teams, players and Captains referenced above. The Captain signing below recognizes and agrees that the benefits that accrue from standardized rules only arise if all entities involved in commercial activities relating to competitive play of LoL agree to abide by these rules. Each Captain further recognizes and agrees that CS and its affiliates do not establish the terms of player employment and do not restrict competition for players. This Free Agent Signing Approval Request Form is designed solely to ensure the integrity of the system established by CS for competitive play of LoL and competitive balance among the teams.</p>			
Authorized Signature of Captain and Free Agents			
<p><i>Captain, by signing below, confirms that the proposed Free Agent signing transaction specified in this Free Agent Signing Approval Request Form complies with the terms and conditions of the League of Legends Challenger Series Official Rules, any agreements between the teams and players identified above, and applicable law.</i></p>			
CAPTAIN Authorized Signature: _____ Name (printed): _____ Team Name (printed): _____	Player 1 Authorized Signature: _____ Name (printed): _____		
Player 2 Authorized Signature: _____ Name (printed): _____	Player 3 Authorized Signature: _____ Name (printed): _____		
Player 4 Authorized Signature: _____ Name (printed): _____	Player 5 Authorized Signature: _____ Name (printed): _____		