

EUROPEAN MASTERS
RULEBOOK



— PRESENTED BY —



1 Residency & Eligibility

To be eligible to compete in the European Masters (“EM”), each Player must satisfy all of the following:

1.1. Age

No player shall be considered eligible to participate in any European Regional League or European Masters Match before having lived 16 full years. Anyone not having lived 18 full years must have signed permission from a legal guardian to participate in the tournament.

1.2 Residency

Players must prove residency by submitting documentary evidence of eligibility to their respective European Regional League (“ERL”), or the EM officials.

At least three out of the five players on the starting Line-up of a Team are required to be Residents of Europe, including all substitutes associated with their Team. “Europe” is defined as the 47 member states of the Council of Europe, as set forth on <http://hub.coe.int/>, with the exception of Turkey, CIS nations and any country with a dedicated server.

1.3 Work Eligibility

Players must prove that they are work-eligible in their respective host country. For EU states this requirement means the following:

- For EU citizens, they must provide a photo or copy of their passport or state issued identity card;
- For EEA, ensure no additional visas are required.

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

1.4 Player Eligibility

Players must only be competing in one European Regional League (ERL) at a time. If a player has participated in more than 50% of the matches in an ERL regular split, they will be considered locked into that League.

Players that are locked into a League may transfer freely in between splits.

1.5 No Riot or ESL Employees

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

2 Ownership

2.1 Ownership Restrictions

In order to preserve the integrity of official EM play, Teams/Organisations will be prohibited from owning multiple Teams across all European Regional Leagues. Ownership of multiple Teams in any given ERL is forbidden. Additionally, rebranding a Team to use the name and/or logo of any ERL Team that has competed in the most recent split will not be allowed.

Teams/Organisations are only allowed to participate in one ERL per split and will have a one split cooldown if they choose to move to another ERL.

Changes in ownership, rebranding and sponsors with naming rights may only occur after the completion of the EM.

2.2 Recognition of Ownership

Ownership of a Team competing in an ERL or EM should be clearly indicated by the starters of the Team.

The EM officials shall have the right to make final and binding determinations regarding Team ownership, issues relating to the multiple Team restriction and other relationships that may otherwise have an adverse impact on the competitive integrity of the EM.

3 Rosters

3.1 Roster Continuity

An EM Team must retain at least three players from the active roster that played in their respective ERL Finals in order to claim any slot in the EM competition.

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

3.2 Professional Players

Players in any premier regional league (EU LCS, LCK, LPL etc.) may engage in an ERL only if the player participating has consent from his parent team. If a Player in a premier regional league has played in ten or more matches at any point in the most recent split, that player is restricted from playing in an ERL and the EM for the remainder of the current EM/ERL split.

Current starters in any premier regional league (EU LCS, LCK, LPL etc.) are strictly forbidden from engaging in the European Regional Leagues and the EM.

3.3 Roster Requirements

Each Team is required to maintain, at all time during the EM, five players in the starting lineup, one substitute player and a head coach.

At least three out of the five players on the starting Line-up of a Team are required to be Residents of Europe. The substitute is also required to be a Resident of Europe.

A Player is only allowed to compete for the one Team the Player qualified with. A Player will not be allowed to compete for more than one Organization simultaneously and cannot be listed on the Roster of more than one Team. A Player cannot have a contractual or financial arrangement with another Team participating in the EM or any ERL unless explicitly allowed by EM officials in writing.

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.

In the case of extenuating circumstances, such as temporary visa issues or a competitive suspension, the roster requirements may be waived temporarily. Grant of this waiver is at the sole discretion of the EM officials.

3.4 Roster Submission

At a time designated by the EM officials before the start of the EM competition, each Team must submit their Roster to the EM officials, assigning five starters, at least one substitute player and a head coach. In the event that a team selects to modify the starting lineup, the request must be submitted in advance of any proposed effective date of any such change, at the earliest possible date and time.

Play-in Roster Lock: 9.09.2018, 23:59 / Group Stage Roster Lock: 15.09.2018, 23:59

Requests to modify a starting lineup for the team's first match on the first day of the EM Play-In stage may not be submitted any later than September 10th at 16:00 CEST. Requests must be made by the designated Team Captain or Manager. Requests to modify a starting lineup for a team's first match on any other day of that stage must be submitted no later than an hour after the conclusion of the broadcast unless it is the completion of the week.

For the EM Play-In Knockout Stage, teams must submit any changes to their starting lineup 15 minutes prior to their match on September 14th

For the EM Group Stage, requests to modify a starting lineup for the team's first match on the first day may not be submitted any later than September 17th at 16:00 CEST. Requests must be made by the designated Team Captain or Manager. Requests to modify a starting lineup for a team's first match on any other day of that stage must be submitted no later than an hour after the conclusion of the broadcast unless it is the completion of the week.

For the EM Knockout Stage, team must submit rosters for their first game by September 22nd at 16:00 CEST. For the Finals teams, roster must be submitted for their first game by September 28th at 23:59 CEST.

The Submission must also include all personal information requested about the Team and Team Members by the EM officials. This shall include the Team Members' In-Game Name (along with desired spelling and capitalization thereof).

3.5 Substitutions

If a team wishes to substitute players after the team's first match on a given day, those substitutions must be declared to the head referee or admin before the start of the next game, as defined as the start of the pick/ban process. To be clear, the next scheduled game means the next game scheduled to be broadcast, not the next game scheduled for the team wishing to make the change.

A team may substitute a player within a match. The team must notify an EM Official and have the substitution approved immediately following the previous game, no later than 5 minutes after the explosion of the nexus. For example, if a team wishes to substitute a player in for game 2, then a member of the team must notify an EM Official no later than 5 minutes following game 1.

Player substitutions have to result in Teams having eligible Rosters.

3.6 Summoner Names

Summoner Names may include upper-case letters, lower-case letters, digits, underscores, or single spaces between words only. Summoner Names must not exceed 12 characters including spaces. No additional special characters will be allowed for team names, Summoner Names, or tags. Summoner Names and team names may not contain: vulgarities or obscenities; League of Legends Champion derivatives or other similar character names; or derivatives of products or services that may create confusion.

Teams will be permitted a team tag of 2-3 characters to be added to the front of each Player's Summoner Name on the Tournament Realm. These team tags must be a combination of uppercase letters and/or digits. Team tags must be unique globally.

All team tags, team names and Summoner Names must be approved by the EM Officials in advance of use in play. Name changes must be approved by EM Officials prior to use in-game. Any cosmetic change to team tags, team names, etc. must be made 72 hours in advance of the team's first official match. The EM officials reserve the right to deny a team name if it does not reflect the professional standards sought by the EM and the Team will be required to change their name. If a name is not provided within reasonable time, EM Officials reserve the right to force a name upon a team.

4 Prizing

4.1 Event Prize

The total prize pool for the event is €150,000. The distribution is as follows (per team):

1st	2nd	3rd/4th	5th - 8th	9th - 12th	13th - 16th
€40,000	€25,000	€13,500	€8,000	€4,000	€2,500

4.2 Sponsors

No Team must have an agreement with a sponsor which may be objectionable or offensive. Examples noted in section 8.2.

No person or entity may hold the naming rights to more than one Team at a time. A sponsor which holds naming rights to a Team may not sponsor other Teams participating in the EM in any capacity. No person or entity acting as an owner, partial or total, or as a corporate officer for one Organization may sponsor a Team of a different Organization through themselves, a direct connection, another Organization they represent, or a proxy.

5 Additional Provisions

5.1 Publishing

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

5.2 Finality of Decisions

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

5.3 Right of Modification

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

6 Format

6.1 EM Play-In Stage

- The EM Play-in Stage will be played across a single round robin group of 7 teams. Games are played as best of one's with the top team in the group progressing to the EM Group Stage. 2nd down to 5th teams will advance to the Play-In Knockout Stage.

6.2 EM Play-In Knockout Stage

- In the EM Play-in Knockout Stage the team finishing second shall play a best of one against the team finishing in fifth place and the team finishing third shall play a best of one against the team finishing in fourth place.

6.3 EM Group Stage & Group Draw Procedure

- The three teams advancing from the Play-In Stage will join the 13 pre-qualified teams in the Group Stage. These 16 teams will be split into four groups of four teams.
- Each group will play a single round robin, games will be played as best of one's. The top two teams from each group will advance to the European Masters Knockout Stage.
- Groups will be randomly drawn according to the following rules:
 - Qualified teams will be split into 2 Pools:
 - Pool 1: Poland, Spain, France, UK, Germany, Balkans, Nordics
 - Pool 2 Portugal, Italy, Greece, Czechia & Slovakia, Baltics, Benelux, EM Play-in #1, EM Play-in #2, EM Play-in #3
 - Poland as a the highest seed from previous European Masters Season and host country cannot be in group with other Pool 1 Teams and will be placed in Group A.
 - No group can have more than one team from the same region.
 - The draw begins with the seeds physically separated into two bowls by Pool.
 - The groups are arranged in alphabetical order from left to right - A, B, C, and D.
 - Poland will be placed in Group A.
 - First, all of the seeds from Pool 1 are drawn randomly.
 - When a seed is drawn, it is placed into the next group available in alphabetical order so long as that would not render the draw invalid at any future point by preventing another seed from being placed in a valid spot.
 - Next, all of the seeds from Pool 2 are drawn randomly.

6.3 EM Knockout Stage

- The top two teams from each group will be seeded into a single elimination bracket in the following way:
 - Quarterfinal 1 - 1st A vs 2nd D
 - Quarterfinal 2 - 1st B vs 2nd C
 - Quarterfinal 3 - 1st C vs 2nd B
 - Quarterfinal 4 - 1st D vs 2nd A
- Games in the knockout stage will be played as best of three's, with the four teams in the Semi-Finals advancing to the EM Live Finals.

6.4 EM Live Finals

- The Semifinals and Grand Final will be played as best of three and best of five respectively.
- The Semifinals pairs will be created as follows:
 - Semifinal 1 - Q1 Winner vs Q2 Winner
 - Semifinal 2 - Q3 Winner vs Q4 Winner
- The two winners of the Semi-Finals will meet in the Grand Final.

6.5 Tiebreakers

- In the Play-in Stage, ties will be broken in the following way:
 - In the event that two Teams are tied in the standings at the conclusion of the Play-ins, the tie will be broken by their head-to-head record.
 - If three or more Teams are tied, the head-to-head record of all Teams against all other Teams involved in the tiebreaker will be considered. If one or more Teams have won/lost more than 50% of the Matches in aggregate against every Team in the tiebreaker, they are automatically granted the higher/lower place(s) available in the tiebreaker, and a new tiebreaker is declared amongst the remaining Teams.
 - If the Teams have an identical amount of Games won, the team with lower Victory Time is automatically granted the higher place.
 - Victory Time is the time it took a Team to win their Games in aggregate against all other Teams in the tiebreaker.
- Tiebreaker games will not be played if their outcome will not have any competitive implications.
- In the Group Stage, ties will be broken in the following way:
 - Head-to-head record
 - Record against teams ranked higher in the group
 - Tiebreaker Bo1 between all teams involved in the tie after the above Tiebreakers have been applied.
- If the Tiebreaker Bo1(s) do not resolve the tie, lower Victory Time from these Tiebreaker Bo1s serve as the final tiebreaker.

7 Submission of Side Selection

7.1 Play-In Group & KO Stage

Side selection for the Play-In Stage will be randomized by EM officials.

7.3 Group Stage

Side selection for the Group Stage will be randomized by EM officials.

7.4 Knockout Stage

The higher seed in each matchup will have side selection. If both teams have the same seed, the right for side selection will be determined by the lower Victory Time across all Knockout stage games.

For Best-of-Three and Best-of-Five matches, the higher seed or team with lower Victory Time will have side selection for odd-numbered games, while the lower seed or team with higher Victory Time will have side selection for even numbered games.

8 Match Process

8.1 Equipment

For all online matches, Players will be expected to provide all of their own equipment. This includes, but is not limited to: computers, keyboards, mice, and voice programs. As the Matches will not be played on an offline server, Players will also need to account for their own DDOS and other computer protection. Exclusive responsibility for protection will fall upon the Players and Teams. Additionally, the stability of the Player's hardware and internet connection are the responsibility of the Player. In the event that a Game is played on the live server and not the Tournament Realm both Teams will be required to use the default skins for their selected Champions

For all offline matches, EM Officials will provide and Players will exclusively use the following equipment: (1) PC & monitor; (2) headsets and/or microphones; (3) table & chair. A limited supply of in-ear headphones will also be available.

Players will be expected to provide the following equipment and use it during on-site Matches: (1) PC keyboards; (2) PC mice; (3) PC mouse pads; (4) In-ear headphones.

EM Officials may disallow use of specific equipment at their sole discretion for reasons relating to tournament security, safety, operational efficiency/effectiveness or if the equipment features a company or brand competing with Riot Games, ESL or League of Legends.

Players are prohibited from installing their own programs and must use only the programs provided by the EM Officials on-site, unless explicitly allowed by an EM Official.

8.2 Clothing & Apparel

Players must wear official Team uniforms during all on-site Matches and pre/post-match interviews. During the online stages, post-match interviews will be conducted and Team apparel is preferred, however it is not essential.

All Players on the Starting Line-up must wear closed-toe shoes and matching jerseys & pants. The attire will require approval from the EM officials.

No other apparel may be worn over the jersey on stage, other than official team hoodies. All Team apparel must have the same design.

Team Members may wear apparel with multiple logos, patches or promotional language. All decisions in regard to apparel are at the sole discretion of EM officials. Objectionable or offensive examples below are listed for illustrative purposes only:

- Containing any false, unsubstantiated, or unwarranted claims for any product or service, or testimonials, the EM officials consider unethical.
- Advertising any non-"over the counter" drug, tobacco product, firearm, handgun or ammunition.

- Containing any material constituting or relating to any activities which are illegal in any League region, including but not limited to, a lottery or an enterprise, service or product that abets, assists or promotes gambling.
- 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.
- Advertising any pornographic website or pornographic products.
- Containing any trademark, copyrighted material or other element of intellectual property that is used without the owner's consent or that may give rise to, or subject the EM or its affiliates to, any claim of infringement, misappropriation, or other form of unfair competition.
- Disparaging or libeling any opposing Team or Player or any other person, entity or product.
- Hats are not allowed.
- A Player may not cover their face or attempt to conceal his or her identity from EM Officials. EM 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 EM Officials.
- EM Officials reserve the right to refuse entry or continued participation in the competition to any Team Member who does not comply with the apparel rules
- Headphones must be placed directly on a Player's ears, and must remain there for the duration of the Game. Players shall not obstruct the placement of headphones by any method. This includes placing any item, excluding glasses, between the headphones and the Player's ears

8.3 Tournament Realm Accounts

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

8.4 Patch

The EM will be played on the 8.17 patch for the entirety of the tournament.

Champions who have not been available on the live service for more than one week will be automatically restricted. Champions that have undergone reworks will be subject to the EM Officials' discretion. A list of restricted champions will be provided to the team before the event

Matches during the EM will be played on the respective patch available on the Live Server, once a sufficient testing period has occurred. Changes to the competitive patch and champion availability will be at the sole discretion of the EM officials:

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.

Champions which 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 EM officials. Champions or Champion-reworks released on the Patch utilized during Play-offs will be restricted, even if that Patch is also utilized during the earlier stages of the EM competition.

8.5 Match Area

Access for Teams to the restricted areas of venues for Matches is restricted to the Team only, unless otherwise approved by the EM Officials. Permission to attend EM Matches is solely at the discretion of the EM Officials.

Team Managers are not allowed in the Match Area during the Match. They may be in the Match Area during the Match preparation process but must leave prior to the Pick-&-Ban Phase.

Players are not allowed to have wireless devices in the Match Area. the EM Officials will collect such devices in the Match Area and return them at the end of the Match (e.g. Phones, Watches etc.).

Players must sit in the order in which they will join the game-lobby: Top, Jungle, Mid, ADC, Support. This order should be considered from the vantage point of a viewer facing the Players, and read from left to right.

No food is allowed in the Match Area. Drinks may be permitted if EM Officials provided re-sealable containers.

The warm-up area will consist of a single room for all four teams. In each partition there will be five PCs for the players and no additional units available for substitutes, coaches or managers. Only the 8 members associated with each team will be allowed access to the warm-up area, unless permission is granted by an EM official.

Access to other areas within the venue may be granted by the EM Officials. Access to these areas is also restricted to Teams and at the EM Officials' discretion.

8.6 Setup Time

Players will have a designated time frame prior to their Match to ensure they are properly prepared. EM Officials will inform Players and Teams of their scheduled preparation time frame as part of their Match schedule. EM 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 EM Official or Referee and accompaniment by another EM Official or Referee. Setup is comprised of the following:

- Ensuring the quality of all equipment
- Connecting and calibrating peripherals
- Ensuring proper function of the voice chat system
- Setting up rune pages

- Adjusting in-game settings
- Limited in-game warm-up

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

If a player encounters any equipment problems during any phase of the setup process, the player must alert and notify an EM official immediately.

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

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

No fewer than ten minutes before the match is scheduled to begin, an EM official will confirm with each player that their setup is complete. 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.

EM officials will decide how the official game lobby will be created. Players will be directed by EM 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 Pick-&-Ban Phase

Once all ten Players have reported to the official game-lobby, an EM Official will request confirmation that both Teams are ready for the Pick-&- Ban Phase. Once both Teams confirm readiness, an EM Official will instruct the game-lobby owner to start the Game. The Head Coach will be granted on-stage access and will be allowed to communicate with the Players during the Pick-&-Ban Phase. The Head Coach will exit the stage to a designated position once the countdown timer has reached five seconds during the Trading Phase.

The Pick-&-Ban Phase will be executed through the Client's Tournament Draft feature. At the discretion of EM Officials the Pick-&-Ban Phase may be recorded and the Game's start aborted.

Game Settings:

- Map: Summoner's Rift
- Team Size: 5
- Allow Spectators: Lobby Only
- Game Type: Tournament Draft

EM Officials may choose to employ either the Tournament Draft feature or a manual draft at their discretion.

Restrictions may be added at any time before or during a Match, if there are known bugs with any Gameplay Elements or for any other reason as determined at the discretion of EM officials.

Draft mode proceeds in a snake draft as follows:

- Blue Team = A; Red Team = B
- Bans: ABABAB
- Picks: ABBAAB
- Bans: BABA
- Picks: BAAB

If a Player selects a Champion by mistake in the Pick-&-Ban Phase, the Player must notify an EM Official before the other Team has locked in their next selection. In this case the Pick-&-Ban Phase will be restarted with the same Picks and Bans up until the mistake occurred and the Player may correct the mistake. In the case the other Team has locked in their next selection, before the Player notifies an EM Official, the Pick-&-Ban Phase will not be restarted and the mistakenly selected Champion stays locked in. Teams must complete all Champion trades before the 20-second mark during the Trading Phase, or will be subject to penalties.

8.8 Game Start

A Game will start immediately after the Pick-&-Ban Phase is complete, unless otherwise stated by an EM Official. At this point, EM Officials will remove any printed materials from the Match Area, including any notes written by Team Members. Players are not allowed to quit a Game after the completion of the Pick-&-Ban Phase.

If there is an error in Game Start or an EM Official decides to separate the Pick-&-Ban Phase and the Game Start, the Blind Pick feature may be used at the discretion of the EM Officials. All Players will select Champions in accordance with the valid completed Champion selections.

If a Bugsplat, disconnect or any other failure occurs which interrupts the loading process and prevents a Player from joining a Game, the Game must be immediately paused until all Players are connected.

Once a Game has reached Game of Record status it is considered official and restarts may only be permitted under limited conditions as defined by the EM officials. Examples of conditions which establish Game of Record include:

Any attack or ability is landed on minions, jungle creeps, structures, or enemy Champions.

Line-of-sight is established between Players on opposing Teams.

Setting foot, establishing vision or targeting skill-shot ability in opponent's jungle by either Team, which includes either leaving the river or entering brush connected to enemy jungle.

Game timer reaches two minutes (02:00).

8.9 Pause

If a Player intentionally disconnects without notifying an EM Official or pausing, the EM Official is not required to enforce a pause. During any pause Players may not leave the Match Area unless authorized by a EM Official.

EM Officials may order or execute a pause of a Game at the sole discretion of the EM Officials.

Players may only pause a Game immediately following any of the events described below, but must notify an EM Official immediately and identify the reason:

- Unintentional Disconnect
- Hardware or software malfunction
- Physical interference

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 an EM 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 EM Official, but not to exceed a few minutes. If the EM 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 an EM Official determines that the Game is subject to an Awarded Game Victory at the EM Officials discretion.

Players are not permitted to resume the Game after a pause. After clearance from an EM Official is issued and all Players are notified and ready, which will be contingent on confirming through in-game chat, the in-client spectators will un-pause the Game.

If a Player pauses or un-pauses a Game without permission from an EM Official, it will be considered unfair play and penalties will be applied at the discretion of the EM Officials.

For the fairness of all competing Teams, Players are not allowed to communicate with each other during a pause. For the avoidance of doubt, Players may communicate to the Referee, but only in order to identify and remedy the cause for the pause. If a pause extends long enough, Referees may, at their discretion, allow Teams to talk before the Game is un-paused, in order to discuss the Game's conditions.

9 Chronobreak

The availability of Chronobreak will be determined at the sole discretion of EM officials, depending on the stage of the competition. Teams will be notified of availability prior to the start of each stage.

9.1 Definitions

Chronobreak is The Deterministic Disaster Recovery Tool.

9.1.1 Bug

An error, flaw, failure or fault that produces an incorrect or unexpected result, or causes a game or hardware device to behave in unintended ways.

9.1.2 Minor Bug

A bug (including a hardware failure) that is, at worst, inconvenient to players. This may include bugs that alter game stats or gameplay mechanics in a manner that, while not optimal, can be played through if necessary. For the absence of doubt, in a case where Chronobreak is not available, these bugs would not result in a remade game.

9.1.3 Play Through Bug

A bug that does not significantly alter the competitive integrity of the game. This may mean that there are mitigation steps available for an otherwise difficult to play around bug (like restarting the game client or computer). Alternatively, this may include situations where the impact of the bug can be mitigated through other in-game functions.

This category also includes bugs provided under the “inform designation” - i.e. those bugs that are provided to teams in advance of games (usually champion, item or environment interactions and persistent effects) for which no Chronobreak or remake will be offered. These effects or interactions cannot be avoided or mitigated through any means other than disabling of the offending champions, skins or items and thus Chronobreak and remakes are not available for these bugs, which must be played through.

9.1.4 Unintentional Hardware Failure

The failure of any piece of hardware, including server failure, monitor or PC failure or player peripheral failure. This does not include any hardware failure that is player induced, including the intentional damage to, or destruction of, a player peripheral, damage to the monitor or a player interfering with a PC. The determination of whether a hardware failure is unintentional is up to the sole discretion of EM officials.

9.1.5 Critical Bug

A bug (including an Unintentional Hardware Failure) that significantly damages a player's ability to compete in the game situation, significantly alters game stats or gameplay mechanics, or a situation in which the external environmental conditions become untenable. The determination of whether the bug has damaged a player's ability to compete is up to the sole discretion of EM officials.

9.1.6 Verifiable Bug

A bug or critical bug that is conclusively present and not attributable to player error. The spectator must be able to replay the instance in question and verify the bug or critical bug.

9.1.7 Terminal Situation

A bug or other circumstance that requires that a game be remade. These circumstances include (i) instances of critical bugs where Chronobreak is unavailable or unable to recover the game; (ii) bugs which cannot be remedied or avoided through the use of Chronobreak, including champion or skin bugs that may require that such champion or skin be disabled; or

(iii) any other instance in the discretion of EM officials where the continuation of the game is untenable (including environmental concerns and catastrophic hardware failure).

9.1.8 “Dead-Ball” State

A point in a game when neither team is heavily engaged with one another, although some minor engagement may still constitute a dead-ball state.

In establishing a dead-ball state, every effort should be made to identify a time as close to the bug instance as possible while providing an approximate 2 second window before a potential engagement in situations where the game was wound back from a point where the teams were engaged. The goal is to locate a point in time where an engagement remains possible, but not inevitable.

A perfect dead-ball state may not exist, and in those situations, the overarching goal of identifying a state in which there is no major engagement as close as possible to the bug instance should be prioritized (for example, going too far back could potentially remove setup a team has done, including wards, lane pressure and flanking).

9.1.9 Cost

Any (i) player deaths; (ii) objectives (tower, inhibitor, dragon, herald or baron) taken that were not otherwise in progress at the dead-ball state (i.e. dragon was pulled or three players on the tower with a minion wave and no opposition); or (iii) ultimate, item or summoner spell usage where such ultimate spell at Rank 1 (regardless of the ultimate rank or cooldown at the time of the bug) or base summoner spell or item (i.e. without cooldown reductions from runes or items) has a cooldown of 110 seconds or longer. An ultimate or summoner spell used, in the opinion of EM officials, outside of normal play patterns for the purpose of triggering a cost under this rule shall not constitute a cost. Other factors such as vision (placed or destroyed wards), minions farmed, etc, while all carrying some value in the game, do not rise to the level of consideration in whether to use Chronobreak.

9.1.10 Prompt Reporting

Once a player is aware of a bug (which, as defined, includes presumed hardware failures), the player is required to pause the game as soon as is practical through one of the methods listed below and alert EM officials as to the bug. These methods are:

- Pausing the game through the /pause command;
- Asking a teammate to pause over audible voice communications;
- Requesting that a referee pause the game.
- For the avoidance of doubt, if a player audibly requests that a referee pause the game, even if the game is not immediately paused, the player will be considered to have requested a pause as soon as is practical. In addition, it may not be practical to cause an immediate pause upon recognizing the bug if, for example, the two teams are engaged with each other. In such cases, EM officials may determine that it was not practical to pause the game until the engagement ended.

9.1.11 Game of Record

A game where all ten players have loaded and which has progressed to a point of meaningful interaction between opposing teams. Once a game attains Game Of Record (“GOR”) status, the period ends in which incidental restarts may be permitted and a game will be considered as “official” from that point onward. Examples of conditions which establish GOR:

- Any attack or ability is landed on minions, jungle creeps, structures, or enemy Champions.
- Setting foot, establishing vision or targeting skillshot ability in opponent’s jungle by either team, which includes either leaving the river or entering brush connected to enemy jungle.
- Game timer reaches two minutes (00:02:00).

9.2 Chronobreak Availability and Use

If a game experiences a bug at any point during the match, EM officials must first determine whether the player followed the pause protocol. If the game was timely paused, EM officials must next determine whether the bug is a verifiable bug. If it is a verifiable bug, EM officials must next determine whether the bug is a minor bug, critical bug or terminal situation.

9.3 Minor Bug

If the bug is a **minor bug** and is not a **play through bug**, EM officials must determine what the appropriate dead-ball state would be and whether there is a cost associated with the use of using Chronobreak to revert to that dead-ball state. If there is a cost associated with the **minor bug**, Chronobreak is not available and players should be instructed to play through the bug.

In the case of a minor bug with no cost, EM officials must determine (i) whether Chronobreak can restore the game; and (ii) whether reverting the game to an earlier state will fix the bug or avoid the trigger condition for the bug. If Chronobreak cannot restore the game or reverting the game to an earlier state will not fix or avoid the bug, or in the case of any **play through bug**, Chronobreak shall not be used and the players will be instructed to play through the bug.

If the EM officials determine to the use of Chronobreak is appropriate, EM officials shall determine whether either or both teams were significantly disadvantaged by the minor bug, and any significantly disadvantaged team will be offered the opportunity to Chronobreak the game, although such team will not be told what dead-ball state will be utilized. If both teams are significantly disadvantaged, either team requesting a Chronobreak will trigger the use of Chronobreak.

If any significantly disadvantaged team requests a Chronobreak, EM officials will utilize Chronobreak to restore the game to the appropriate dead-ball state. If an appropriate dead-ball state does not exist, players may still be placed back to a recovered spot prior to the bug occurring at the discretion of EM officials.

9.4 Critical Bug

In the case of a critical bug (where such critical bug is not a play through bug), EM officials must determine (i) whether Chronobreak can restore the game; and (ii) whether reverting the game to an earlier state will fix the bug or avoid the trigger condition for the bug.

If Chronobreak cannot restore the game, or reverting the game to an earlier state will not fix or avoid the bug, then the bug constitutes a Terminal Situation.

In the case of a critical bug, EM officials will determine whether either or both teams were significantly disadvantaged by the critical bug, and any significantly disadvantaged team will be offered the opportunity to Chronobreak the game, although such team will not be told what dead-ball state will be utilized. If any significantly disadvantaged team requests a Chronobreak, EM officials will attempt to find an appropriate dead-ball state prior to the bug occurring. If an appropriate dead-ball state does not exist, players may still be placed back to a recovered spot prior to the bug occurring at the discretion of EM officials.

9.5 Terminal Situation

In the case of a Terminal Situation, EM officials shall follow the remake procedure (below).

9.5.1 Remakes Before GOR

The following are examples of situations in which a game may be remade if GOR has not been established:

- If a player notices that player's runes or GUI settings have not applied correctly due to a bug between the game lobby and match, player can pause the game to adjust these settings. If the settings cannot be correctly adjusted, then the game may be restarted.
- If EM officials determine that technical difficulties will not allow for the game to resume as normal (including a team's ability to be in proper position for certain game events, such as minion spawn).
- Any circumstance which would permit a restart after GOR.

9.5.2 Restarts After GOR

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

- If a game experiences a Terminal Situation at any point during the match.
- If an EM official determines that there are environmental conditions which are unfair (e.g. excessive noise, fan gank, hostile weather, unacceptable safety risks).

9.5.3 Remake Procedure

9.5.3.1 Terminal Situation

EM officials will determine whether either or both teams were significantly disadvantaged by the bug, and any significantly disadvantaged team will be offered the opportunity to remake the game. If any significantly disadvantaged team accepts a remake, the game will immediately be restarted as per this section. Significant disadvantage is a prerequisite to a remake offer.

9.5.3.1 Controlled Environment

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

9.5.4 Champion and Skin Disables

If the remake occurred due to a champion bug, then settings no longer will be retained (including picks and bans) regardless of Game of Record status and the champion may be made ineligible for at least the remainder of the day's matches unless the bug can be conclusively tied to a specific game element that can be fully removed (i.e. a skin that can be disabled).

9.6 Hardware Malfunction

In the case of any hardware malfunctions, EM officials shall determine whether the hardware malfunction constitutes a minor bug (i.e. a monitor loses power and a player walks directly into an enemy turret), a critical bug (i.e. a keyboard stops working, causing a player death) or a terminal situation (i.e. the game server crashes) and follow the appropriate standard above.

9.7 Reporting Procedure

Any bug that triggers analysis under this rule should be documented by EM Officials in a "Bug Incident Report", including a narrative on the information the team had on hand (i.e. use of ShadowPlay, behavior observed, etc.) and the decision making process.

9.8 EM Discretion

EM officials may utilize Chronobreak at any time or restart any game if EM officials, in their sole and absolute discretion, believe that such an action is necessary to preserve the best interests of the EM. This power is not constrained by the lack of any specific language in this document.

10 Post-Game Process

- EM Officials will confirm and record the Game's result.
- Players will inform EM Officials of any technical issues.
- Referees may log into Player Accounts to join the game-lobby.

EM Officials will inform Players of the remaining time before the next Game's Pick-&-Ban Phase. Pick-&-Ban Phase will commence as scheduled even if a Team is not fully present in the Match Area. If only a single Player of a Team is present when the Pick-&-Ban Phase begins, this Player may determine all Picks and Bans for the Team. If no Player from a Team is present in the Match Area when the Pick-&-Ban Phase begins that Team shall be deemed to have forfeited the Game.

After a Match Players will be informed of any post-match obligations including, but not limited to, media appearances, interviews, or further discussion of any other matters.

11 Scheduling

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

Players participating in the event must arrive on-site no later than the time specified by the EM Officials. Players participating in the online portions of EM must arrive in the game-lobby no later than the time specified by EM Officials.

12 Referees

Referees will oversee the EM Matches, including the following:

- Checking the Team's Starting Line-up before a Match.
- Checking and monitoring Player peripherals and Match Areas.
- Announcing the beginning of a Game.
- Ordering pause/resume during a Game Issuing penalties in response to rule violations during the Match.
- Confirming the end of the Match and its results.

At all times, Referees shall conduct themselves in a professional and impartial manner. No passion or prejudice shall be shown towards any Player, Team, Team Manager, Head Coach or other individual. If a Referee makes an incorrect judgment, the judgment can be subject to reversal. EM Officials, at their discretion, may evaluate the decision during or after the Match to determine if the proper procedure was implemented. If the proper procedure was not followed, EM Officials reserve the right to potentially invalidate the Referee's decision. EM Officials will always maintain final say in all decisions set forth throughout the EM competition.

13 Online Matches

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

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

13.1 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 all their bans 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 game-lobby or Game Start will still subject the Team to the rules set forth in this section.

13.2 Pause Allowance:

Teams may pause the Game for a maximum of 10 minutes over the course of a 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 EM Officials.

13.3 No 4v5 Play:

Teams are required to field a full Team of five Players to start a Match. If a Player disconnects during a Game, a Team may continue play after the pause-allowance is exhausted to attempt to complete the Game.

13.4 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.

Only five Players per Team are allowed in the game-lobby. No additional spectators are permitted for any reason.

Players are not permitted to stream their Games publicly or privately on any platform or service.

14. Code of Conduct

14.1 Competitive Integrity

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

14.2 Collusion

Collusion is defined as cooperation or conspiracy to cheat or deceive others. The cooperation or conspiracy can occur among Players, Teams, and/or Organizations, and can be done to the sole benefit of the parties involved in the cooperation or conspiracy. The list of conspirators is not exhaustive. Collusion includes, but is not limited to, acts such as:

- Soft play, which is defined as any agreement among Players to not play at a reasonable standard of competition in a Game.
- Pre-arranging to split prize money and/or any other form of compensation
- Sending or receiving signals, electronic or otherwise, from outside sources to/from a Player.
- Deliberately losing a Game for compensation, or for any other reason, or attempting to induce another Player to do so.
- Conspiring to predetermine locations for Free Agents and/or conspiring to fix the salaries of contracts for Team Members and/or potential Team Members.

14.3 Hacking

Hacking is defined as any modification of the League of Legends game client.

14.4 Exploiting

Exploiting is defined as intentionally using any in-game bug to an advantage. Looking at spectator monitors.

14.5 Ringing

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

- The use of any kind of cheating device and/or cheat program, or any similar cheating method.
- Intentional disconnect without a proper and explicitly-stated reason.
- Any other act which violates these rules and/or standards established by the EM.

A Team Manager/Member may not use language that is obscene, foul, vulgar, insulting, threatening, abusive, libelous, slanderous, defamatory or otherwise offensive or objectionable; or promote or incite hatred or discriminatory conduct, in or near the Match Area, at any time. A Team Manager/Member may not use any facilities, services or equipment provided or made available by EM officials or its contractors to post, transmit, disseminate or otherwise make available any such prohibited communications. A Team Manager/Member may not use this type of language on social media or during any public-facing events.

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

Abuse of EM Officials, opposing Team Managers/Members, or audience members will not be tolerated. Repeated etiquette violations, including but not limited to touching another Player's computer, body or property will result in penalties. Team Managers/Members and their guests (if any) must treat all individuals attending a Match with respect.

No Team Manager/Member may touch or otherwise interfere with lights, cameras or other studio equipment. Team Managers/Members may not stand on chairs, tables or other studio equipment. Team Managers/Members must follow all instructions of EM Officials. During the Match, communication by a Player on the Starting Line-up shall be limited to the Team Members of the Player's Team.

14.6 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.

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.

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.

Team Managers/Members may not offend the dignity or integrity of a country, private person or group of people through contemptuous, discriminatory or denigrating words or actions on account of race, skin color, ethnic, national or social origin, gender, language, religion, political opinion or any other opinion, financial status, birth or any other status, sexual orientation or any other reason.

Team Managers/Members may not give, make, issue, authorize or endorse any statement or action having, or designed to have, an effect prejudicial or detrimental to the best interest of the EM, Riot Games, or its affiliates, or League of Legends, or ESL as determined in the sole and absolute discretion of the EM officials.

Teams may receive or may be asked to submit paperwork for approval or visibility throughout the EM event. This paperwork is necessary for maintaining expectations throughout the EM. Early announcements can disrupt the competitive scouting a Team would use to create strategies for upcoming Matches. For this reason, if a Team Manager/Member has been told not to release information, as it may undermine the competitive process, and the Team Manager/Member proceeds to release said information, then the Team Manager, Team Member and/or Team will be subject to penalties.

If the EM officials, ESL or Riot Games determine that a Team, Team Manager or Team Member has violated the Summoner's Code, the League of Legends Terms of Use, or other rules of League of Legends, EM Officials may assign penalties at their sole discretion. If an EM Official contacts a Team Manager/Member to discuss the investigation, the Team Manager/Member is obligated to tell the truth. If a Team Manager/Member withholds information or misleads an EM Official creating an obstruction of the investigation then the Team Manager, Team Member and/or Team is subject to punishment.

A Team Manager/Member may not engage in any activity which is prohibited by common law, statute, or treaty and which leads to or may be reasonably deemed likely to lead to conviction in any court of competent jurisdiction.

A Team Manager/Member may not disclose any confidential information provided by EM officials, ESL or any affiliate of Riot Games, by any method of communication.

No Team Manager/Member may offer or accept any gift or reward to a Player, Head Coach, Team Manager, EM Official, Riot Games employee, ESL employee or person connected with or employed by another EM Team for services promised, rendered, or to be rendered in

defeating or attempting to defeat a competing Team. The sole exception to this rule shall be in the case of performance-based compensation paid to a Team Manager/Member by a Team's official sponsor or Owner.

No Team Manager/Member or Affiliate of a Team may solicit, lure, or make an offer of employment to any official Head Coach or Player who is signed to any EM Team, nor encourage any such Head Coach or Player to breach or otherwise terminate a contract with said EM Team. A Head Coach or Player may not solicit a Team to violate this rule. A Head Coach or Player may express publicly their desire to leave the Team and encourage any and all interested parties to contact their Manager. But the Head Coach or Player may not entice a Team directly to reach out to their Team Manager or attempt to violate their contractual obligations. Violations of this rule shall be subject to penalties, at the discretion of EM Officials. To inquire about the status of a Head Coach or Player from another Team, Team Managers must contact a Team Manager of the Team that the Player and/or Head Coach is currently contracted with. The inquiring Team must provide visibility to EM Officials before being able to discuss the contract with a Player.

No Team Manager/Member may refuse or fail to apply the reasonable instructions or decisions of EM Officials.

No Team Manager/Member may offer, agree, conspire, or attempt to influence the outcome of a Game or Match by any means that are prohibited by law or these rules.

Documentation or other reasonable items may be required at various times throughout the EM event as requested by EM Officials. If the documentation is not completed to the standards set by EM officials, then a Team may be subject to penalties. Penalties may be imposed if the items requested are not received and completed at the required time.

No Team Manager/Member or EM Official may take part, either directly or indirectly, in betting or gambling on any results of any League of Legends tournament or Game/Match globally.

14.7 Penalties

Any person found to have engaged in or attempted to engage in any act that EM officials believes, in its sole and absolute discretion, constitutes unfair play, will be subject to penalty. The nature and extent of the penalties imposed due to such acts shall be in the sole and absolute discretion of the EM officials.

Upon discovery of any Team Manager/Member committing any violations of the rules, the EM officials may issue the following penalties:

- Verbal Warning
- Loss of Side Selection for current or future Game(s)
- Loss of Ban(s) for Current or Future Game(s)
- Fine(s) and/or Prize Forfeiture(s)
- Game and/or Match Forfeiture(s)
- Suspension(s)

- Disqualification(s)

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

Infractions will be governed by the Global Penalty Index for major infractions.