



# EVENT RULESET

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## Introduction and Purpose

These Official Rules (“**Rules**”) of the 2018 Mid-Season Invitational (“**MSI**”) apply to each of the teams, who have qualified to play in the MSI in 2018, as well as their managers, coaches, players, and other employees. The MSI will consist of the top team from each of the fourteen professional leagues that represent the regions North America, Europe, mainland China, Korea, the LMS region (Taiwan, Hong Kong, and Macau), the Southeast Asia region, Vietnam, Brazil, the Latin America North region, the Latin America South region, Japan, Turkey, the Commonwealth of Independent States and Oceania. These Rules apply only to the 2018 Season MSI and not to other competitions, tournaments or organized play of League of Legends (“**LoL**” or the “**game**”). The teams in the MSI are subject to all the rules set forth.

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

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

# 1. Competition Structure

## 1.1 Definition of Terms

**1.1.1 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 9.12).

**1.1.2 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")).

## 1.2 Event Prize

Prizing for the MSI will be comprised of a percentage share of a prize pool guaranteed by the tournament organizer to be at least \$1 million USD, comprised of (i) a \$250,000 USD contribution by the tournament organizer; and (ii) a percentage of revenue share for the sale of certain designated digital goods associated with MSI (the "Prize Pool"), guaranteed to be no less than \$750,000 USD.

The 2018 MSI Champion will receive 38.5% of the Prize Pool. The MSI Champion is considered the team that wins the best-of-five finals. The 2nd place finisher will receive 19.5% of the Prize Pool. Teams finishing in the 3rd/4th position will each receive 9.75% of the Prize Pool. Teams finishing in the 5th/6th position (i.e. the two teams in the Group Play Stage that do not advance to the Group Knockout Stage) will each receive 5% of the Prize Pool. The teams finishing in the 7<sup>th</sup>/8<sup>th</sup> position (i.e. the two teams that do not advance from the Play-In Knockout Stage to the Group Play Stage), will each receive 2.5% of the Prize Pool. Teams that finish in the 9th and 10th positions (i.e. the team in each Play-In group that finishes in second place in that group) will each receive 1.5% of the Prize Pool. The teams that finish in the 11th and 12th position (i.e. the team in each Play-In group that finishes in third place in that group) will receive 1.25% of the Prize Pool. Finally, the teams that finish in the 13th and 14th positions (i.e. the team in each Play-In group that finishes in last place in that group) will each receive 1% of the Prize Pool.

In the event that any teams between the 9th and 14th position have the same number of wins and losses during the MSI Play-In Stage such that a clear division cannot be made between the 9th and 10th position, and/or the 11th and 12th position and/or the 13th and 14th position, the teams that are tied will have their Prize Pool percentage share for the tied prizing bands aggregated and split between them. For example, if the 9th place team is 5-3 (five wins and three losses),

the 10th place team is 4-4, the 11th place team is 4-4, the 12th place team is 2-6, the 13th place team is 2-6 and the 14th place team is 0-8, the 10th and 11th place teams will each receive a Prize Pool percentage share of 1.375%  $((1.5\% + 1.25\%)/2)$  and the 12th and 13th place teams will each receive a Prize Pool percentage share of 1.125%  $((1.25\% + 1\%)/2)$ .

<b>Position:</b>	<b>Prize Pool Percentage Share:</b>	<b>Min. Prize:</b>
Champion	38.5%	\$385,000 USD
2 <sup>nd</sup> Place	19.5%	\$195,000 USD
3 <sup>rd</sup> – 4 <sup>th</sup>	9.75% each (19.5% total)	\$97,500 USD each
5 <sup>th</sup> – 6 <sup>th</sup>	5% each (10% total)	\$50,000 USD each
7 <sup>th</sup> – 8 <sup>th</sup>	2.5% each (5% total)	\$25,000 USD each
9 <sup>th</sup> – 10 <sup>th</sup>	1.50% each (3.0% total)	\$15,000 USD each
11 <sup>th</sup> – 12 <sup>th</sup>	1.25% each (2.5% total)	\$12,500 USD each
13 <sup>th</sup> – 14 <sup>th</sup>	1% each (2% total)	\$10,000 USD each

### **1.3 Schedule**

- 1.3.1** Play-In Group Stage (May 3 – May 6)
- 1.3.2** Play-In Knockout Stage (May 8 – May 9)
- 1.3.3** Group Play Stage (May 11 – May 15)
- 1.3.4** Group Knockout Stage (May 18 – May 19)
- 1.3.5** Group Finals (May 20)

### **1.4 2018 World Championship Implications**

The teams that finish in the top four positions at MSI will secure the top four seeds for their region at the World Championship Group Stage.

In addition, the highest-ranking region of BR, CIS, JPN, LAN, LAS, OCE, SEA and TUR (i.e. the eight regions involved in the Play-In Stage) will secure an additional seed at the World Championship: their #1 seed will start in the World Championship Group Stage, and their new seed (the #2 seed from that region), will start in the World Championship Play-In Stage. If two regions out of BR, CIS, JPN, LAN, LAS, OCE, SEA and TUR finish in the top four positions at MSI, both of their #1 seeds will start in the World Championship Group Stage as top seeds, their #2 seeds will start in the World Championship Play-In Stage, and the remainder of the World Championship Play-In Stage will adjust accordingly.

As a reminder: Teams do not qualify for the World Championship from MSI - it is simply the case that a team's performance will affect its region's standing in the World Championship Group Draw Pool Structure.

## 2. Team Member Eligibility

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

### 2.1 Player Age

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

### 2.2 Regional Residency Requirement

Each player must meet the regional resident requirement for the region they are representing at the MSI.

### 2.3 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 eSports Federation LLC or any of their respective affiliates at the start of or at any point during the MSI. “**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.

## 3. Roster Rules

### 3.1 Roster Requirements

Each team is required to maintain, at all times during the MSI, five players in the starting lineup (“**Starters**”), one substitute player (“**Reserve**”), and a head coach (collectively, the “**Active Roster**”). If any of the Active Roster is not present on-site, then the team is subject to penalties.

### 3.2 Seventh Player Requirements

- 3.2.1** A team is required to maintain a second substitute player (the “**Seventh Player**”) where (i) the team’s Starters are comprised of three Resident players and two Non-Resident players; (ii) the team’s Reserve is a Non-Resident player. In this circumstance the team is required to maintain a Seventh Player that is a Resident. This Seventh Player requirement is intended to protect against situations where a Resident player becomes unable to play at MSI and the team would be unable to field a roster with its Non-Resident Reserve due to the prohibition of three Non-Resident players as Starters.
- 3.2.2** A team is permitted to maintain a Seventh Player if the team consents to bearing all costs associated with the Seventh Player’s attendance at MSI.
- 3.2.3** A Seventh Player is not a member of the Active Roster and teams cannot move the Seventh Player to the Active Roster unless a member of the Active Roster becomes unable to play due to (i) illness; (ii) incapacity; (iii) personal emergencies (i.e. death in the family, etc); (iv) any other circumstance that MSI officials determine constitute an exigent circumstance. If a member of the Active Roster is replaced by the Seventh Player, they are ineligible to compete in any further matches at this year’s MSI unless permission is granted by MSI officials, which will only be granted in extraordinary circumstances.
- 3.2.4** If a team is required to maintain a Seventh Player pursuant to this rule, the failure to have the Seventh Player present on-site will subject the team to penalties.

### 3.3 Active Roster/Seventh Player Lock

Teams are required to finalize and submit their Active Roster (Starters + Reserve) and their Seventh Player, if applicable, to their regional league as follows:

- 3.3.1** For teams debuting in the Play-In Group Stage (BR, CIS, JPN, LAN, LAS, OCE, SEA and TUR), MSI rosters are considered locked on the earlier of the roster lock date set by the regional league or, if no roster lock date is set, April 23rd, 2018.
- 3.3.2** For teams debuting in the Play-In Knockout Stage (LMS and VN), MSI rosters are considered locked on the earlier of the roster lock date set by the regional league or, if no roster lock date is set, April 30th, 2018.
- 3.3.3** For teams debuting in the Group Play Stage (CN, EU, NA and KR), MSI rosters are considered locked on the earlier of the roster lock date set by the regional league or, if no roster lock date is set, May 3rd, 2018.

### **3.4 Roster Submission**

Before the start of the MSI, each team must submit their roster to the MSI officials, assigning five starters and one or two reserves as set forth in Section 3.4. 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.

Requests to modify a starting lineup for the team's first match on the first day of the MSI Play-In Stage may not be submitted any later than 10:00pm local time on May 2nd, 2018. Requests must be made by the designated head coach. 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 10:00pm local time or an hour after the conclusion of the broadcast, whichever is the latest, unless it is the completion of the week.

For the MSI Play-In Knockout Stage, teams must submit any changes to their starting lineup by 10:00pm local time on the day prior to their match (i.e. 10:00pm local time on May 7th, 2018 for the teams playing on May 8th, 2018, and 10:00pm local time on May 8th, 2018 for the teams playing on May 9th, 2018).

For the MSI 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 10:00pm local time on May 10th, 2018. Requests must be made by the designated head coach. 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 10:00pm local time or an hour after the conclusion of the broadcast, whichever is latest, unless it is the completion of the week.

For the MSI Group Knockout Stage, teams must submit rosters for their first game by 10:00pm local time on May 17th, 2018. For the Group Finals teams, roster must be submitted for their first game by 10:00pm local time on May 19th, 2018.

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

### **3.5 Coach**

Each team will be required to have a designated coach. The coach cannot be a starting player, substitute player, active player on a semi-pro team, and/or manager for a professional team or a semi-pro team. If the regional league does not require mandatory coaches, then the coach is allowed to be the manager as well. The coach can only represent one organization. The coach will be required to be on-site for every game that the team participates in. If the coach is unable to make a game due to an emergency, the GM must assign an interim coach to be on-site instead. If a coach is not present on-site, then the team is subject to penalties.

### **3.6 Single-Day 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 before the start of the next game, as defined as the start of the pick/ban process. To be clear, the next 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 MSI 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 the coach must notify an MSI official no later than 5 minutes following game 1.

### **3.7 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.

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. A team is allowed only one brand in their Summoner Name. 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.

All Team Tags, Team Names, and Summoner Names must be approved by MSI officials in advance of use in play. Name changes are not allowed except under certain extenuating circumstances, but must be approved by MSI officials prior to use in an MSI game.

## **4. Player Equipment**

### **4.1 MSI-Provided Equipment**

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

- 4.1.1** PC & Monitor
- 4.1.2** Hand Warmers
- 4.1.3** Headsets and/or Earbuds and/or Microphones
- 4.1.4** Table and Chair

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

- 4.1.5** PC Keyboards
- 4.1.6** PC Mice
- 4.1.7** Mousepads

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

### **4.2 Player-Owned or Team-Owned Equipment**

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

- 4.2.1** PC Keyboards
- 4.2.2** PC Mice and cord holders
- 4.2.3** PC Mousepads

In the match area, players may not bring, use, or wear any headsets, earbuds and/or microphones, other than those provided by the MSI.

### **4.3 MSI Peripheral Policy**

All player-owned or team-owned equipment must be submitted to the MSI officials in advance for approval. Approved equipment will remain with MSI officials and will only be accessible before the match. Unapproved equipment or equipment that is suspected by the MSI officials of providing an unfair competitive advantage will not be permitted for use, and players will be required to use MSI-provided equipment instead.

At their discretion, MSI 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.

#### **4.4 Replacement of Equipment**

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

#### **4.5 Player and Coach Apparel**

Players must wear official team uniforms during all MSI matches and pre-match and post-match interviews by the MSI. 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 MSI event or appearance. All starting players must wear matching apparel during the game. The matching apparel includes shirts, jerseys, jackets, and pants. For the avoidance of doubt, sweatpants, athletic pants, and/or pajama pants will not be considered appropriate attire unless preapproved first by MSI officials. Jerseys and all other apparel worn during such times are subject to the restrictions set forth in Section 10.1.7 below, and are subject to the review and discretion of MSI officials. MSI officials will have final approval over all apparel.

Coaches must wear appropriate attire while at the event. The attire will need to be approved by MSI officials. Appropriate attire does not include: athletic wear, sneakers, team branded apparel (like jerseys), etc.

#### **4.6 Computer Programs & Usage**

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

- 4.6.1** Voice Chat. Voice chat will be provided only via the native system used in the MSI-provided headsets. Use of third-party voice chat software (e.g.,

Skype) is not permitted. MSI officials may monitor a team's audio at the discretion of the MSI.

**4.6.2 Social Media and Communication.** It is prohibited to use the MSI 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.

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

#### **4.7 Client Accounts**

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

#### **4.8 Audio Controls**

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

#### **4.9 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 an MSI official.

## **5. Venue and Competition Area Layout**

### **5.1 General Venue Access**

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

### **5.2 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.

**5.2.1** 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.

**5.2.2** Wireless Devices. Wireless devices, including mobile phones and tablets, cannot be in the players’ possession or on-stage in any capacity (including a powered off state) while the players are involved in active play, including during pick/ban phase, pauses, remakes, and between games of multi-game matches. If found, MSI officials will collect such devices from players in the match area and return them after the end of the match, and the players may be subject to penalties at the officials’ discretion.

**5.2.3** 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. MSI officials will provide such containers to players upon request.

### **5.3 Warm-up Area**

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

#### **5.4 Other Team Member Areas**

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

## 6. Tournament Format

### 6.1 Play-In Group Stage

**6.1.1 Description.** The first round of the MSI will be a round robin amongst the play-in pool. The eight qualified teams will be split into two groups (Group A and Group B) prior to MSI. Each team will play every other team in their group twice, non-consecutively. Side selection for each matchup will be randomly pre-determined. All teams will play every other team in their group on each side of the map (i.e. blue and red).

**6.1.2 Tiebreaker.** Tiebreaker games will be played following the final game of the Play-In Group Stage. **Tied** teams will compete against each other until there is a winner. Side selection for all tiebreaker games will be determined by cumulative times of all the victories for the individual teams, even in a two-way tiebreaker. The Team with the lowest cumulative victory time will be considered the superior seed, and will be given the selection.

**6.1.3 Two-way tie:** If two teams are tied within their group after the Play-In Group Stage, head to head record will be used as the first tiebreaker. If the two teams have an identical head-to-head record, then the teams will play one tiebreaker game to determine final standings.

**6.1.4 Three-way tie:**

If three Teams are tied, the head-to-head record of all teams involved in the tie against all other teams involved in the tiebreaker will be considered. There are five possible combinations of records in a three-way tiebreaker, each of which are considered below:

- Each team in the tiebreaker has a combined record of 2-2 against each of the other teams in the tie. In this case, the teams with the two slowest cumulative victory times based on all victories in the Play-In Group Stage will play one tiebreaker game. The loser of that game will be awarded the lowest standing being decided by the tiebreaker and the winner of that game will play a single tiebreaker game against the team with the fastest cumulative victory time based on all victories in the Play-In Group Stage. The winner of that second tiebreaker game will be awarded the highest standing being decided by the tiebreaker, and the loser of the game will be awarded the remaining standing.
- One team has an aggregate record of 3-1, the next team is 2-2 and the third team is 1-3. In this case, the teams with the 2-2 and 1-3 records will play one tiebreaker game. The loser of that game will be awarded the lowest standing being decided by the tiebreaker and the winner of that game will play a single tiebreaker game against the 3-1 team. The

winner of that second tiebreaker game will be awarded the highest standing being decided by the tiebreaker, and the loser of the game will be awarded the remaining standing.

- Two teams have an aggregate record of 3-1 and the third team has an aggregate record of 0-4. The team that is 0-4 is awarded the lowest standing being decided by the tiebreaker and a new tiebreaker is declared amongst the two teams with an aggregate record of 3-1 utilizing the two-way tie procedure set forth above.
- One team has an aggregate record of 4-0 and the other two teams have an aggregate record of 1-3. The team that is 4-0 is automatically granted the highest seed available in the tiebreaker (therefore winning the tiebreaker), and a new tiebreaker is declared amongst the two teams with an aggregate record of 1-3 utilizing the two-way tie procedure set forth above.
- One team has an aggregate record of 4-0, the next team has an aggregate record of 2-2 and the third team has an aggregate record of 0-4. The team that is 4-0 is automatically granted the highest seed available in the tiebreaker (therefore winning the tiebreaker), the 2-2 team is awarded the second highest seed available (since it would win the head-to-head tiebreaker against the 0-4 team), and the 0-4 team is awarded the lowest seed available in the tiebreaker.

**6.1.5 Four-way tie:** The teams will be drawn into a single elimination bracket based on the cumulative times of all the victories for the individual teams. Teams play Bo1 matches throughout the bracket. The seeds will be given in order to the teams that won their games in the shortest amount of game time. The four teams will be split into two first-round matches; the #1 seed will face the #4 seed, while the #2 seed will face the #3 seed. The winners of the first round matches will face off in Game 3, and the winner will be declared the winner of the group and will advance to the Play-In Knockout Stage.



## 6.2 Play-In Knockout Stage

**6.2.1 Description.** The first placed team in each of Group A and Group B will advance to the Play-In Knockout Stage. The two advancing teams will play either of the teams that auto-seeded into the Play-In Knockout Stage (VN or LMS) in a Best of Five series, and those match-ups will be randomly determined at the close of the Play-In Group Stage. The winners of each of these matches will move on to the Group Play Stage.

## 6.3 Group Play Stage

**6.3.1 Description.** Each of the four teams (KR, CN, EU & NA) that were auto-seeded to the Group Play Stage and the two teams that advanced from the Play-In Knockout Stage (together, the “**Group Play Teams**”) will play every other Group Play Team twice, non-consecutively. Side selection for each matchup will be randomly pre-determined. All teams will play every other Group Play Team on each side of the map (i.e. blue and red).

**6.3.2 Tiebreaker.** If two teams are tied after the Group Play Stage, head to head record will be used as the first tiebreaker. Side selection for all tiebreaker games will be determined by cumulative times of all the victories for the individual teams, even in a two-way tiebreaker. The Team with the lowest cumulative victory time will be considered the superior seed, and will be given the selection.

**6.3.3 Two-way tie:** If the two teams have an identical head-to-head record then the teams will play one tiebreaker game to determine final standings. Tiebreaker games will be played following the final game of the Group Play Stage. Tied teams will compete against each other until there is a winner.

**6.3.4 Three-way tie:** If three Teams are tied, the head-to-head record of all teams involved in the tie against all other teams involved in the tiebreaker will be considered. There are five possible combinations of records in a three-way tiebreaker, each of which are considered below:

- Each team in the tiebreaker has a combined record of 2-2 against each of the other teams in the tie. In this case, the teams with the two slowest cumulative victory times based on all victories in the Group Play Stage will play one tiebreaker game. The loser of that game will be awarded the lowest standing being decided by the tiebreaker and the winner of that game will play a single tiebreaker game against the team with the fastest cumulative victory time based on all victories in the Group Stage. The winner of that second tiebreaker game will be awarded the highest standing being decided by the tiebreaker, and the loser of the game will be awarded the remaining standing.
- One team has an aggregate record of 3-1, the next team is 2-2 and the third team is 1-3. In this case, the teams with the 2-2 and 1-3 records will play one tiebreaker game. The loser of that game will be awarded the lowest standing being decided by the tiebreaker and the winner of that game will play a single tiebreaker game against the 3-1 team. The winner of that second tiebreaker game will be awarded the highest standing being decided by the tiebreaker, and the loser of the game will be awarded the remaining standing.
- Two teams have an aggregate record of 3-1 and the third team has an aggregate record of 0-4. The team that is 0-4 is awarded the lowest standing being decided by the tiebreaker and a new tiebreaker is declared amongst the two teams with an aggregate record of 3-1 utilizing the two-way tie procedure set forth above.
- One team has an aggregate record of 4-0 and the other two teams have an aggregate record of 1-3. The team that is 4-0 is automatically granted the highest seed available in the tiebreaker (therefore winning the tiebreaker), and a new tiebreaker is declared amongst the two teams with an aggregate record of 1-3 utilizing the two-way tie procedure set forth above.
- One team has an aggregate record of 4-0, the next team has an aggregate record of 2-2 and the third team has an aggregate record of

0-4. The team that is 4-0 is automatically granted the highest seed available in the tiebreaker (therefore winning the tiebreaker), the 2-2 team is awarded the second highest seed available (since it would win the head-to-head tiebreaker against the 0-4 team), and the 0-4 team is awarded the lowest seed available in the tiebreaker.

**6.3.5 Four-way tie:** The teams will be drawn into a single elimination bracket based on the cumulative times of all the victories for the individual teams. Teams play Bo1 matches throughout the bracket. The seeds will be given in order to the teams that won their games in the shortest amount of game time. The four teams will be split into two first-round matches; the #1 seed will face the #4 seed, while the #2 seed will face the #3 seed.



**6.3.6** If the Four-way tie is for 1<sup>st</sup> place, then the bracket will be played as follows: The winners of the first round matches will face off in Game 3, and the winner will be declared the 1<sup>st</sup> seed for the Second Round. For clarity, the Second Round refers to the next stage in the tournament, which in this scenario is the Group Knockout stage. The losers of the first round bracket games will be assigned the 3<sup>rd</sup> and 4<sup>th</sup> place seeds in the Second Round based on their cumulative time of victories in the group stage (excluding the tiebreaker).

**6.3.7** If the Four-way tie is for 2<sup>nd</sup> place, then the bracket will be played as follows: The winners of the first round matches will meet in the Second Round as the 2<sup>nd</sup> and 3<sup>rd</sup> seed. Their cumulative time of victories in the group stage (excluding the tiebreaker) will be used to determine which

team has side selection for that Second Round match. The losers of the first round bracket games will face in Game 3. The winner of Game 3 will be the 4<sup>th</sup> seed into the Second Round. The loser of Game 3 will be eliminated from the tournament.

- 6.3.8** If the Four-way tie is for 3<sup>rd</sup> place, then the bracket will be played as follows: The winners of the first round matches will face in Game 3. The winner of Game 3 will be considered the #3 seed in the Second Round. The loser of Game 3 will be considered the #4 seed in the Second Round. The losers of the first round bracket games will be eliminated from the tournament, and will be ranked 5<sup>th</sup> or 6<sup>th</sup> based on their cumulative time of victories in the group stage (excluding the tiebreaker).
- 6.3.9 Five-way tie:** The five teams will be drawn into seeds based on the cumulative times of all the victories for the individual teams. Teams play Bo1 matches throughout the bracket. The seeds will be given in order to the teams that won their games the quickest.
- 6.3.10** If the Five-way tie is for 1<sup>st</sup> place, then the bracket will be played as follows: The lowest two seeds based on time will face each other in Game 1. The loser will be eliminated from the tournament. The #2 and #3 seed will play in the second game, with the higher seed receiving side selection. The #1 seed based on time will face the winner of Game 1 in the third game. The winner of Game 2 will play the loser of Game 3 in the Second Round. The winner of Game 3 will play the loser of Game 2 in the Second Round.
- 6.3.11** If the Five-way tie is for 2<sup>nd</sup> place, then the bracket will be played as follows: The team that receives the highest seed based on time will be advanced as the #2 overall seed in the Second Round. The remaining four seeds will play in a four-way tie bracket. The winners of the first round matches will face in Game 3. The winner of Game 3 will be considered the #3 seed in the Second Round. The loser of Game 3 will be considered the #4 seed in the Second Round. The losers of the first round bracket games will be eliminated from the tournament, and will be ranked 5<sup>th</sup> or 6<sup>th</sup> based on their cumulative time of victories in the group stage (excluding the tiebreaker).
- 6.3.12 Six-way tie:** The six teams will be drawn into seeds based on the cumulative times of all the victories for the individual teams. The highest seed and second highest seed based on time will advance to the Second Round as the 1<sup>st</sup> and 2<sup>nd</sup> place seeds, respectively. The remaining four seeds will play in a four-way tie bracket. The winners of the first round matches will face in Game 3. The winner of Game 3 will be considered the #3 seed in the Second Round. The loser of Game 3 will be considered the

#4 seed in the Second Round. The losers of the first round bracket games will be eliminated from the tournament, and will be ranked 5<sup>th</sup> or 6<sup>th</sup> based on their cumulative time of victories in the group stage (excluding the tiebreaker).

## 6.4 Group Knockout Stage

**6.4.1 Description.** The next round of the MSI will consist of two best-of-five matches. Seeding will be determined by team records from the Group Play Stage. The team securing the #1 seed from the group stages will choose one of either the #3 or #4 seed as their opponent. The team securing the #2 seed will play the remaining team. The #1 seed must submit their choice of opponent to MSI Officials no later than:

**6.4.1.1** 10 minutes after nexus explosion in the final game of the Group Stage on May 15<sup>th</sup>, 2018 if the #1 Seed did not play in the game. If no choice is submitted, the opponent selection will default to the lowest available seed.

**6.4.1.2** 30 minutes after nexus explosion in the final game of the Group Stage on May 15<sup>th</sup>, 2018 if the #1 Seed played in the game. If no choice is submitted, the opponent selection will default to the lowest available seed.

**6.4.2** The winners of each match will meet in the finals

## 6.5 Group Finals

**6.5.1 Description.** The final round of the MSI will consist of one best-of-five match between the winner of the Group Knockout Stage match #1 and Group Knockout Stage match #2. The winner of the final round will be considered the tournament champion and secure the event prize.

## 7. Match Process

### 7.1 Changes to Schedule

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

### 7.2 Arrival at Studio

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

### 7.3 Role of Referees

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

- Checking the team's lineup before a match.
- Checking and monitoring player peripherals and match areas.
- Announcing the beginning of the match.
- Ordering pause/resume during play.
- Issuing penalties in response to Rule violations during the match.
- Confirming the end of the match and its results.

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

### 7.4 Competitive Patch

The MSI will be played on the 8.8 patch. Changes to the competitive patch will be at the discretion of the MSI.

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 MSI officials' discretion. A list of restricted champions will be provided to the team before the event. Champions or Champion-reworks released on the Patch utilized during the MSI may be restricted at the discretion of MSI officials.

## 7.5 Pre-Match Setup

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

- Ensuring the quality of all MSI-provided equipment.
- Connecting and calibrating peripherals.
- Ensuring proper function of voice chat system.
- Setting up rune pages.
- Adjusting in-game settings.
- Limited in-game warm-up.

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

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

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

**7.5.5 Timeliness of Match Start.** It is expected that players will resolve any issues with the setup process within the allotted time and that match will begin at the scheduled time. Delays due to setup problems may be permitted, at the sole discretion of MSI officials. Penalties for tardiness may be assessed at the discretion of the MSI officials.

- 7.5.6 Acknowledgement of Pre-Match Testing.** No fewer than ten minutes before the match is scheduled to begin, an MSI official will confirm with each player that their setup is complete.
- 7.5.7 Player Ready State.** Once all ten players in a match have confirmed completion of setup, players may not alter their rune pages or enter a warm-up game.
- 7.5.8 Game Lobby Creation.** MSI officials will decide how the official game lobby will be created. Players will be directed by MSI officials to join a game lobby as soon as testing has been completed, in the following order of positions: Top, Jungle, Mid, ADC, Support.

## 7.6 Game Setup

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

The coach will be granted on-stage access and will be allowed to communicate with the team during the Pick/Ban Process. The coach will exit the stage to a designated position once the countdown timer has reached 5 seconds during the Trading-Phase.

- 7.6.2 Recording of Pick / Ban Process.** Picks/bans will proceed through the client's Tournament Draft feature. If picks/bans are completed substantially in advance of game setup, at the instruction and discretion of MSI officials, the MSI officials will record the official picks/bans and manually abort the game start.

## 7.7 Pick / Ban Phase & Side Selection

- 7.7.1 Tournament Draft.** MSI officials may choose to employ either the Tournament Draft mode feature or a manual draft (e.g., draft that is conducted in chat without the use of an in-game feature). Starters for each team cannot be substituted after the start of the draft. Players may play any Champion which their team has drafted, but must confirm their selection with an MSI official.

- 7.7.2 Draft Mode.** Draft mode proceeds in a snake draft format as follows:  
*Blue Team = A; Red Team = B*

Bans: A-B-A-B-A-B  
Picks: A-B-B-A-A-B  
Bans: B-A-B-A  
Picks: B-A-A-B

- 7.7.3 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, or Summoner spells, or for any other reason as determined at the discretion of the MSI.
- 7.7.4 Side Selection.** Teams' sides will be randomized during the Play-In Group Stage and the Group Play Stage.
- 7.7.5** In the Play-In Knockout Stage, each of VN and LMS will have side selection for all odd games and the teams advancing from the Play-In Group Stage will have side selection for all even games. Game 1 side selections are due at 10:00 pm local time the evening before the match is played. For the remainder of the games in the match, the team with side selection for that game must notify an MSI official of their side choice immediately following the previous game, no later than 5 minutes after the explosion of the nexus. Any failure to provide a side selection will result in a default selection of blue side.
- 7.7.6** In the Group Knockout Stage and Group Finals, the higher seed will have side selection for all odd games. The lower seed will have side selection for all even games. 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.
- 7.7.7** The higher seeded Group Knockout Stage participants will be required to submit their side selection for Game 1 of the match by 10:00 pm local time on May 17th, 2018, the same time as the roster deadline. For the remainder of the games in the match, the team with side selection for that game must notify an MSI official of their side choice immediately following the previous game, no later than 5 minutes after the explosion of the nexus. Any failure to provide a side selection will result in a default selection of blue side.
- 7.7.8** The higher seed in the Group Finals will be required to submit its side selection for Game 1 of the match by 10:00 pm local time on May 19th, 2018, the same time as the roster deadline. If no decision is submitted the teams will default to blue side for their games.

- 7.7.9 Selection Error.** In the event of an erroneously-selected Champion pick or ban, the team in error must notify an MSI official of their intended pick before the other team has locked in their next selection. If so, the process will be restarted and brought back to the point at which the error occurred so that the team in error may correct its mistake. If the next selection is locked before the team in error gives notice to an MSI official, the erroneous selection shall be deemed irrevocable.
- 7.7.10 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.
- 7.7.11 Game Start After Pick/Ban.** A game will start immediately after the pick/ban process is complete, unless otherwise stated by an MSI official. At this point, MSI 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.”
- 7.7.12 Controlled Game Start.** In the event of an error in game start or a decision by MSI officials to separate the pick/ban process from game start, an MSI official may start the game in a controlled manner and all players will select Champions in accordance with the previous valid completed pick/ban process.
- 7.7.13 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.

## 8. Pauses and Crashes

### 8.1 Definition of Terms

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

### 8.2 Stoppage of Play

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

- 8.2.1 Directed Pause.** MSI officials may order the pause of a match or execute a pause command on any player station at the sole discretion of the MSI officials, at any time.
- 8.2.2 Player Pause.** Players may only pause a match immediately following any of the events described below, but must signal an MSI official immediately after the pause and identify the reason. Acceptable reasons include:
- An Unintentional Disconnection
  - A hardware or software malfunction (*e.g.* monitor power or peripheral disability or game glitch)
  - Physical interference with a player (*e.g.*, fan gank or broken chair)

Player illness, injury, or disability is not an acceptable reason for a player pause. In such a situation, the team must alert an MSI 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 MSI official, but not to exceed a few minutes. If the MSI official determines that the identified player is not able to continue playing within such reasonable period of time, then the identified player's team shall forfeit the game unless an MSI official, in his/her discretion, determines that the game is subject to an Awarded Game Victory.

- 8.2.3 Resuming the Game.** Players are not permitted to resume the game after a pause. After clearance from an MSI official is issued and all players are

notified and ready at their stations, which will be contingent on the team captain confirming through in-game chat that both teams are ready to resume play, the in-client spectators will unpause the game.

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

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

## 9. Chronobreak

### 9.1 Definitions

**9.1.1 Chronobreak.** The Deterministic Disaster Recovery Tool.

**9.1.2 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.

**9.1.3 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 avoidance of doubt, in a case where Chronobreak is not available, these bugs would not result in a remade game.

**9.1.4 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.

**9.1.5 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 MSI officials.

**9.1.6 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 MSI officials.

**9.1.7 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.

**9.1.8 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 MSI officials where the continuation of the game is untenable (including environmental concerns and catastrophic hardware failure).

**9.1.9 “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).

**9.1.10 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 MSI 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.

**9.1.11 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 MSI 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, MSI officials may determine that it was not practical to pause the game until the engagement ended.

**9.1.12 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.
- Line-of-sight is established between players on opposing teams.
- 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, MSI officials must first determine whether the player followed the pause protocol. If the game was timely paused, MSI officials must next determine whether the bug is a **verifiable bug**. If it is a **verifiable bug**, MSI officials must next determine whether the bug is a **minor bug**, **critical bug** or **terminal situation**.

## **9.3 Minor Bug.**

**9.3.1** If the bug is a **minor bug** and is not a **play through bug**, MSI 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.

**9.3.2** In the case of a **minor bug** with no cost, MSI 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.

**9.3.3** If MSI officials determine to the use of Chronobreak is appropriate, MSI 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.

**9.3.4** If any significantly disadvantaged team requests a Chronobreak, MSI 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 MSI officials.

#### **9.4 Critical Bug.**

**9.4.1** In the case of a **critical bug** (where such **critical bug** is not a **play through bug**), MSI 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.

**9.4.2** 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**.

**9.4.3** In the case of a **critical bug**, MSI 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, MSI 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 MSI officials.

## 9.5 Terminal Situation.

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

## 9.6 Remakes Before GOR.

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

**9.6.1** If a player notices that player's rune or GUI settings have not applied correctly due to a bug between the game lobby and match, player can pause the game to adjust these settings. If the settings cannot be correctly adjusted, then the game may be restarted.

**9.6.2** If MSI 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).

**9.6.3** Any circumstance which would permit a restart after GOR.

## 9.7 Restarts After GOR.

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

**9.7.1** If a game experiences a **Terminal Situation** at any point during the match.

**9.7.2** If an MSI official determines that there are environmental conditions which are unfair (e.g. excessive noise, fan gank, hostile weather, unacceptable safety risks).

## 9.8 Remake Procedure.

**9.8.1 Terminal Situation.** MSI 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.

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

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

### **9.9 Hardware Malfunction.**

In the case of any hardware malfunctions, MSI 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.

### **9.10 Reporting Procedure.**

Any bug that triggers analysis under this rule should be documented by the local region 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.

### **9.11 MSI Discretion.**

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

## 9.12 Awarded Game Victory

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

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

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

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

## 9.13 Post-Game Process

**9.13.1 Results.** MSI officials will confirm and record game result.

**9.13.2 Tech Notes.** Players will identify any tech issues with MSI officials

**9.13.3 Break Time.** MSI officials will inform players of the remaining amount of time before the next game's pick/ban phase begins. The standard time for transition in between games is 12 minutes from nexus explosion until players are required in their seats. The exact time will be told to the coach and/or players by the referees. Pick/ban phase will commence as soon as all players are in their seats. If all the players are not in their seats, ready for champion select at the time designated to them by the referees, the team can be penalized for delay of game.

**9.13.4 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.

## 9.14 Post-Match Process

**9.14.1 Results.** MSI officials will confirm and record the match result

**9.14.2 Next Match.** Players will be informed of their current standing in the competition, including their next scheduled match

**9.14.3 Post-Match Obligations.** Players will be informed of any post-match obligations, including, but not limited to, media appearances, interviews, or further discussion of any match matters. Teams will be required to make available to the media for a minimum of 20 minutes at least one player that started any game that day

## 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 MSI 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 Competitive Integrity.** Teams are expected to play at their best at all times within any MSI game, and to avoid any behavior inconsistent with the principles of good sportsmanship, honesty, or fair play. For the purpose of clarification, team composition and the pick/ban phase will not be considered when determining whether this rule has been violated.

**10.1.1.3 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.

**10.1.1.4 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 MSI officials, is not functioning as intended.

**10.1.1.5 Spectator Monitors.** Looking at or attempting to look at spectator monitors.

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

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

**10.1.1.8 Intentional Disconnection.** An intentional disconnection without a proper and explicitly-stated reason.

**10.1.1.9 MSI Discretion.** Any other further act, failure to act, or behavior which, in the sole judgment of MSI officials, violates these Rules and/or the standards of integrity established by the MSI 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 MSI 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, or incite any other individual(s) to do the same, which is insulting, mocking, disruptive, or antagonistic.

**10.1.4 Abusive Behavior.** Abuse of MSI 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 MSI studio personnel.

**10.1.6 Unauthorized Communications.** All mobile phones, tablets and other voice-enabled and/or “ringing” electronic devices must be fully powered off during play. Players may not text/email while in the match area. During the game, communication by a Starter shall be limited to the five players on Starter’s team.

**10.1.7 Apparel.** Team Members may wear apparel with multiple logos, patches or promotional language. MSI 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 MSI, 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 MSI 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 MSI 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 MSI 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 MSI officials. MSI 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 MSI officials.

**10.1.9 Spectator Machines.** No Team Member or any Team staff member may utilize the backstage coach spectator machines to interfere with any Game or to communicate with anyone involved in any Game. Interference with any Game, including pausing the Game or messaging participants in the Game, from any backstage coach spectator machine, will result in forfeit for the offending Team, without regard to intent.

## **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, which 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 MSI, 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 MSI, Riot Games or its affiliates, or League of Legends, as determined in the sole and absolute discretion of MSI.

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

**10.2.7 Player Behavior Investigation.** If MSI or Riot determines that a Team Member has violated the Summoner's Code, the LoL Terms of Service, or other rules of LoL, MSI officials may assign penalties at their sole discretion.

**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 Moral Turpitude.** A Team Member may not engage in any activity which is deemed by the MSI to be immoral, disgraceful, or contrary to conventional standards of proper ethical behavior.

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

**10.2.11 Bribery.** No Team Member may offer any gift or reward to a player, coach, manager, MSI official, Riot Games employee, or person connected with or employed by another MSI team for services promised, rendered, or to be rendered in defeating or attempting to defeat a competing team.

**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 MSI team, nor encourage any such Team Member to breach or otherwise terminate a contract with said MSI team. Violations of this rule shall be subject to penalties, at the discretion of MSI officials.

**10.2.13 Gifts.** No Team Member may accept any gift, reward or compensation for services promised, rendered, or to be rendered in connection with competitive play of the game, including services related

to defeating or attempting to defeat a competing team or services designed to throw or fix a match or game. The sole exception to this rule shall be in the case of performance-based compensation paid to a Team Member by a team's official sponsor or owner.

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

**10.2.15 Match-Fixing.** No Team Member may offer, agree, conspire, or attempt to influence the outcome of a game or match by any means that are prohibited by law or these Rules.

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

### **10.3 Association with Gambling**

No Team Member or MSI 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 MSI 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 MSI.

### **10.5 Penalties**

Upon discovery of any Team Member committing any violations of the rules listed above, the MSI may, without limitation of its authority under Section 10.4, 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 MSI. It should be noted that penalties may not always be imposed in a successive manner. The MSI, 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 MSI officials.

### **10.6 Right to Publish**

MSI 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 MSI, and penalties for misconduct, lie solely with the MSI, the decisions of which are final. MSI 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 the MSI, from time to time, in order to ensure fair play and the integrity of the MSI.

### **11.3 Best Interests of the MSI**

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

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