

Version 1.1	Version 1.0
[Throughout the Document] Minor clarifications, corrections and language clean-ups.	
Removed	2.1.3 An organization may own one EU LCS Team and/or one EU CS Team.
2.1.3 For the 2018 Spring Split: No Team Manager/Member of a Team who played in the EU LCS and/or any aspect of the Challenger Series (including play-in) may purchase or otherwise attempt to own/control another Team in the Challenger Series or the Promotion Tournament without a complete LCS Split having taken place since their last point of participation in the LCS or Challenger Series.	
3.2.2 A Team will be allowed a Roster of six Players as their Play-Offs-Roster. Additionally, a Team is required to maintain a Seventh Player if the Team's Starting Line-up is comprised of three Residents and two Non-Residents and the Team's Substitute is a Non-Resident. This Seventh Player cannot be moved to the Starting Line-up unless another Player becomes unable to play. If a Player is replaced by the Seventh Player that Player will be ineligible to play for the rest of Play-Offs.	3.2.2 A Team will be allowed a Roster of six Players as their Play-Offs-Roster barring any extenuating circumstances. The six Players will be locked at the beginning of Play-Offs.
3.2.7 All Players on a Team's Roster must have held a peak rating of Diamond 3 or above in 5v5 Summoner's Rift Ranked Solo/Duo or Ranked Flex within the last year.	3.2.7. All Players on a Team's roster must have held a peak rating of Diamond 3 or above within the last year.

<p>3.6.2 If there are multiple claims for a single slot in the Challenger Series Qualifier or the Challenger Series, the slot is held by the Team which can field the higher number of Starters from the qualifying Roster. If the number of Starters is equal between those Teams, the Team with the higher amount of Substitutes from the qualifying Roster will be granted the slot. If the number of Substitutes is also equal, the total amount of Games all Players played in the respective qualifying event will be the tie-breaker.</p>	
<p>3.7.5 Players who have played in any aspect of a Professional or Semi-Professional League in the most recent Split cannot enter into any new oral or verbal commitment, financial arrangement, or contractual arrangement before the Global Contract Window opens with any Organization owning a Professional or Semi-Professional Team if that commitment extends past the Global Contract Window, or otherwise impacts the Player's status as a Free Agent once the Global Contract Window opens, before the Global Contract Window has opened.</p>	
<p>3.7.6 As an exception to the Free Agency restrictions Teams are able to sign Players to their Reserve Roster between the Spring Split Free Agent Signing Deadline and the Summer Split Free Agent Signing Opening. Players who are added to a Team's Roster in this timeframe are ineligible to play for the Team until the Summer Split Free Agent Signing Opening.</p>	

<p>3.9.4 A Player may be loaned from one Roster to another using the designated loan form. If any Player has played in four LCS Matches, that Player will have a one-week cool-down period before being allowed to participate in a Challenger Series Match. If a Player has played in more than eight LCS Matches, then that Player will no longer be allowed to compete in the Challenger Series for the remainder of the current Split. Loaned Players have to be allocated to one Roster at the time of the Free Agent Signing Deadline and can only count for one Team at all times in regard to fulfilling the minimum Roster requirements.</p>	<p>3.9.4 A Player may be loaned from one roster to another using the designated loan form. If any Player has played in four LCS Matches, that Player will have a one-week cooldown period before being allowed to participate in a Challenger Series Match. If a Player has played in more than eight LCS Matches, then that Player will no longer be allowed to compete in the Challenger Series for the remainder of the current Split. Loaned Players have to be allocated to one Roster at the time of the signing deadline.</p>
<p>4.3.5 For LCS: Teams are prohibited from sponsoring another Team, Team Manager or Team Member in a Professional Esports League or in the EU CS.</p>	
<p>4.3.6 For CS: Teams are prohibited from sponsoring another Team, Team Manager or Team Member in the EU CS or EU LCS.</p>	
<p>6.3.1 This phase consists of a three-round single-elimination tournament among the top three Teams of each group from the Regular Season, seeded according to their Regular Season standings. The tournament will feature a third-place Match.</p>	<p>6.3.1 This phase consists of a three-round single-elimination tournament among the top three Teams of each group from the Regular Season, seeded according to their Regular Season standings.</p>
<p>6.3.2 In the quarter-final round the #2 seed of one group will face the #3 seed of the other group. The Team which won the head-to-head between the #2 seeds will play the first quarter-final.</p>	<p>6.3.2 In the quarter-final round the #2 seed of one group will face the #3 seed of the other group.</p>

<p>6.3.3 In the semi-final round match-ups will be re-seeded to create Matches between Teams who did not play in the same group during the Regular Season. If the #2 seed and #3 seed of the same group advance to the semi-final round, the #2 seed of that group will face the #1 seed of the other group. The Team which won the head-to-head between the #1 seeds will play the first semi-final.</p>	<p>6.3.3 In the semi-final round match-ups will be re-seeded to create Matches between Teams who did not play in the same group during the Regular Season. If the #2 seed and #3 seed of the same group advance to the semi-final round, the #2 seed of that group will face the #1 seed of the other group.</p>
<p>Removed</p>	<p>6.9.4 An LCS Team cannot pick their CS Team of the same Organization as their first opponent in the Promotion Tournament.</p>
<p>6.9.5 In the Promotion Tournament the higher seed will have side selection for odd-numbered Games, while the lower seed will have side selection for even-numbered Games. For the purpose of this rule the LCS Teams are considered higher seed than the CS Teams and the seeding between the both CS and LCS Teams will be determined by their Regular Season ranking.</p>	
<p>6.10.10 Tiebreaker-games will not be played if their outcome will not have any competitive implications.</p>	
<p>7.4.1 The competitive patch will be updated a full calendar week after its release onto the live server. A patch will not be implemented if a game-week or a Play-offs round has started.</p>	<p>7.4.1 For LCS: The competitive patch will be updated a full calendar week after its release onto the live server. A patch will not be implemented if a game-week or a Play-offs round has started.</p> <p>7.4.2 For CS: The competitive patch will be updated three days after its release onto the live server. A patch will not be implemented if a game-week or a Play-offs round has started.</p>
<p>7.4.2 Champions who have not been available on the live server for more than one week will be automatically restricted. A Champion will not be made available if a game-week has started. Champions that have undergone reworks will be enabled at the sole discretion of the League. Champions or Champion-reworks released on the Patch utilized during Play-offs will be restricted, even if that Patch is also utilized during the Regular Season.</p>	<p>7.4.3 Champions who have not been available on the live server for more than one week will be automatically restricted. A Champion will not be made available if a game-week has started. Champions that have undergone reworks will be enabled at the sole discretion of the League. Champions or Champion reworks released on the Play-offs patch will be restricted.</p>

7.9.4 Minor Player illness, injury, or disability is not an acceptable reason for a Player pause. In the case of an underlying and/or pre-declared medical condition the Player may however inform a League Official prior to the Match, who may then grant a pause during the Match in order to evaluate the issue and to determine whether the Player is ready, willing, and able to continue playing within a reasonable period of time, as determined by the League Official, but not to exceed a few minutes. If the League Official determines that the Player is not able to continue playing within such reasonable period of time, then the Player's Team shall forfeit the Game unless a League Official determines that the Game is subject to an Awarded Game Victory at the League's discretion.

7.9.4 Player illness, injury, or disability is not an acceptable reason for a Player pause. In such a situation, the Team must notify a League Official, who may grant a pause in order to evaluate the issue and to determine whether the Player is ready, willing, and able to continue playing within a reasonable period of time, as determined by the League Official, but not to exceed a few minutes. If the League Official determines that the Player is not able to continue playing within such reasonable period of time, then the Player's Team shall forfeit the Game unless a League Official determines that the Game is subject to an Awarded Game Victory at the League's discretion.

7.10.5 If League Officials determine that the bug is critical and verifiable and that the Player(s) followed the pause protocol, then all critically disadvantaged Teams will be presented with the option of initiating the restart protocol.

If at least one Team accepts, the restart protocol will be initiated, which includes the utilization of the Deterministic Disaster Recovery Tool to attempt to recover the Game and a potential restart if the recovery attempt fails.

If the Deterministic Disaster Recovery Tool is able to recover the Game, then a point prior to the bug will be selected by the League Officials. The League Officials will attempt to find an appropriate "dead ball" state prior to the bug occurring. A "dead ball" state is a point in the Game when neither Team is heavily engaged on each other, although some minor engagement may still constitute a "dead ball" state. If League Officials determine an appropriate "dead ball" state does not exist, Players may still be placed back to a recovered spot prior to the bug occurring.

If the Deterministic Disaster Recovery Tool is not able to recover the Game, then the Game will immediately be restarted. If the restart occurred due to a Champion bug, 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 Gameplay Element which can be fully removed (i.e. a Skin which can be disabled).

7.10.5 If League 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. If the restart occurred due to a Champion bug, 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 Gameplay Element that can be fully removed (i.e. a Skin that can be disabled).