

Version 3.02	Version 3.01
Revisions	Current
[Throughout the Document]	
\$ €	
<p style="text-align: center;">Introduction and Purpose</p> <p>The 2016 Season of the CS will be divided into two halves (“splits”). Each split will consist of three phases: (a) a CS Qualifier, (b) a regular season, and (c) a the CS Playoffs, after which the top two teams will face the bottom three LCS teams. These Rules do not apply to the promotion tournament, which are governed by the <u>Promotion League of Legends Championship Series (“LCS”) Rules</u>. These Rules apply only to official CS play and not to other competitions, tournaments or organized play of League of Legends (“LoL” or the “game”).</p>	<p style="text-align: center;">Introduction and Purpose</p> <p>The 2016 Season of the CS will be divided into two halves (“splits”). Each split will consist of three phases: (a) a CS Qualifier, (b) a regular season, and (c) the CS Playoffs, after which the top two teams will face the bottom three LCS teams. These Rules do not apply to the promotion tournament, which are governed by the League of Legends Championship Series (“LCS”) Rules. These Rules apply only to official CS play and not to other competitions, tournaments or organized play of League of Legends (“LoL” or the “game”).</p>
<p>1.2.9 Implementation of Rule Change; Grandfathering.</p> <p>Any player on the Active Roster of an LCS team or a CS team who participated in the 2014 NA/EU Challenger Series Summer Playoff at the time of this policy change who would not satisfy the Resident definition in 1.2.1 will be considered an “exempt non-resident.” Those players that have acquired “exempt non-resident” status will be given the option to choose residency in the region they acquired the status in or their home region. Once they have selected which region they wish to represent as a resident, they will no longer be considered a resident in another region. A player cannot simultaneously count as a Resident for more than one region.</p>	<p>1.2.9 Implementation of Rule Change; Grandfathering.</p> <p>Any player on the Active Roster of an LCS team or a CS team who participated in the 2014 NA/EU Challenger Series Summer Playoff at the time of this policy change who would not satisfy the Resident definition in 1.2.1 will be considered an “exempt non-resident.” Those players that have acquired “exempt non-resident” status will be given the option to choose residency in the region they acquired the status in or their home region. Once they have selected which region they wish to represent as a resident, they will no longer be considered a resident in another region. A player cannot simultaneously count as a Resident for more than one region.</p>
<p>2.1 Challenger Series Qualifier Prize 2.2 Regular Season Prizes</p> <p>2.1 Player Compensation</p> <p><u>Each team must distribute the required Minimum Player Compensation (€2,250 per starting player per split during the 2016 season) to its starting players, in accordance with the terms of the applicable Team Agreement. If a player’s status as</u></p>	<p>2.1 Challenger Series Qualifier Prize 2.2 Regular Season Prizes</p>

<p><u>a starter changes during the course of a split, or the head coach is replaced or absent, said player or coach shall be entitled to a pro rata share of the Minimum Player Compensation on a per-game basis (calculated as a ratio of the number of regular-season LCS games in which the player competed as a starter, divided by the total number of regular-season games played by the team during the split).</u></p> <p><u>To be clear, if a player has acted as a starter in a game, then he or she must be paid at least the pro rata minimum compensation for that game. At no point can a player opt in to payment that is lower than the minimum compensation per game. Nothing in these Rules is intended in any way to limit the compensation a team pays to its players.</u></p>	
<p>3.1 Team Ownership Restriction</p> <p>One Challenger Series team may be owned by the same company, individual, or other legal entity that currently owns a Professional team in the North American LCS, European LCS, or any other global league. <u>To be clear, that means an owner of a non-NA League of Legends team may not own a team in the NA Challenger Series.</u></p>	<p>3.1 Team Ownership Restriction</p> <p>One Challenger Series team may be owned by the same company, individual, or other legal entity that currently owns a Professional team in the North American LCS, European LCS, or any other global league.</p>
<p>3.2 Sale of Sponsorships and Related Issues</p> <p><u>Any Team Manager may only sell or manage sponsorships or brand elements for the team with which he or she is affiliated. The Team Owner may not provide any ownership interests in the Team Owner or team or any brand elements thereof to any third party person or entity who engages in the business of selling or managing of LCS or CS eports teams. No person or entity may hold the naming right to more than one LCS team at a time. A sponsor that holds naming rights to a team may not sponsor other teams in the league in any capacity.</u></p> <p>3.2.1 Sale of Sponsorships Cooldown Provision</p> <p><u>Any person or entity who engages in the sale or management of sponsorships for multiple LCS teams during the course of an LCS split may not hold a controlling interest in any LCS or Challenger Series team for a period of no less than two years</u></p>	

<p><u>following the last day of the LCS split during which he/she represented multiple teams.</u></p>	
<p>3.3 Roster Requirements</p> <p>[Significant overhaul to Roster language; parts of emphasis listed here]</p> <p>The Starters and Substitutes are considered collectively as the “Active Roster.” <u>Teams may also hold up to a maximum of three reserve players who are in the process of becoming eligible to be starters but aren’t yet. Examples include but are not limited to players who are 16, have applied for but not yet received a visa which will grant them work eligibility, or are serving out a competitive ban (“Reserves.”) Reserves are considered to be on the “Reserve Roster.” Collectively, all players on the Active and Reserve Roster are considered to be on a team’s “LCS roster.”</u></p> <p><u>A team must have at least 7 players on its Active Roster and no more than 3 players on its Reserve Roster at all times. In total, a team may have no more than 10 players on its LCS roster at any given time. If a player is removed from the Roster he or she is dropped from the team which is defined as the player no longer having a contractual obligation to the organization and becoming a free agent.</u></p> <p><u>No team may have on their roster more than two players at a time from any single starting lineup of a different team that played in either region of the LCS and/or any aspect of the Challenger Series (including qualifiers) in the last two completed Splits. However, if the players are LCS loaned players through the same organization then they can use more than two players at a time from the same starting lineup. The players must have completed the formal loan process before the roster will be recognized as eligible.</u></p> <p><u>Also, a team that enters through the open qualifier may consist of more than two players from any single starting lineup. However, if the team consists of greater than two members then those former LCS players will be ineligible to compete in the LCS for the first week of the LCS season and</u></p>	<p>3.2 Roster Requirements</p>

<p>must compete in the first CS match if they qualify for the CS.</p> <p><u>If a player who was on the Active Roster of an LCS Team in the most recent LCS split competes on an Open Qualifier team, that player will not be permitted to play in the first week of the LCS Regular Season.</u></p>	
<p>3.4 Head Coach</p> <p>Each team will be required to have a designated head coach who will be considered the official coach for the team. The head coach cannot be a starting player, substitute player, active player on a challenger series team, owner, and/or manager for a professional team or a challenger team <u>unless given permission by CS officials.</u></p>	<p>3.3 Head Coach</p> <p>Each team will be required to have a designated head coach who will be considered the official coach for the team. The head coach cannot be a starting player, substitute player, active player on a challenger series team, owner, and/or manager for a professional team or a challenger team.</p>
<p>3.5 Substitutes</p> <p>If a team wishes to substitute players within the Active Roster, those substitutions should be expressed to a CS official before 7:00pm PST or CET (depending on region), the night before the match. If a substitution is to occur after this deadline, then the team must reach out to a CS official immediately for approval.</p> <p><u>Teams may substitute players between matches or games with no restrictions. CS Officials may ask for confirmation of intended starters for an upcoming match, which may be shared publicly, but teams are not bound to their declared roster.</u></p> <p><u>During live matches, teams must notify CS officials of a substitution no later than 5 minutes after the end of the previous game for a substitution to be approved. CS officials reserve the right to accept substitution requests after 5 minutes at their sole discretion.</u></p>	<p>3.4 Substitutes</p> <p>If a team wishes to substitute players within the Active Roster, those substitutions should be expressed to a CS official before 7:00pm PST or CET (depending on region), the night before the match. If a substitution is to occur after this deadline, then the team must reach out to a CS official immediately for approval.</p>
<p>3.5 Acquisitions</p> <p>4. Discretionary Player Substitutions</p> <p>[Clause removed and replaced with section “Discretionary Player Substitutions” to mirror LCS policy. See Rules for full language.]</p>	<p>3.5 Acquisitions</p>
<p>3.6 Team Names, Team Tags, and Player Names</p>	<p>3.6 Team Names, Team Tags, and Player Names</p>

<p>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. <u>Team tags must be unique globally, so a team cannot share a tag with another professional team from any region.</u></p> <p>Summoner Names may include upper-case letters, lower-case letters, numbers 0-9, underscores, or single spaces between words only. Summoner Names must not exceed 12 characters including spaces. No additional special characters will be allowed for team names, Summoner Names, or tags. Summoner Names and Team Names may not contain: vulgarities or obscenities; LoL champion derivatives or other similar character names; or derivatives of products or services that may create confusion. <u>Summoner Names must be unique globally, so a player cannot share a Summoner Name with a professional player from any region.</u></p>	<p>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.</p> <p>Summoner Names may include upper-case letters, lower-case letters, numbers 0-9, underscores, or single spaces between words only. Summoner Names must not exceed 12 characters including spaces. No additional special characters will be allowed for team names, Summoner Names, or tags. Summoner Names and Team Names may not contain: vulgarities or obscenities; LoL champion derivatives or other similar character names; or derivatives of products or services that may create confusion.</p>
<p><u>5.3 Player-Owned or Team-Owned Equipment</u></p> <p>In the match area, players may not bring, use, or wear any headsets, earbuds and/or microphones, other than those provided by CS, with the following sole exception: players may wear a second headset, which is owned by themselves or their Teams, around their necks, so long as such second headset is a product of a Team sponsor and remains, at all times, unplugged, unpowered, without a battery of any kind, and is not used for any purpose other than decoration. If the second headset has a microphone, it must, at all times, remain fully retracted or in the opposite of a “ready” position.</p>	<p><u>4.3 Player-Owned or Team-Owned Equipment</u></p> <p>In the match area, players may not bring, use, or wear any headsets, earbuds and/or microphones, other than those provided by CS, with the following sole exception: players may wear a second headset, which is owned by themselves or their Teams, around their necks, so long as such second headset is a product of a Team sponsor and remains, at all times, unplugged, unpowered, without a battery of any kind, and is not used for any purpose other than decoration. If the second headset has a microphone, it must, at all times, remain fully retracted or in the opposite of a “ready” position.</p>
<p><u>5.5 Player and Coach Apparel</u></p> <p>[Apparel rules have been codified to be brought in line with LCS standards, applying only to in-studio, on-camera appearances. Areas of emphasis below.]</p> <p><u>Players must wear official team uniforms during all in-studio CS matches and pre-match and post-match in-studio CS interviews. All starting players must wear matching apparel during the game. The</u></p>	<p><u>4.5 Player Apparel</u></p> <p>During all live studio matches, players must wear appropriate upper body attire, pants and closed-toe shoes. For the avoidance of doubt, sweatpants, athletic pants, and/or pajama pants will not be considered appropriate attire. Jerseys and all other apparel worn during such times are subject to the restrictions set forth in Section 9 below. Jerseys and apparel are always subject to the review and discretion of CS</p>

<p><u>matching apparel includes shirts, jerseys, and pants. Jerseys worn must be the designated jerseys set forth by the league policy.</u></p> <p><u>Athletic pants may be approved on a case-by-case basis, but require explicit official approval prior to use. Jerseys and all other apparel worn during such times are subject to the restrictions set forth in Section 10 below, and are subject to the review and discretion of CS officials. LCS officials will have final approval over all apparel.</u></p> <p><u>Coaches must wear, at a minimum, business casual attire while at the studio. Business casual does not include: athletic wear, sneakers, team branded apparel, etc.</u></p> <p>During all live studio matches, players must wear appropriate upper body attire, pants and closed-toe shoes. For the avoidance of doubt, sweatpants, athletic pants, and/or pajama pants will not be considered appropriate attire. Jerseys and all other apparel worn during such times are subject to the restrictions set forth in Section 9 below. Jerseys and apparel are always subject to the review and discretion of CS officials.</p>	<p>officials.</p>
<p><u>7.3.3 Regular Season Tiebreaker.</u></p> <p>In the event that multiple teams are tied in the standings at the conclusion of either Regular Season split (as defined as having the same points earned), then any teams so tied will be seeded by head-to-head record. If said teams have identical head-to-head records (as defined as each team winning 50% of games between the two teams), then the team with the superior winning percentage based on total games played will be considered the owner of the tiebreaker. If said teams have identical total winning percentages then they will play one tiebreaker game to determine the final standings.</p> <p>Tiebreaker games will be played following the final game of the Regular Season, but prior to the first day of the Playoffs. Tied teams will compete against each other until there is a winner. Side choice is determined by coin flip for all tiebreakers.</p>	<p>6.3.3 Regular Season Tiebreaker.</p> <p>In the event that multiple teams are tied in the standings at the conclusion of either Regular Season split (as defined as having the same points earned), then any teams so tied will be seeded by head-to-head record. If said teams have identical head-to-head records (as defined as each team winning 50% of games between the two teams), then the team with the superior winning percentage based on total games played will be considered the owner of the tiebreaker. If said teams have identical total winning percentages then they will play one tiebreaker game to determine the final standings.</p> <p>Tiebreaker games will be played following the final game of the Regular Season, but prior to the first day of the Playoffs. Tied teams will compete against each other until there is a winner. Side choice is determined by coin flip</p>

	for all tiebreakers.
<p><u>7.3.3.1</u> Three-way tie</p> <p>A single round-robin will be played among the three teams. If this does not result in a hierarchical ranking of teams (i.e., distinct 2-0, 1-1, and 0-2 team records). The three teams will be <u>seeded</u> into a single-elimination bracket where one team has a bye into the finals.</p>	<p>6.3.4 Three-way tie</p> <p>A single round-robin will be played among the three teams. If this does not result in a hierarchical ranking of teams (i.e., distinct 2-0, 1-1, and 0-2 team records), then the three teams will be randomly drawn into a single-elimination bracket where one team has a bye into the finals.</p>
<p><u>7.3.3.2</u> Four-way tie</p> <p>The teams will be <u>seeded</u> into a “Korean-style” or “dual” bracket, where teams play Bo1 matches throughout the tournament. The four teams will be split into two first-round matches; the winners will then face off in Game 3 while the losers face off in Game 4. The winner of Game 3 will be declared the top seed; the loser of Game 3 will face the winner of Game 4 in a contest to determine 2nd/3rd place; and the loser of Game 4 will be declared 4th place.</p>	<p>6.3.5 Four-way tie</p> <p>The teams will be randomly drawn into a “Korean-style” or “dual” bracket, where teams play Bo1 matches throughout the tournament. The four teams will be split into two first-round matches; the winners will then face off in Game 3 while the losers face off in Game 4. The winner of Game 3 will be declared the top seed; the loser of Game 3 will face the winner of Game 4 in a contest to determine 2nd/3rd place; and the loser of Game 4 will be declared 4th place.</p>
<p><u>7.3.3.3</u> Five-way tie</p> <p>The teams will be <u>seeded</u> into a single-elimination bracket, where there is a play-in between two teams for the fourth semi-final spot. The tournament will require a 3rd-place match to determine <u>playoff</u> seeding.</p>	<p>6.3.6 Five-way tie</p> <p>The teams will be randomly drawn into a single-elimination bracket, where there is a play-in between two teams for the fourth semi-final spot. The tournament will require a 3rd-place match to determine seeding.</p>
<p><u>7.3.3.4</u> Six-way tie</p> <p>The teams will be <u>seeded</u> into a single-elimination bracket, where two teams have byes into the semi-finals. The tournament will require a 3rd-place match and 5th place match to determine <u>playoff</u> seeding</p>	<p>6.3.7 Six-way tie</p> <p>The teams will be randomly drawn into a single-elimination bracket, where two teams have byes into the semi-finals. The tournament will require a 3rd-place match and 5th-place match to determine seeding.</p>
<p><u>8.4</u> Competitive Patch & Tournament Realm</p> <p>CS will not update a patch nor unlock a champion in the middle of a single week of the regular season or <u>at any point during playoffs</u>.</p>	<p>7.4 Competitive Patch and Tournament Realm</p> <p>CS will not update a patch nor unlock a champion in the middle of a single week or round of the tournament.</p>
<p><u>8.4.2</u> Champions who have not been available on the live service for more than 1 week will be automatically restricted. Champions that have</p>	<p>7.4.2 Champions who have not been available on the live service for more than 1 week will be automatically restricted.</p>

<p>undergone reworks will be subject to CS discretion. <u>Champions or reworks released on the playoff patch will be restricted.</u></p> <p>Example: Champion A was released February 1, 2016, so Champion A becomes eligible to be used in all LCS matches on February 8, 2016.</p>	<p>Champions that have undergone reworks will be subject to CCS discretion.</p> <p>Example: Champion A was released February 1, 2016, so Champion A becomes eligible to be used in all LCS matches on February 8, 2016.</p>
<p>9.1.1.2 Competitive Integrity</p> <p>Teams are expected to play at their best at all times within any CS 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.</p>	<p>9.1.1.2 Competitive Integrity</p> <p>Teams are expected to play at their best at all times within any CS 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.</p>
<p><u>10.2.12 No Poaching or Tampering.</u></p> <p>To inquire about the status of a player from another team, managers must contact the management of the team that the player and/or official coach is currently contracted with. The inquiring team must provide visibility to CS officials before being able to discuss the contract with a player. <u>Contracts for players can be found on the Global Contract Database found here: http://www.lolesports.com/en_US/na-lcs/na_2016_spring/about</u></p>	<p>9.2.12 No Poaching or Tampering.</p> <p>To inquire about the status of an official coach or player from another team, managers must contact the management of the team that the player and/or official coach is currently contracted with. The inquiring team must provide visibility to LCS officials before being able to discuss the contract with a player.</p>
<p><u>10.5 Penalties</u></p> <p>In the case of a forfeit during the qualifier, the players involved on the team will not be allowed to participate in the next Challenger Series game regardless of team affiliation. If the forfeit occurred during the second round of the qualifier then the players involved will not be allowed in the next two challenger series games. If the forfeit occurs in the final round, then the players involved will not be allowed in the next three challenger series games. Exceptions may be granted in situations that are demonstrably unavoidable at the sole discretion of CS officials.</p> <p><u>Penalties that state a listed amount of time for discipline will only apply to competition months. Competition months are defined as the months in which League of Legend professional competition</u></p>	<p>9.5 Penalties</p> <p>In the case of a forfeit during the qualifier, the players involved on the team will not be allowed to participate in the next Challenger Series game regardless of team affiliation. If the forfeit occurred during the second round of the qualifier then the players involved will not be allowed in the next two challenger series games. If the forfeit occurs in the final round, then the players involved will not be allowed in the next three challenger series games. Exceptions may be granted in situations that are demonstrably unavoidable at the sole discretion of CS officials.</p>

are taking place (i.e. January through October).

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

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

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

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

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

Version 3.01	Version 2.03
Revisions	Current
<p>Introduction and Purpose</p> <p>These Official Rules (“Rules”) of the League of Legends Challenger Series (“CS”) apply to each of the teams who have qualified to play in the CS in 2015, as well as their head coach, managers, owners, Starters, Reserve players, (collectively “Team Members”) and other employees. The 2015 Season of the CS will be divided into two halves (“splits”). Each split will consist of three phases: (a) a CS Qualifier, (b) a regular season, and (c) the CS Playoffs, which the top two teams will face the bottom three LCS teams. after which the top team will advance to the LCS and the next two teams will compete against the 8th and 9th seeds from the LCS in the Promotion Tournament. These Rules do not apply to the promotion tournament, which are governed by the League of Legends Championship Series (“LCS”) Rules. These Rules apply only to official CS play and not to other competitions, tournaments or organized play of League of Legends (“LoL” or the “game”).</p>	<p>Introduction and Purpose</p> <p>These Official Rules (“Rules”) of the League of Legends Challenger Series (“CS”) apply to each of the teams who have qualified to play in the CS in 2015, as well as their head coach, managers, owners, Starters, Reserve players, (collectively “Team Members”) and other employees. The 2015 Season of the CS will be divided into two halves (“splits”). Each split will consist of three phases: (a) a CS Qualifier, (b) a regular season, and (c) the CS Playoffs, after which the top team will advance to the LCS and the next two teams will compete against the 8th and 9th seeds from the LCS in the Promotion Tournament. These Rules do not apply to the promotion tournament, which are governed by the League of Legends Championship Series (“LCS”) Rules. These Rules apply only to official CS play and not to other competitions, tournaments or organized play of League of Legends (“LoL” or the “game”).</p>
<p>Section 1.1 Player and Team Eligibility</p> <p>For a team to be considered eligible for the Challenger Series: the team must meet the requirements set forth in the open qualifier battlegrounds. be in the top 10 of eligible teams in the Challenger Tier on the Ranked Teams ladder at the time of the deadline; and the team must be visible on the Ranked Teams ladder. CS officials have the right to deem a ranked team ineligible if there is a reasonable belief of impropriety. Conversely, CS officials have the right to deem a ranked team eligible if there is a reasonable belief of extenuating circumstances that compromised an otherwise eligible team.</p> <p>Any player who has participated in an LCS match is ineligible to compete in any Challenger Series match for a period of one full calendar week after the conclusion of the LCS match.</p>	<p>Section 1.1 Player and Team Eligibility</p> <p>For a team to be considered eligible for the Challenger Series: the team must be in the top 10 of eligible teams in the Challenger Tier on the Ranked Teams ladder at the time of the deadline; and the team must be visible on the Ranked Teams ladder. CS officials have the right to deem a ranked team ineligible if there is a reasonable belief of impropriety. Conversely, CS officials have the right to deem a ranked team eligible if there is a reasonable belief of extenuating circumstances that compromised an otherwise eligible team.</p> <p>Any player who has participated in an LCS match is ineligible to compete in any Challenger Series match for a period of one full calendar week after the conclusion of the LCS match.</p>
<p>No team shall be able to compete in any CS match without a minimum of three starting players who</p>	<p>No team shall be able to compete in any CS match without a minimum of three starting</p>

<p>would potentially be able to compete in the next LCS split. To be considered potentially eligible to compete in the next LCS split, a CS player must have lived 17 full years (by or before the start of the next LCS split) and may not have any current disciplinary suspension from the LCS that would prevent him/her from playing in the first game of the season. <u>Teams are allowed a maximum of two players on their roster who have not lived 17 full years (by or before the start of the next LCS split).</u> All CS players must have lived 16 full years to compete at any time during the Challenger Series. During the Challenger Series playoffs, all players must be potentially LCS eligible to compete in the next LCS split.</p>	<p>players who would potentially be able to compete in the next LCS split. To be considered potentially eligible to compete in the next LCS split, a CS player must have lived 17 full years (by or before the start of the next LCS split) and may not have any current disciplinary suspension from the LCS that would prevent him/her from playing in the first game of the season. All CS players must have lived 16 full years to compete at any time during the Challenger Series. During the Challenger Series playoffs, all players must be potentially LCS eligible to compete in the next LCS split.</p>
<p>2.1 Challenger Series Qualifier Prize</p> <p>Teams that successfully qualify for the Challenger Series are eligible for a prize of <u>\$10,000/€9,000</u> per team.</p>	<p>2.1 Challenger Series Qualifier Prize</p> <p>Teams that successfully qualify for the Challenger Series are eligible for a prize of \$7,500/€6,000 per team.</p>
<p>2.2 Regular Season Prizes</p> <p>Upon successful completion of the regular season, teams will be eligible to receive a prize of <u>\$7,500/€7,000.</u></p>	<p>2.2 Regular Season Prizes</p> <p>Upon successful completion of the regular season, teams will be eligible to receive a prize of \$10,000/€8,000.</p>
<p>Section 2.3 Playoffs Prizes</p> <p>Teams that qualify for the Playoffs at the conclusion of a Challenger Series split are eligible to win the following prizes based on the finishing position of the team after Playoffs:</p> <ul style="list-style-type: none"> • 1st Place: <u>\$10,000/€9,000</u> • 2nd Place: \$7,000/€6,500 • <u>3rd/4th Place: \$4,000/ €3,500</u> 	<p>Section 2.3 Playoffs Prizes</p> <p>Teams that qualify for the Playoffs at the conclusion of a Challenger Series split are eligible to win the following prizes based on the finishing position of the team after Playoffs:</p> <ul style="list-style-type: none"> • 1st Place: \$10,000/€8,000 • 2nd Place: \$7,000/€5,600 • 3rd Place: \$5,000/€4,000 • 4th Place: \$3,000/€2,400
<p>2.4 No Minimum or Maximum Compensation</p> <p>Teams and players are not restricted in their ability to come to terms regarding the player's services, <u>however they must meet the designated minimum compensation in the team agreement.</u> Nothing in these Rules is intended in any way to limit the compensation a team offers its players.</p>	<p>2.4 No Minimum or Maximum Compensation</p> <p>Teams and players are not restricted in their ability to come to terms regarding the player's services. Nothing in these Rules is intended in any way to limit the compensation a team offers its players.</p>
<p>2.5 Direct Payment to Players</p> <p>Players will be paid prize money, if any, in</p>	<p>2.5 Direct Payment to Players</p> <p>Players will be paid prize money, if any, in</p>

<p>accordance with the number of matches they played in over the course of the Series or Playoffs. For the avoidance of doubt, a player who plays in every match in a Series will be entitled to 20% of the Prize Pool, if any, won by the Team due to its performance in that Series, while a player who plays in half of his team's matches will be entitled to 10% of the Prize Pool, if any, won by the Team due to its performance in that Series. Any such prizes will be paid directly to the players' designated account or entity.</p>	<p>accordance with the number of matches they played in over the course of the Series or Playoffs. For the avoidance of doubt, a player who plays in every match in a Series will be entitled to 20% of the Prize Pool, if any, won by the Team due to its performance in that Series, while a player who plays in half of his team's matches will be entitled to 10% of the Prize Pool, if any, won by the Team due to its performance in that Series. Any such prizes will be paid directly to the players' designated account or entity.</p>
<p>Section 3.1 Team Ownership</p> <p>One Challenger Series team may be owned by the same company, individual, or other legal entity that currently owns a Professional team in the North American LCS, European LCS, or any other global league. If that LCS team reaches the promotion tournament, the LCS team may not choose or be forced to play a team which, at any time during the Challenger Series, was owned by the same company, individual, or other legal entity.</p> <p>A team will be required to declare the owner of the team at the start of the qualifier period. <u>A former LCS team that has been relegated will maintain the CS slot ownership through the organization and no longer be required to fulfill the 3 returning player quota.</u></p> <p>The owner that is declared <u>in the Challenger Series for new, returning, and relegated teams</u> will be the same owner that will control the spot in the Challenger Series or, in the case of Promotion, in the LCS (if the owner passes the vetting process at each point). <u>This will be confirmed through a team agreement. The team agreement will require the creation of an LLC or similar ownership entity to represent the new organization if one does not already exist.</u></p> <p>A team will be allowed to change their ownership once at the beginning of the Challenger Series. A team will not be allowed to change ownership at any point once the Challenger Series begins. In extenuating circumstances, a new owner may be</p>	<p>Section 3.1 Team Ownership</p> <p>One Challenger Series team may be owned by the same company, individual, or other legal entity that currently owns a Professional team in the North American LCS, European LCS, or any other global league. If that LCS team reaches the promotion tournament, the LCS team may not choose or be forced to play a team which, at any time during the Challenger Series, was owned by the same company, individual, or other legal entity.</p> <p>A team will be required to declare the owner of the team at the start of the qualifier period. The owner that is declared will be the same owner that will control the spot in the Challenger Series or, in the case of Promotion, in the LCS (if the owner passes the vetting process at each point). A team will be allowed to change their ownership once at the beginning of the Challenger Series. A team will not be allowed to change ownership at any point once the Challenger Series begins. In extenuating circumstances, a new owner may be declared, but that will be at the discretion of CS officials.</p>

<p>declared, but that will be at the discretion of CS officials.</p>	
<p>Section 3.2 Roster Requirements</p> <p>Each team must also designate a team Manager Captain, who may be but does not need to be a player on the Active Roster. This Manager Captain will be the primary point of contact for all CS officials, and will also be the signatory authority for any documents which cause changes to the Active Roster, as outlined in Section 3.3 and 3.4. This Manager Captain must be identified before the start of the Series, and a successor must be immediately identified if the Manager Captain leaves the team (for any reason). This Manager Captain must be at least 18 years old, and may not be a current LCS Team Member, nor an employee or affiliate of RGI</p>	<p>Section 3.2 Roster Requirements</p> <p>Each team must also designate a team Captain, who may be but does not need to be a player on the Active Roster. This Captain will be the primary point of contact for all CS officials, and will also be the signatory authority for any documents which cause changes to the Active Roster, as outlined in Section 3.3 and 3.4. This Captain must be identified before the start of the Series, and a successor must be immediately identified if the Captain leaves the team (for any reason). This Captain must be at least 18 years old, and may not be a current LCS Team Member, nor an employee or affiliate of RGI</p>
<p>Section 3.2 Roster Requirements</p> <p>No team may have on their roster more than two players at a time from any single starting lineup of a different team that played in either region of the LCS and/or any aspect of the Challenger Series (including qualifiers) in the last two completed Splits. <u>However, if the players are LCS loaned players through the same organization then they can use more than two players at a time from the same starting lineup. The players must have completed the formal loan process before the roster will be recognized as eligible.</u></p> <p><u>Also, a team that enters through the open qualifier may</u></p> <p>A Challenger Series team that wins its match must play at least 3 members of the active roster that earned the spot in the LCS in the first game of the split.</p>	<p>Section 3.2 Roster Requirements</p> <p>No team may have on their roster more than two players at a time from any single starting lineup of a different team that played in either region of the LCS and/or any aspect of the Challenger Series (including qualifiers) in the last two completed Splits. A Challenger Series team that wins its match must play at least 3 members of the active roster that earned the spot in the LCS in the first game of the split.</p>
<p>Section 3.3 Head Coach</p> <p>Each team will be allowed to have a designated head coach who will be considered the official coach for the team. The head coach cannot be a starting player, substitute player, active player on an LCS team, owner, and/or manager for a professional team or a challenger team. The coach</p>	

<p>will be allowed to be on-site for every game that the team participates in.</p> <p>The coach can only represent one organization. The coach cannot be an employee of a different organization's LCS or CS team in any capacity. The coach may be affiliated with another organization, however, the eligibility of that coach will be at the discretion of CS officials and be determined on a case by case basis.</p>	
<p>Section 3.4 Acquisitions</p> <p>A team may acquire new players as long as the requirements in section 3.3 are met. As long as Section 3.3 is met and the player is eligible, then a player that is not currently on an LCS Active Roster as a Starter or a CS Active Roster is considered a free agent and available for acquisition. Acquisitions will be restricted when the LCS free agency period is restricted. The Free Agent Signing Deadline for both regions is <u>March 1, 2016</u>, for Spring Split, and <u>July 19, 2016</u>, for Summer Split. A team cannot acquire a player that was in the same group bracket during qualifiers for a 3 calendar week period starting from the player's last game. A team cannot acquire a player that participated in the qualifier rounds for another team until after the qualifier rounds have completed.</p>	<p>Section 3.4 Acquisitions</p> <p>A team may acquire new players as long as the requirements in section 3.3 are met. As long as Section 3.3 is met and the player is eligible, then a player that is not currently on an LCS Active Roster as a Starter or a CS Active Roster is considered a free agent and available for acquisition. Acquisitions will be restricted when the LCS free agency period is restricted. The Free Agent Signing Deadline for both regions is March 16, 2015, for Spring Split, and July 14, 2015, in EU, and July 15th, 2015, in NA, for Summer Split. A team cannot acquire a player that was in the same group bracket during qualifiers for a 3 calendar week period starting from the player's last game. A team cannot acquire a player that participated in the qualifier rounds for another team until after the qualifier rounds have completed.</p>
<p>3.4 Player Acquisition Restriction.</p> <p>Any player who leaves or is removed from a CS Active Roster (for any reason) may not re-join that Active Roster as a result of a later trade, free agent signing, or any other type of transaction until a minimum of at least three (3) weeks has elapsed following the effective date of the transaction that resulted in their most recent removal from the Active Roster.</p>	
<p>Section 3.4 Acquisitions</p> <p>If a team wishes to acquire a new player, that acquisition must be declared to a CS official <u>by 12:01pm PST Friday the week before they are to be utilized.</u> more than 72 hours before the game where the player would be utilized. CS officials reserve the right to approve or deny any such</p>	<p>Section 3.4 Acquisitions</p> <p>If a team wishes to acquire a new player, that acquisition must be declared to a CS official more than 72 hours before the game where the player would be utilized. CS officials reserve the right to approve or deny any such request, based upon the eligibility of the players involved and the</p>

<p>request, based upon the eligibility of the players involved and the request's compliance with the Rules.</p>	<p>request's compliance with the Rules.</p>
<p>6.2 Schedule</p> <p>(New Schedule for the new year)</p>	<p>6.2 Schedule</p>
<p>6.3.1 Spring Qualifier. This phase consists of up to sixteen teams who will be seeded into four single-elimination best-of-three brackets, as follows, with all teams listed first in the matchup having side selection:</p> <p>6.3.1.1 Group A: #1 vs #16, #8 vs #9 6.3.1.2 Group B: #2 vs #15, #7 vs #10 6.3.1.3 Group C: #3 vs #14, #6 vs #11 6.3.1.4 Group D: #4 vs #13, #5 vs #12</p> <p>These groups will each play until there is a single winner. If there is a situation where fewer than sixteen teams qualify for the Qualifier, then byes will be given based on seeding. The top seeds will receive the byes.</p> <p>In Europe, the eight teams from EUW will be ranked into the odd-numbered seeds for the Spring Qualifier. The teams from EUNE will be ranked into the odd-numbered seeds for the Summer Qualifier. If EUW or EUNE cannot satisfy the minimum bracket requirement for their region then the bracket will be filled out with teams from the other region.</p> <p>If the pre-qualified teams fail to satisfy the pre-qualification requirements, then those teams will lose their pre-qualification position and teams from the ranked ladder will be entered into the bracket until a full bracket is created. The additional full groups will be created and filled with ranked teams to qualify an additional team to fill the vacant pre-qualified position.</p>	<p>6.3.1 Spring Qualifier. This phase consists of up to sixteen teams who will be seeded into four single-elimination best-of-three brackets, as follows, with all teams listed first in the matchup having side selection:</p> <p>6.3.1.1 Group A: #1 vs #16, #8 vs #9 6.3.1.2 Group B: #2 vs #15, #7 vs #10 6.3.1.3 Group C: #3 vs #14, #6 vs #11 6.3.1.4 Group D: #4 vs #13, #5 vs #12</p> <p>These groups will each play until there is a single winner. If there is a situation where fewer than sixteen teams qualify for the Qualifier, then byes will be given based on seeding. The top seeds will receive the byes.</p> <p>In Europe, the eight teams from EUW will be ranked into the odd-numbered seeds for the Spring Qualifier. The teams from EUNE will be ranked into the odd-numbered seeds for the Summer Qualifier. If EUW or EUNE cannot satisfy the minimum bracket requirement for their region then the bracket will be filled out with teams from the other region.</p> <p>If the pre-qualified teams fail to satisfy the pre-qualification requirements, then those teams will lose their pre-qualification position and teams from the ranked ladder will be entered into the bracket until a full bracket is created. The additional full groups will be created and filled with ranked teams to qualify an additional team to fill the vacant pre-qualified position.</p>
<p>6.3.1 Qualifier</p> <p>This phase consists of a <u>tournament taken from the open qualifier battlegrounds bracket. The top 2 teams from the open qualifier battlegrounds will each face one of the bottom two teams from the previous Challenger Series split.</u></p>	<p>6.3.2 Summer Qualifier.</p> <p>This phase consists of up to 10 teams who will be seeded based on the ranked ladder. In NA this will consist of the top 10 eligible teams on the Ranked Teams ladder. In EU, this will consist of the top 5 eligible teams from EUW and the top 5 eligible teams from EUNE.</p>

<p>This phase consists of up to 10 teams who will be seeded based on the ranked ladder. In NA this will consist of the top 10 eligible teams on the Ranked Teams ladder. In EU, this will consist of the top 5 eligible teams from EUW and the top 5 eligible teams from EUNE.</p> <p>The 6th place finisher from the Spring CS will be given a bye into the second round of the qualifier. The 5th place finisher from the Spring CS will be given a bye into the final round of the qualifier.</p> <p><u>The 5th place finisher from the previous CS split will be given the opportunity to select which open qualifier battlegrounds finalist they will play in the open qualifier finals for entrance into the Challenger Series. The 6th place finisher will face the team that was not chosen. The winners of the best of five matches will advance into the Challenger Series.</u></p> <p><u>If a CS team vacates their spot, then a third place open qualifier match is held and the highest remaining CS team picks from the three teams open qualifier teams.</u></p> <p><u>If both CS teams vacate their spots, then the top two open qualifier teams automatically enter the Challenger Series for the upcoming split.</u></p> <p><u>If the top two open qualifier teams drop, the two open qualifier semifinalists will replace them.</u></p> <p>The two teams that win their matches in the final round will qualify for the next season of challenger series. If a third team is needed to qualify, then a 3rd place match will be held.</p> <p>If the pre-qualified teams fail to satisfy the pre-qualification requirements, then those teams will lose their pre-qualification position and teams from the ranked ladder will be entered into the bracket until a full bracket is created. The additional full groups will be created and filled with ranked teams to qualify an additional team to fill the vacant pre-qualified position. (See Appendix A for CS qualified alternatives.)</p>	<p>The 6th place finisher from the Spring CS will be given a bye into the second round of the qualifier. The 5th place finisher from the Spring CS will be given a bye into the final round of the qualifier.</p> <p>The two teams that win their matches in the final round will qualify for the next season of challenger series. If a third team is needed to qualify, then a 3rd place match will be held.</p> <p>If the pre-qualified teams fail to satisfy the pre-qualification requirements, then those teams will lose their pre-qualification position and teams from the ranked ladder will be entered into the bracket until a full bracket is created. The additional full groups will be created and filled with ranked teams to qualify an additional team to fill the vacant pre-qualified position. (See Appendix A for CS qualified alternatives.)</p>
<p>6.3.3 Regular Season.</p>	<p>6.3.3 Regular Season.</p>

<p>This phase consists of six teams, each playing 10 games per split, in a league format against opponents within their region. Each team will face each of their opponents twice per split <u>in a single best of 2 (Bo2) match</u>. Sides will be pre-determined and teams will start on the blue and red sides an equal number of times against each opponent (one game per side).</p> <p>Ranking in the league will be determined by percentage of wins <u>points scored</u>. <u>The point structure will be as follows:</u></p> <p><u>A match win as defined as two victories in the set will grant the winning team 3 points.</u></p> <p><u>A match draw as defined as each team winning one game in the set will grant each team 1 point.</u></p> <p><u>A match loss as defined as two losses in the set will grant the winning team 0 points.</u></p> <p>A full schedule of dates and games can be found at www.lolesports.com.</p>	<p>This phase consists of six teams, each playing 10 games per split, in a league format against opponents within their region. Each team will face each of their opponents twice per split. Sides will be pre-determined and teams will start on the blue and red sides an equal number of times against each opponent (one game per side). Ranking in the league will be determined by percentage of wins. A full schedule of dates and games can be found at www.lolesports.com.</p>
<p>6.3.4 Tiebreakers</p> <p>In the event that multiple teams are tied in the standings at the conclusion of either Regular Season split (as defined as having the same winning percentage <u>points earned</u>), then any teams so tied will be seeded by head-to-head record. If said teams have identical head-to-head records (as defined as each team winning 50% of games between the two teams), <u>then the team with the superior winning percentage based on total games played will be considered the owner of the tiebreaker</u>. <u>If said teams have identical total winning percentages then they will play one tiebreaker game to determine the final standings.</u> If three or more teams are tied, the head-to-head record of all teams against all other teams involved in the tiebreaker will be considered. If a single team owns a winning record (as defined as winning more than 50% of the games) against every other team in the tiebreaker, they are automatically granted the highest seed available in the tiebreaker, and a new tiebreaker is declared</p>	<p>6.3.4 Tiebreakers</p> <p>In the event that multiple teams are tied in the standings at the conclusion of either Regular Season split (as defined as having the same winning percentage), then any teams so tied will be seeded by head-to-head record. If said teams have identical head-to-head records (as defined as each team winning 50% of games between the two teams), said teams will play one tiebreaker game to determine the final standings.</p> <p>If three or more teams are tied, the head-to-head record of all teams against all other teams involved in the tiebreaker will be considered. If a single team owns a winning record (as defined as winning more than 50% of the games) against every other team in the tiebreaker, they are automatically granted the highest seed available in the tiebreaker, and a new tiebreaker is declared amongst the remaining teams.</p> <p>If no team in a tiebreaker holds a winning record</p>

<p>amongst the remaining teams.</p> <p>If no team in a tiebreaker holds a winning record against all other teams, <u>then the team with the superior winning percentage based on total games played will be granted the highest seed available in the tiebreaker and a new tiebreaker is declared amongst the remaining teams.</u> If said teams have identical total winning percentages then the following structures will be used:</p>	<p>against all other teams, the following structures will be used:</p>
<p>6.3.9 Playoffs. This phase consists of a two-round single-elimination tournament among the top four (4) teams from the season, seeded according to their final regular season standings. The first place team as determined by the playoffs will automatically promote into the LCS. The teams finishing 2nd and 3rd in the playoffs will qualify to compete in the Promotion Tournament against two LCS teams from the current split. The teams finishing 1st and 2nd will compete in the Promotion Tournament against three LCS teams from the current split.</p> <p>6.3.9.1 All games will be best-of-three (Bo3) except the Championship which will be best-of-five (Bo5). <u>All games will be best of five (Bo5).</u></p>	<p>6.3.9 Playoffs. This phase consists of a two-round single-elimination tournament among the top four (4) teams from the season, seeded according to their final regular season standings. The first place team as determined by the playoffs will automatically promote into the LCS. The teams finishing 2nd and 3rd in the playoffs will qualify to compete in the Promotion Tournament against two LCS teams from the current split.</p> <p>6.3.9.1 All games will be best-of-three (Bo3) except the Championship which will be best-of-five (Bo5).</p>
<p>6.4 Automatic Promotion.</p> <p>The team that finishes first in the final playoffs standings of a split will be automatically promoted into the League of Legends Championship Series. This move will coincide with the automatic relegation of the team that finishes the LCS regular season in last place.</p>	<p>6.4 Automatic Promotion.</p> <p>The team that finishes first in the final playoffs standings of a split will be automatically promoted into the League of Legends Championship Series. This move will coincide with the automatic relegation of the team that finishes the LCS regular season in last place.</p>
<p>7.4.1 As a guideline, the competitive patch will be updated three days after its release onto the live server. A patch will not be implemented if a week of games or a playoff round has started.</p> <p>Example: Patch X.X was released on 11:59pm, February 1, <u>2016</u>. It will be eligible to be used as a CS competitive patch for all matches on or after 11:59pm, February 4, <u>2016</u> unless a week of games or a playoff round has started.</p> <p>7.4.2 Champions who have not been available on the live service for more than <u>3</u> days will be automatically restricted. Champions that have</p>	<p>As a guideline, the competitive patch will be updated three days after its release onto the live server. A patch will not be implemented if a week of games or a playoff round has started.</p> <p>7.4.1 Example: Patch X.X was released on 11:59pm, February 1, 2015. It will be eligible to be used as a CS competitive patch for all matches on or after 11:59pm, February 4, 2015 unless a week of games or a playoff round has started.</p> <p>Champions who have not been available on the live service for more than 13 days will be automatically restricted. Champions that have</p>

<p>undergone reworks will be subject to CS discretion.</p> <p>Example: Champion A was released February 1, <u>2016</u>, so Champion A becomes eligible to be used in all CS matches on or after February 4, <u>2016</u>.</p> <p>CS will not update a patch nor unlock a champion in the middle of a single week or round of the tournament.</p>	<p>undergone reworks will be subject to CS discretion.</p> <p>7.4.2 Example: Champion A was released February 1, 2015, so Champion A becomes eligible to be used in all CS matches on or after February 14, 2015.</p> <p>CS will not update a patch nor unlock a champion in the middle of a single week or round of the tournament.</p>
<p>7.5.5 No 4v5 Play.</p> <p>Teams are required to field a full team of five players <u>to start a match.</u> participate in any match. If, at any point in the match process other than that which is addressed in Section 7.5.6, the team cannot field five players, they will forfeit the match. <u>If a player disconnects during the match, a team may continue play after their pause duration is up to attempt to complete the game.</u></p>	<p>7.5.5 No 4v5 Play.</p> <p>Teams are required to field a full team of five players to participate in any match. If, at any point in the match process other than that which is addressed in Section 7.5.6, the team cannot field five players, they will forfeit the match.</p>
<p>7.5.6 Intentional Disconnection.</p> <p>If a player intentionally disconnects from the game without an acceptable reason, their team may not pause the game and play will continue. If a player remains disconnected for more than five minutes or the team or player declares that the disconnected player will not return within five minutes of the pause, it is ruled as 4v5 play and the team will forfeit the match effective immediately.</p> <p>The 5 minute grace disconnect period only applies to intentional disconnections, and cannot be applied to unintentional disconnections</p>	<p>7.5.6 Intentional Disconnection.</p> <p>If a player intentionally disconnects from the game without an acceptable reason, their team may not pause the game and play will continue. If a player remains disconnected for more than five minutes or the team or player declares that the disconnected player will not return within five minutes of the pause, it is ruled as 4v5 play and the team will forfeit the match effective immediately.</p> <p>The 5 minute grace disconnect period only applies to intentional disconnections, and cannot be applied to unintentional disconnections</p>

Version 3.01	Version 2.03
Revisions	Current
	<p>3.6.1 Gambling Websites: defined as any website that aids or abets the wagering of funds on a sporting/esporting event and/or allows for the wagering of funds in casino games including poker.</p> <p>3.6.2 Non-“over-the-counter” drugs</p> <p>3.6.3 Account sharing/skin selling websites</p> <p>3.6.4 Firearms, handguns, or ammunition providers</p> <p>3.6.5 Websites displaying or related to pornographic imagery or products</p> <p>3.6.6 Tobacco products</p>

Version 2.03	Version 2.02
Revisions	Current
<p>1.1 Player and Team Eligibility</p> <p>No team shall be eligible to qualify for the Challenger Series Qualifier (defined in Section 6) if they have used more than 2 players who each started three or more LCS games during the Ladder Qualification Period (defined by the time from the previous ladder lock to the current ladder lock). For the avoidance of doubt, a player counts as being used if they play a single game with the Ranked team, but not if they are simply listed on the Roster.</p> <p>For a team to be considered eligible for the Challenger Series: the team must be in the top 10 of eligible teams in the Challenger Tier on the Ranked Teams ladder at the time of the deadline; and the team must be visible on the Ranked Teams ladder. CS officials have the right to deem a ranked team ineligible if there is a reasonable belief of impropriety. <u>Conversely, CS officials have the right to deem a ranked team eligible if there is a reasonable belief of extenuating circumstances that compromised an otherwise eligible team.</u></p>	<p>1.1 Player and Team Eligibility</p> <p>No team shall be eligible to qualify for the Challenger Series Qualifier (defined in Section 6) if they have used more than 2 players who each started three or more LCS games during the Ladder Qualification Period (defined by the time from the previous ladder lock to the current ladder lock). For the avoidance of doubt, a player counts as being used if they play a single game with the Ranked team, but not if they are simply listed on the Roster.</p> <p>For a team to be considered eligible for the Challenger Series: the team must be in the top 10 of eligible teams in the Challenger Tier on the Ranked Teams ladder at the time of the deadline; and the team must be visible on the Ranked Teams ladder. CS officials have the right to deem a ranked team ineligible if there is a reasonable belief of impropriety.</p>
<p>1.2.6 World Championship Event.</p> <p>The World Championship Event is intended to bring together the best teams from each region to compete, as representatives of their region, in a global competition. In order to foster this diverse global competition, nurture regional teams, excite local and global fans, increase participation from all regions, and ensure a fair and open championship, all teams competing in the World Championship Event must meet local residency requirements. At least 60% (three out of five) Starters on any competing team must be Residents or exempt non-Residents of the region they represent in the World Championship Event. This Rule shall ensure that the goals of the World Championship Event are achieved, without undue burden on players and teams, while promoting fair play and robust competition for all participants in this global competition.</p>	<p>1.2.6 World Championship Event.</p> <p>The World Championship Event is intended to bring together the best teams from each region to compete, as representatives of their region, in a global competition. In order to foster this diverse global competition, nurture regional teams, excite local and global fans, increase participation from all regions, and ensure a fair and open championship, all teams competing in the World Championship Event must meet local residency requirements. At least 60% (three out of five) Starters on any competing team must be Residents or exempt non-Residents of the region they represent in the World Championship Event. This Rule shall ensure that the goals of the World Championship Event are achieved, without undue burden on players and teams, while promoting fair play and robust competition for all participants in this global competition.</p>
<p>1.2.9 Implementation of Rule Change; Grandfathering.</p>	<p>1.2.9 Implementation of Rule Change; Grandfathering.</p>

<p>Any player on the Active Roster of an LCS team or a CS team who participated in the 2014 NA/EU Challenger Series Summer Playoff at the time of this policy change who would not satisfy the Resident definition in 1.2.1 will be considered an "exempt non-resident." <u>Those players that have acquired "exempt non-resident" status will be given the option to choose residency in the region they acquired the status in or their home region. Once they have selected which region they wish to represent as a resident, they will no longer be considered a resident in another region. which allows such a player to count towards the three Residents required pursuant to Rules 1.2.6, 1.2.7, and 1.2.8. Once an exempt non-resident has met the Residency requirement, that player will be considered a Resident. A player cannot simultaneously count as a Resident for more than one region. and as an exempt non-Resident for another region. A player can choose to waive his exempt non-Resident status in favor of counting as a Resident for another region before December 31, 11:59 pm PST 2014. In the event that a team has two or more exempt non-Resident players as Starters, they will not be permitted to add any additional non-exempt non-Residents as Starters.</u></p>	<p>Any player on the Active Roster of an LCS team or a CS team who participated in the 2014 NA/EU Challenger Series Summer Playoff at the time of this policy change who would not satisfy the Resident definition in 1.2.1 will be considered an "exempt non-resident", which allows such a player to count towards the three Residents required pursuant to Rules 1.2.6, 1.2.7, and 1.2.8. Once an exempt non-resident has met the Residency requirement, that player will be considered a Resident. A player cannot simultaneously count as a Resident for one region and as an exempt non-Resident for another region. A player can choose to waive his exempt non-Resident status in favor of counting as a Resident for another region before December 31, 11:59 pm PST 2014. In the event that a team has two or more exempt non-Resident players as Starters, they will not be permitted to add any additional non-exempt non-Residents as Starters.</p>
<p>2.3 Playoffs Prizes</p> <p>Teams that qualify for the Playoffs at the conclusion of a Challenger Series split are eligible to win the following prizes <u>based on the finishing position of the team after Playoffs:</u></p> <ul style="list-style-type: none"> • 1st Place: \$10,000/€8,000 • 2nd Place: \$7,000/€5,600 • 3rd Place: \$5,000/€4,000 • 4th Place: \$3,000/€2,400 	<p>2.3 Playoffs Prizes</p> <p>Teams that qualify for the Playoffs at the conclusion of a Challenger Series split are eligible to win the following prizes:</p> <ul style="list-style-type: none"> • 1st Place: \$10,000/€8,000 • 2nd Place: \$7,000/€5,600 • 3rd Place: \$5,000/€4,000 • 4th Place: \$3,000/€2,400
<p>3.1 Team Ownership</p> <p>One Challenger Series team may be owned by the same company, individual, or other legal entity that currently owns a Professional team in the North American LCS, European LCS, or any other global league. If that LCS team reaches the promotion tournament, the LCS team may not choose or be forced to play a team which, at any time during the Challenger Series, was owned by</p>	<p>3.1 Team Ownership</p> <p>One Challenger Series team may be owned by the same company, individual, or other legal entity that currently owns a Professional team in the North American LCS, European LCS, or any other global league. If that LCS team reaches the promotion tournament, the LCS team may not choose or be forced to play a team which, at any time during the Challenger Series, was owned by</p>

<p>the same company, individual, or other legal entity.</p> <p><u>A team will be required to declare the owner of the team at the start of the qualifier period. The owner that is declared will be the same owner that will control the spot in the Challenger Series or, in the case of Promotion, in the LCS (if the owner passes the vetting process at each point). A team will be allowed to change their ownership once at the beginning of the Challenger Series. A team will not be allowed to change ownership at any point once the Challenger Series begins. In extenuating circumstances, a new owner may be declared, but that will be at the discretion of CS officials.</u></p> <p><u>No Team Owner or Team Manager or Affiliate of an Owner may own or control, directly or indirectly, or have a direct (e.g., ownership) or indirect (e.g., a contractual arrangement) financial interest, or be an employee or contractor of, more than one League of Legends team in the Challenger Series, including the qualifier.</u></p>	<p>the same company, individual, or other legal entity.</p>
<p>3.2 Roster Requirements</p> <p>No team may have on their roster more than two players at a time from any single starting lineup of a different team that played in either region of the LCS and/or any aspect of the Challenger Series (including qualifiers) in the last two completed Splits. A Challenger Series team that wins its match must play at least 3 members of the active roster that earned the spot in the LCS in the first game of the split.</p>	
<p>3.3 Substitutes</p> <p>If a team wishes to substitute players within the Active Roster, those substitutions should be expressed to a CS official before 7:00pm PST or CET (depending on region), the night before the match. If a substitution is to occur after this deadline, then the team must reach out to a CS official immediately for approval. Substitutions may only include members of the team who are recognized to be on the Active Roster. CS officials reserve the right to approve or deny any such</p>	<p>3.3 Substitutes</p> <p>If a team wishes to substitute players within the Active Roster, those substitutions should be expressed to a CS official before 11:59pm PST or CET (depending on region), the night before the match. If a substitution is to occur after this deadline, then the team must reach out to a CS official immediately for approval. Substitutions may only include members of the team who are recognized to be on the Active Roster. CS officials reserve the right to approve or deny any such</p>

<p>request, based upon the eligibility of the players involved and the compliance with the Rules of such request.</p>	<p>request, based upon the eligibility of the players involved and the compliance with the Rules of such request.</p>
<p>3.4 Acquisitions</p> <p>A team may acquire new players as long as the requirements in section 3.3 are met. As long as Section 3.3 is met and the player is eligible, then a player that is not currently on an LCS Active Roster as a Starter or a CS Active Roster is considered a free agent and available for acquisition. Acquisitions will be restricted when the LCS free agency period is restricted. The Free Agent Signing Deadline for both regions is March 16, 2015, for Spring Split, and <u>July 14, 2015, in EU, and July 15th, 2015, in NA</u> for Summer Split. A team cannot acquire a player that was in the same group bracket during qualifiers for a 3 calendar week period starting from the player's last game. A team cannot acquire a player that participated in the qualifier rounds for another team until after the qualifier rounds have completed.</p>	<p>3.4 Acquisitions</p> <p>A team may acquire new players as long as the requirements in section 3.3 are met. As long as Section 3.3 is met and the player is eligible, then a player that is not currently on an LCS Active Roster as a Starter or a CS Active Roster is considered a free agent and available for acquisition. Acquisitions will be restricted when the LCS free agency period is restricted. The Free Agent Signing Deadline for both regions is March 16, 2015, for Spring Split, and July 13, 2015, for Summer Split. A team cannot acquire a player that was in the same group bracket during qualifiers for a 3 calendar week period starting from the player's last game. A team cannot acquire a player that participated in the qualifier rounds for another team until after the qualifier rounds have completed.</p>
<p>3.5 Team Names, Team Tags, and Player Names</p> <p>All Team Tags, Team Names, and Summoner Names must be approved by CS officials in advance of use in play. Name changes are not allowed except under certain extenuating circumstances such as sponsorship acquisition (<u>as described in Section 3.6</u>), but must be approved by CS officials prior to use in a CS game. Any cosmetic change to logos, team names, etc. must be made 72 hours in advance of the first regional CS game of the week. CS officials have the ability to deny a team name if it does not reflect the standards sought by the CS. A team will be notified by a CS official if their name does not meet the standard and the team will be allowed to change their name.</p>	<p>3.5 Team Names, Team Tags, and Player Names</p> <p>All Team Tags, Team Names, and Summoner Names must be approved by CS officials in advance of use in play. Name changes are not allowed except under certain extenuating circumstances such as sponsorship acquisition, but must be approved by CS officials prior to use in a CS game. Any cosmetic change to logos, team names, etc. must be made 72 hours in advance of the first regional CS game of the week. CS officials have the ability to deny a team name if it does not reflect the standards sought by the CS. A team will be notified by a CS official if their name does not meet the standard and the team will be allowed to change their name.</p>
<p>3.6 Sponsorships</p> <p>A Challenger team has the ability to acquire sponsors throughout the Challenger Series. Sponsorship acquisition is unrestricted. <u>However, changes in Sponsors with naming rights may only occur between Splits or upon entrance into the</u></p>	<p>3.6 Sponsorships</p> <p>A Challenger team has the ability to acquire sponsors throughout the Challenger Series. Sponsorship acquisition is unrestricted. If the sponsor falls under the ensuing limited categories then the sponsorship may not be displayed by the</p>

<p><u>Challenger Series, unless the team is unaffiliated. If the team is unaffiliated then it can acquire a named sponsor from a non-LCS affiliate once during the Challenger Series. A sponsor that has a named team and does not advance in the qualifier may not sponsor another team during the remainder of the split.</u></p> <p>If the sponsor falls under the ensuing limited categories then the sponsorship may not be displayed by the players during the use or play of LoL, adjacent to LoL related material, the CS, or any Riot-affiliated events. The CS officials have the ability to update the category list at any time. The following is a nonexclusive list of limited sponsors:</p>	<p>players during the use or play of LoL, adjacent to LoL related material, the CS, or any Riot-affiliated events. The CS officials have the ability to update the category list at any time. The following is a nonexclusive list of limited sponsors:</p>
<p>6.3.2 Summer Qualifier.</p> <p>This phase consists of up to 10 teams who will be seeded based on the ranked ladder. In NA this will consist of the top 10 eligible teams on the Ranked Teams ladder. In EU, this will consist of the top 5 eligible teams from EUW and the top 5 eligible teams from EUNE.</p> <p>The 6th place finisher from the Spring CS will be given a bye into the second round of the qualifier. The 5th place finisher from the Spring CS will be given a bye into the final round of the qualifier.</p> <p>The two teams that win their matches in the final round will qualify for the next season of challenger series. <u>If a third team is needed to qualify, then a 3rd place match will be held.</u></p> <p>If the pre-qualified teams fail to satisfy the pre-qualification requirements, then those teams will lose their pre-qualification position and teams from the ranked ladder will be entered into the bracket until a full bracket is created. The additional full groups will be created and filled with ranked teams to qualify an additional team to fill the vacant pre-qualified position. <u>See Appendix A for CS qualifier alternatives.</u></p>	<p>6.3.2 Summer Qualifier.</p> <p>This phase consists of up to 10 teams who will be seeded based on the ranked ladder. In NA this will consist of the top 10 eligible teams on the Ranked Teams ladder. In EU, this will consist of the top 5 eligible teams from EUW and the top 5 eligible teams from EUNE.</p> <p>The 6th place finisher from the Spring CS will be given a bye into the second round of the qualifier. The 5th place finisher from the Spring CS will be given a bye into the final round of the qualifier.</p> <p>The two teams that win their matches in the final round will qualify for the next season of challenger series.</p> <p>If the pre-qualified teams fail to satisfy the pre-qualification requirements, then those teams will lose their pre-qualification position and teams from the ranked ladder will be entered into the bracket until a full bracket is created. The additional full groups will be created and filled with ranked teams to qualify an additional team to fill the vacant pre-qualified position.</p>
<p>7.4 Competitive Patch & Tournament Realm</p> <p>The 2015 Season will be played on the current patch available on the Live Service, once a</p>	<p>7.4 Competitive Patch & Tournament Realm</p> <p>The 2015 Season will be played on the current patch available on the Live Service, once a</p>

<p>sufficient testing period has occurred. Changes to the competitive patch will be at the discretion of the CS.</p> <p>As a guideline, the competitive patch will be updated <u>three</u> days after its release onto the live server. A patch will not be implemented if a week of games or a playoff round has started.</p> <p>7.4.1 Example: Patch X.X was released on 11:59pm, February 1, 2015. It will be eligible to be used as a CS competitive patch for all matches on or after 11:59pm, February 4, 2015 unless a week of games or a playoff round has started.</p>	<p>sufficient testing period has occurred. Changes to the competitive patch will be at the discretion of the CS.</p> <p>As a guideline, the competitive patch will be updated six days after its release onto the live server. A patch will not be implemented if a week of games or a playoff round has started.</p> <p>7.4.1 Example: Patch X.X was released on 11:59pm, February 1, 2015. It will be eligible to be used as a CS competitive patch for all matches on or after 11:59pm, February 7, 2015 unless a week of games or a playoff round has started.</p>
<p>7.8.3 Side Selection.</p> <p>Sides will be pre-determined during the regular season and teams will start on the blue and red sides an equal number of times against each opponent (one game per side). In all seed-based matches (qualifiers and playoffs), the higher-ranked seed will have side selection for odd-numbered games (e.g. Games 1, 3, and 5), while the lower seed will have side selection for even-numbered games (Games 2 and 4). For example, the higher seed may choose to play game 1 on blue side, but game 3 and 5 on red side and the lower seed may choose to play game 2 on red side and game 4 on blue side. Both teams will be required to submit their final decision by <u>7:00pm</u> of the night before the start of the broadcast (in the time zone where the game will be played). If no decision is submitted, selection will default to blue side.</p>	<p>7.8.3 Side Selection.</p> <p>Sides will be pre-determined during the regular season and teams will start on the blue and red sides an equal number of times against each opponent (one game per side). In all seed-based matches (qualifiers and playoffs), the higher-ranked seed will have side selection for odd-numbered games (e.g. Games 1, 3, and 5), while the lower seed will have side selection for even-numbered games (Games 2 and 4). For example, the higher seed may choose to play game 1 on blue side, but game 3 and 5 on red side and the lower seed may choose to play game 2 on red side and game 4 on blue side. Both teams will be required to submit their final decision by 23:59 of the night before the start of the broadcast (in the time zone where the game will be played). If no decision is submitted, selection will default to blue side.</p>
<p>8.4.1 Restarts Before GOR. The following are examples of situations in which a game may be restarted if GOR has not been established.</p> <p>8.4.1.1 If a player notices that player's rune, mastery, or GUI settings have not applied correctly <u>due to a bug</u> between the game lobby and match, the player can pause the game to adjust these settings. If the settings cannot be correctly adjusted, then the game may be restarted.</p>	<p>8.4.1 Restarts Before GOR. The following are examples of situations in which a game may be restarted if GOR has not been established.</p> <p>8.4.1.1 If a player notices that player's rune, mastery, or GUI settings have not applied correctly between the game lobby and match, the player can pause the game to adjust these settings. If the settings cannot be correctly adjusted, then the game may be restarted.</p>
<p>9.1.6 Unauthorized Communications.</p>	<p>9.1.6 Unauthorized Communications.</p>

<p>All mobile phones, tablets, and other voice-enabled and/or “ringing” electronic devices must be removed from the play area before the game. Players may not text/email or use social media while in the match area. <u>Any communication via any form of social media platform during the broadcast will be considered unauthorized communication.</u> During the match, communication by a Starter shall be limited to the players on the Starter’s team.</p>	<p>All mobile phones, tablets, and other voice-enabled and/or “ringing” electronic devices must be removed from the play area before the game. Players may not text/email or use social media while in the match area. During the match, communication by a Starter shall be limited to the players on the Starter’s team.</p>
<p>9.2.2 Harassment.</p> <p>Harassment is forbidden. Harassment is defined as systematic, hostile, and repeated acts taking place over a considerable period of time, <u>or a singular egregious instance</u>, which <u>is/are</u> intended to isolate or ostracize a person and/or affect the dignity of the person.</p>	<p>9.2.2 Harassment.</p> <p>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.</p>
<p>Section 10.3 Best Interests of the CS</p> <p>CS officials at all times may act with the necessary authority to preserve the best interests of the CS. This power is not constrained by lack of specific language in this document. CS officials may use any form of punitive actions at their disposal against any entity whose conduct is not within the confines of the best interests of the CS.</p>	
<p>Appendix A</p> <p>[Graphs]</p>	

Version 2.02	Version 2.01
Revisions	Current
<p>1.1 Player and Team Eligibility</p> <p>For a team to be considered eligible for the Challenger Series: the team must be in the <u>top 10</u> of eligible teams in the Challenger Tier on the Ranked Teams ladder at the time of the deadline; and the team must be visible on the Ranked Teams ladder. CS officials have the right to deem a ranked team ineligible if there is a reasonable belief of impropriety</p>	<p>1.1 Player and Team Eligibility</p> <p>For a team to be considered eligible for the Challenger Series: the team must be in the top 16 of eligible teams in the Challenger Tier on the Ranked Teams ladder at the time of the deadline; and the team must be visible on the Ranked Teams ladder. CS officials have the right to deem a ranked team ineligible if there is a reasonable belief of impropriety</p>
<p>3.4 Acquisitions</p> <p>A team may acquire new players as long as the requirements in section 3.3 are met. As long as Section 3.3 is met and the player is eligible, then a player that is not currently on an LCS Active Roster as a Starter or a CS Active Roster is considered a free agent and available for acquisition. Acquisitions will be restricted when the LCS free agency period is restricted. The Free Agent Signing Deadline for both regions is March 16, 2015, for Spring Split, and July 13, 2015, for Summer Split. A team cannot acquire a player that was in the same group bracket during qualifiers for a 3 calendar week period starting from the player's last game. <u>A team cannot acquire a player that participated in the qualifier rounds for another team until after the qualifier rounds have completed.</u></p>	<p>3.4 Acquisitions</p> <p>A team may acquire new players as long as the requirements in section 3.3 are met. As long as Section 3.3 is met and the player is eligible, then a player that is not currently on an LCS Active Roster as a Starter or a CS Active Roster is considered a free agent and available for acquisition. Acquisitions will be restricted when the LCS free agency period is restricted. The Free Agent Signing Deadline for both regions is March 16, 2015, for Spring Split, and July 13, 2015, for Summer Split. A team cannot acquire a player that was in the same group bracket during qualifiers for a 3 calendar week period starting from the player's last game.</p>
<p>7.4 Competitive Patch & Tournament Realm</p> <p>The 2015 Season will be played on the current patch available on the Live Service, once a sufficient testing period has occurred. Changes to the competitive patch will be at the discretion of the CS.</p> <p>As a guideline, the competitive patch will be updated <u>six days</u> after its release onto the live server. A patch will not be implemented if a week of games or a playoff round has started.</p> <p>7.4.1 Example: Patch X.X was released on 11:59pm, February 1, 2015. It will be eligible to be used as a CS competitive patch for all matches on</p>	<p>7.4 Competitive Patch & Tournament Realm</p> <p>The 2015 Season will be played on the current patch available on the Live Service, once a sufficient testing period has occurred. Changes to the competitive patch will be at the discretion of the CS.</p> <p>As a guideline, 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 week of games or a playoff round has started.</p> <p>7.4.1 Example: Patch X.X was released on 11:59pm, February 1, 2015. It will be eligible to be used as a CS competitive patch for all matches on</p>

<p>or after 11:59pm, <u>February 7, 2015</u> unless a week of games or a playoff round has started.</p> <p>Champions who have not been available on the live service for more than <u>13 days</u> will be automatically restricted. Champions that have undergone reworks will be subject to CS discretion.</p> <p>7.4.2 Example: Champion A was released February 1, 2015, so Champion A becomes eligible to be used in all CS matches on or after <u>February 14, 2015</u>.</p> <p>CS will not update a patch nor unlock a champion in the middle of a single week or round of the tournament.</p>	<p>or after 11:59pm, February 8, 2015 unless a week of games or a playoff round has started.</p> <p>Champions who have not been available on the live service for more than 2 weeks will be automatically restricted. Champions that have undergone reworks will be subject to CS discretion.</p> <p>7.4.2 Example: Champion A was released February 1, 2015, so Champion A becomes eligible to be used in all CS matches on or after February 15, 2015.</p> <p>CS will not update a patch nor unlock a champion in the middle of a single week or round of the tournament.</p>
<p>9.2.13 No Poaching or Tampering.</p> <p>No Team Member or Affiliate of a team may solicit, lure, or make an offer of employment to any Team Member who is signed to any LCS team, nor encourage any such Team Member to breach or otherwise terminate a contract with said LCS team. Violations of this rule shall be subject to penalties, at the discretion of LCS and/or CS officials. To inquire about the status of a Team Member from another team, managers must contact the management of the team that the player is currently contracted with. The inquiring team must provide visibility to LCS officials before being able to discuss the contract with a player.</p>	
<p>Section 9.3 Association with Gambling</p> <p>No Team Member or CS official may take part, either directly or indirectly, in betting or gambling on any results of any <u>League of Legends</u> tournament or match globally.</p>	<p>Section 9.3 Association with Gambling</p> <p>No Team Member or CS official may take part, either directly or indirectly, in betting or gambling on any results of any CS game, match or tournament.</p>

Version 2.01	Version 1.05
Revisions	Current
<p>[Throughout the Document]</p> <p>2015 2014</p> <p>Ranked Teams Ranked 5s/Ranked 5v5</p>	
<p>1.1 Player and Team Eligibility</p> <p>No team shall be eligible to qualify for the Challenger Series <u>Qualifier</u> (defined in Section 6) if they have used more than 2 players who each started three or more LCS games during the Ladder Qualification Period (defined by the time from the previous ladder <u>lock</u> to the current ladder <u>lock</u>). For the avoidance of doubt, a player counts as being used if they play a single game with the Ranked team, but not if they are simply listed on the Roster.</p> <p>For a team to be considered eligible for the Challenger Series: the team must be in the top <u>16</u> of eligible teams in the Challenger Tier on the Ranked 5v5 ladder at the time of the deadline; and the team must be visible on the Ranked 5v5 ladder. CS officials have the right to deem a ranked team ineligible if there is a reasonable belief of impropriety.</p> <p>No team shall be able to compete in any CS match without a minimum of three starting players who would potentially be able to compete in the next LCS split. To be considered potentially eligible to compete in the next LCS split, a CS player must have lived 17 full years (by or before the start of the next LCS split) and may not have any current disciplinary suspension from the LCS that would prevent him/her from playing in the first game of the season. All CS players must have lived 16 full years to compete at any time during the Challenger Series. During the Challenger Series playoffs, all players must be potentially LCS eligible to compete in the next LCS split.</p> <p>If a player plays in 3 or more games in the LCS which occur on or after the day of the first game of the Qualifier stage of Spring Season, he/she cannot play in Series 1 and is no longer eligible to</p>	<p>1.1 Player and Team Eligibility</p> <p>No team shall be eligible to qualify for the Challenger Series Play-In stage (defined in Section 6) if they have used more than 2 players who each started three or more LCS games during the Ladder Qualification Period (defined by the time from the previous ladder freeze to the current ladder freeze). For the avoidance of doubt, a player counts as being used if they play a single game with the Ranked team, but not if they are simply listed on the Roster.</p> <p>For a team to be considered eligible for the Challenger Series: the team must be in the top 20 of eligible teams in the Challenger Tier on the Ranked 5v5 ladder at the time of the deadline; and the team must be visible on the Ranked 5v5 ladder. CS officials have the right to deem a ranked team ineligible if there is a reasonable belief of impropriety.</p> <p>No team shall be able to compete in any CS match without a minimum of three starting players who would potentially be able to compete in the next LCS split. To be considered potentially eligible to compete in the next LCS split, a CS player must have lived 17 full years (by or before the start of the next LCS split) and may not have any current disciplinary suspension from the LCS that would prevent him/her from playing in the first game of the season.</p> <p>If a player plays in 3 or more games in the LCS which occur on or after the day of the first game of the Play-In stage of Series 1, he/she cannot play in Series 1 and is no longer eligible to be a member of a CS Active Roster. The player may rejoin a team at the start of the Play-In Stage of Series 2. If a player plays in 3 or more games in the LCS which occur on or after the day of the first game of the</p>

<p>be a member of a CS Active Roster. The player may rejoin a team at the start of the Play-In Stage of Series 2. If a player plays in 3 or more games in the LCS which occur on or after the day of the first game of the Play-In stage of Series 2, he/she cannot play in Series 2 and is no longer eligible to be a member of a CS Active Roster (including not being eligible to play on a CS team in the Promotion Matches). The player may rejoin a team at the start of the Play-In Stage of the next Series 1.</p> <p><u>Any player who has participated in an LCS match is ineligible to compete in any Challenger Series match for a period of one full calendar week.</u></p>	<p>Play-In stage of Series 2, he/she cannot play in Series 2 and is no longer eligible to be a member of a CS Active Roster (including not being eligible to play on a CS team in the Promotion Matches). The player may rejoin a team at the start of the Play-In Stage of the next Series 1. Additionally, 72 hours must have elapsed since a player has played in an LCS match before they are potentially eligible to play in the Challenger Series.</p>
<p>Section 1.2 Regional Residency Requirement & Work Eligibility</p> <p>1.2.1 Resident Defined. For purposes of this Rule 1.2, a player is deemed to be a "Resident" of a region if such player has legally resided and been primarily present in such region for no less than twenty-four months out of the thirty-six months immediately prior to such players' participation in the first game of the applicable tournament (i.e., a match in the World Championship Event, LCS, or Challenger Series).</p> <p>1.2.2 Certification of Residency. All players shall certify their residency upon participation in the World Championship Event, the NA and EU LCS, and the NA and EU Challenger Series by submitting an eligibility form, and providing proof of residency as defined in Rules 1.2.3 and 1.2.4. For the avoidance of doubt, any player may redact any sensitive information in such player's sole discretion and LCS shall not be responsible for the disclosure of any personal information by player to LCS. Each team is responsible for ensuring that its players meet the residency requirements in this Rule 1.2. It shall be a violation of these Rules, by both the team and the player, if a player (or his or her parent or guardian) provides false, misleading or incomplete information resulting in the misclassification of such player's residency and region. A violation of this Rule 1.2 by a team or a player shall also be deemed a violation of Rule 10.2, and the disciplinary measures in Rules 10.5 and 10.6 shall apply.</p>	<p>Region Residency</p> <p>Each player must physically compete within the region of which the competition is representative. For the avoidance of doubt, this includes Canada and the US for the NA region, and any member of the Council of Europe (except Russia, Turkey, and any other country with its own server) for the EU region.</p>

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

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

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

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

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

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

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

1.2.6 World Championship Event. The World Championship Event is intended to bring together the best teams from each region to compete, as representatives of their region, in a global competition. In order to foster this diverse global competition, nurture regional teams, excite local and global fans, increase participation from all regions, and ensure a fair and open championship, all teams competing in the World Championship Event must meet local residency requirements. At least 60% (three out of five) Starters on any competing team must be Residents or exempt non-Residents of the region they represent in the World Championship Event. This Rule shall ensure that the goals of the World Championship Event are achieved, without undue burden on players and teams, while promoting fair play and robust competition for all participants in this global competition.

1.2.7 NA and EU LCS. The NA and EU LCS, including the NA and EU regular season and all matches leading up to the regional playoffs, are designed to identify the teams that will represent the NA and EU in the World Championship Event. In order to fulfill this mandate, all teams competing in the LCS and LCS-affiliated matches must meet the requirements in Rule 1.2.6 for teams participating in the World Championship Event, including the requirement that at least 60% (three out of five) Starters on each team be Residents of the region covered by the LCS in which they play.

1.2.8 NA and EU Challenger Series. The NA and EU Challenger Series, including the NA and EU Challenger Series regular season and all matches leading up to the Promotion Tournament, are designed to identify the teams from the NA and EU that will be promoted to the NA and EU LCS and thereby have an opportunity to represent the NA and EU in the World Championship Event. In order to fulfill this mandate, all teams competing in the Challenger Series and Challenger Series-affiliated matches must meet the requirements in Rule 1.2.6 for teams participating in the World Championship Event, including the requirement that at least 60%

<p>(three out of five) Starters on each team be Residents of the region covered by the Challenger Series in which they play.</p> <p>1.2.9 Implementation of Rule Change; Grandfathering. Any player on the Active Roster of an LCS team or a CS team who participated in the 2014 NA/EU Challenger Series Summer Playoff at the time of this policy change who would not satisfy the Resident definition in 1.2.1 will be considered an "exempt non-resident", which allows such a player to count towards the three Residents required pursuant to Rules 1.2.5, 1.2.6, and 1.2.7. Once an exempt non-resident has met the Residency requirement, that player will be considered a Resident. A player cannot simultaneously count as a Resident for one region and as an exempt non-Resident for another region. A player can choose to waive his exempt non-Resident status in favor of counting as a Resident for another region before December 31, 11:59 pm PST 2014.</p> <p>1.2.10 Substitutes: All teams will be required to maintain at least one Resident player as a substitute at any given time. At no point in time will teams be permitted to make a substitution which is in violation of any provision of this Rule 1.2.:</p> <p>1.2.11 Losing Residency: For purposes of this Rule 1.2, a player who is considered a Resident for a region will no longer be deemed to be a "Resident" of that region if such player has been primarily present in another region for 24 months.</p>	
<p>1.3 No Riot Employees</p> <p>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 LCS regular season or playoffs. "Affiliate" is defined as any person or other entity which own or controls, is under the ownership or control of, or is under common ownership or control with, an Owner. "Control" shall mean the power, through any means, to determine the policies or management of an entity, whether through the</p>	<p>1.3 No Riot Employees</p> <p>Owners, managers, coaches, Starters, and Reserve players ("Team Members") may not be employees of Riot Games Inc. ("RGI") or League of Legends Championship Series LLC or any of their respective affiliates at the start of or at any point during the CS regular season or playoffs. "Affiliate" is defined as any person or other entity which own or controls, is under the ownership or control of, or is under common ownership or control with, an Owner. "Control" shall mean the power, through any means, to determine the policies or management of an entity, whether through the</p>

power to elect, appoint or approve, directly or indirectly, the directors, officers, managers or trustees of such entity or otherwise.	power to elect, appoint or approve, directly or indirectly, the directors, officers, managers or trustees of such entity or otherwise.
<p>2.1 <u>Challenger Series Qualifier Prize</u></p> <p><u>Teams that successfully qualify for the Challenger Series are eligible for a prize of \$7,500/€6,000 per team.</u></p>	<p>2.1 Series Prizes</p> <p>Teams that qualify for the quarter-finals of a Series are eligible to win the following prizes:</p> <ul style="list-style-type: none"> • 1st Place: \$6,000 • 2nd Place: \$4,000 • 3rd Place: \$3,000 • 4th Place: \$2,000 • 5th-8th Place: \$1,250
<p>2.2 Regular Season Prizes</p> <p>Upon successful completion of the regular season, teams will be eligible to receive a prize of \$10,000/€8,000.</p>	
<p>2.3 Playoff Prizes</p> <p>Teams that qualify for the Playoffs at the conclusion of a <u>Challenger Series</u> split are eligible to win the following prizes:</p> <ul style="list-style-type: none"> • 1st Place: \$10,000/€8,000 • 2nd Place: \$7,000/€5,600 • 3rd Place: \$5,000/€4,000 • 4th Place: \$3,000/€2,400 	<p>2.2 Playoffs Prizes</p> <p>Teams that qualify for the Playoffs at the conclusion of a Series are eligible to win the following prizes:</p> <ul style="list-style-type: none"> • 1st Place: \$16,000 • 2nd Place: \$10,000 • 3rd Place: \$8,000 • 4th Place: \$3,000 • 5th-6th Place: \$1,250
<p>2.5 Direct Payment to Players</p> <p>Players will be paid <u>prize money, if any</u>, in accordance with the number of matches they played in over the course of the Series or Playoffs. For the avoidance of doubt, a player who plays in every match in a Series will be entitled to 20% of the Prize Pool, <u>if any, won</u> by the Team <u>due to its performance</u> in that Series, while a player who plays in half of his team's matches will be entitled to 10% of the Prize Pool, <u>if any</u>, won by the Team <u>due to its performance</u> in that Series. <u>Any such prizes</u> will be paid directly to the players' designated account or entity.</p>	<p>2.5 Direct Payment to Players</p> <p>Players will be paid in accordance with the number of matches they played in over the course of the Series or Playoffs. For the avoidance of doubt, a player who plays in every match in a Series will be entitled to 20% of the Prize Pool earned by the Team in that Series, while a player who plays in half of his team's matches will be entitled to 10% of the Prize Pool earned by the Team in that Series. Funds will be paid directly to the players' designated account or entity.</p>
<p>Section 3</p> <p>Ranked 5s/Ranked 5v5 Ranked Teams</p>	<p>Section 3 Throughout</p> <p>Ranked 5s/Ranked 5v5</p>

<p>3.1 Team Ownership</p> <p><u>One Challenger Series team</u> may be owned by the same company, individual, or other legal entity that currently owns a Professional team in the North American LCS, European LCS, or any other global league. If that LCS team reaches the promotion tournament, the LCS team may not choose or be forced to play a team which, at any time during CS2 or the Challenger Series Playoffs, was owned by the same company, individual, or other legal entity.</p>	<p>3.1 Team Ownership</p> <p>Up to two Challenger Series teams may be owned by the same company, individual, or other legal entity that currently owns a Professional team in the North American LCS, European LCS, or any other global league. If that LCS team reaches the promotion tournament, the LCS team may not choose or be forced to play a team which, at any time during CS2 or the Challenger Series Playoffs, was owned by the same company, individual, or other legal entity.</p>
<p>3.2 roster Requirements</p> <p>Teams <u>qualifying through</u> the <u>Ranked Teams</u> ladder will begin <u>the qualifier</u> with the roster identified within the Ranked 5's queue (collectively, the "Active Roster") as of the day of the ladder <u>lock</u>, and must start at least 3 members from that original Active Roster in their first game of the <u>qualifier</u>. Teams that have qualified for <u>CS</u> (based on Promotion Match results) must start 3 or more members from the Active Roster that secured the prequalification for <u>CS</u>. Pre-qualified teams for <u>CS</u> (based on <u>previous CS</u> results), all teams in the playoffs, and all CS teams in the Promotion Matches teams must start in their first match 3 members of the Active Roster from their most recent match. Changes to the Active Roster may only occur as described below in Section 3.3 and 3.4. An Active Roster will be considered finalized upon receipt by a CS official prior to the first game played in the Series.</p>	<p>3.2 Roster Requirements</p> <p>Teams qualified by the ranked ladder will begin a Series with the roster identified within the Ranked 5's queue (collectively, the "Active Roster") as of the day of the ladder freeze, and must start at least 3 members from that original Active Roster in their first game of the Series. Teams that have qualified for Series 1 (based on Promotion Match results) must start 3 or more members from the Active Roster that secured the prequalification for Series 1. Pre-qualified teams for Series 2 (based on Series 1 results), all teams in the playoffs, and all CS teams in the Promotion Matches teams must start in their first match 3 members of the Active Roster from their most recent match. Changes to the Active Roster may only occur as described below in Section 3.3 and 3.4. An Active Roster will be considered finalized upon receipt by a CS official prior to the first game played in the Series.</p>
<p>3.2</p> <p>Teams that have made the qualifier portion of the CS will be required to have at least one substitute on the roster and can have up to four substitutes (i.e. 6 total players on the Active Roster minimum, 9 total players on the Active Roster maximum). Teams that have made the CS regular season will be required to have at least two substitutes on the roster and can have up to five substitutes (i.e. 7 total players on the Active Roster minimum, 10 total players on the Active Roster maximum).</p>	
<p>3.3 Substitutes</p>	<p>3.3 Substitutions</p>

<p>If a team wishes to substitute players within the Active Roster, those substitutions should be expressed to a CS official before 11:59pm PST or CET (depending on region), the night before the match. If a substitution is to occur after this deadline, then the team must reach out to a CS official immediately for approval. Substitutions may only include members of the team who are recognized to be on the Active Roster. CS officials reserve the right to approve or deny any such request, based upon the eligibility of the players involved and the compliance with the Rules of such request. Substitutions may not be made between games of a match.</p>	<p>If a team wishes to substitute players within the Active Roster, those substitutions should be expressed to a CS official before 11:59pm PST or CEST (depending on region), the night before the match. If a substitution is to occur after this deadline, then the team must reach out to a CS official immediately for approval. Substitutions may only include members of the team who are recognized to be on the Active Roster. CS officials reserve the right to approve or deny any such request, based upon the eligibility of the players involved and the compliance with the Rules of such request. Substitutions may not be made between games of a match.</p>
<p>3.4 Acquisitions</p> <p>A team may acquire new players as long as the requirements in section 3.3 are met. As long as Section 3.3 is met and the player is eligible, then a player that is not currently on an LCS Active Roster as a Starter or a CS Active Roster is considered a free agent and available for acquisition. <u>Acquisitions will be restricted when the LCS free agency period is restricted. The Free Agent Signing Deadline for both regions is March 16, 2015, for Spring Split, and July 13, 2015, for Summer Split. A team cannot acquire a player that was in the same group bracket during qualifiers for a 3 calendar week period starting from the player's last game.</u></p> <p>Any player who has appeared on a roster for one team within a single Challenger Series is not eligible to join a new CS team until the following Series. One exception: A player who played in Challenger Series 2 but was not on the Active Roster for a Challenger Series playoff team will be allowed to join a CS team in the Promotion Tournament. Once an acquisition is confirmed, the acquisition will be placed on the website.</p>	<p>3.4 Acquisitions</p> <p>A team may acquire new players as long as the requirements in section 3.3 are met. As long as Section 3.3 is met and the player is eligible, then a player that is not currently on an LCS Active Roster as a Starter or a CS Active Roster is considered a free agent and available for acquisition. Acquisitions will be restricted when the LCS free agency period is restricted.</p> <p>Any player who has appeared on a roster for one team within a single Challenger Series is not eligible to join a new CS team until the following Series. One exception: A player who played in Challenger Series 2 but was not on the Active Roster for a Challenger Series playoff team will be allowed to join a CS team in the Promotion Tournament. Once an acquisition is confirmed, the acquisition will be placed on the website.</p>
<p>Section 3.5 <u>Team Names</u>, Team Tags, and Player Names</p> <p>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.</p>	<p>3.5 Team Tags and Summoner Names</p> <p>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.</p>

<p>Summoner Names may include upper-case letters, lower-case letters, numbers 0-9, underscores, or single spaces between words only. Summoner Names must not exceed 12 characters including spaces. No additional special characters will be allowed for team names, Summoner Names, or tags. Summoner Names <u>and Team Names</u> may not contain: vulgarities or obscenities; LoL champion derivatives or other similar character names; or derivatives of products or services that may create confusion.</p> <p>All Team Tags, <u>Team Names</u>, and Summoner Names must be approved by CS officials in advance of use in play. Name changes are not allowed except under certain extenuating circumstances such as sponsorship acquisition, but must be approved by CS officials prior to use in a CS game. Any cosmetic change to logos, team names, etc. must be made 72 hours in advance of the first regional CS game of the week. <u>CS officials have the ability to deny a team name if it does not reflect the standards sought by the CS. A team will be notified by a CS official if their name does not meet the standard and the team will be allowed to change their name.</u></p>	<p>Summoner Names may include upper-case letters, lower-case letters, numbers 0-9, underscores, or single spaces between words only. Summoner Names must not exceed 12 characters including spaces. No additional special characters will be allowed for team names, Summoner Names, or tags. Summoner Names may not contain: vulgarities or obscenities; LoL champion derivatives or other similar character names; or derivatives of products or services that may create confusion.</p> <p>All Team tags and Summoner Names must be approved by CS officials in advance of use in play. Name changes are not allowed except under certain extenuating circumstances such as sponsorship acquisition, but must be approved by CS officials prior to use in a CS game. Any cosmetic change to logos, team names, etc. must be made 72 hours in advance of the first regional CS game of the week.</p>
<p>4.4 Replacement of Equipment</p> <p>If equipment or technical problems are suspected by CS officials at any time, a player or CS official may request a technical review of the situation. A CS technician will diagnose and troubleshoot problems, as needed. Technicians may request that CS officials order replacement of any equipment, at their discretion. Decisions regarding the replacement of any equipment are solely at the discretion of CS. <u>If a player wishes to use personal replacement equipment, the player must use equipment which has been preapproved by CS officials otherwise they will be provided replacement equipment by the CS officials.</u></p>	<p>Replacement of Equipment</p> <p>If equipment or technical problems are suspected by CS officials at any time, a player or CS official may request a technical review of the situation. A CS technician will diagnose and troubleshoot problems, as needed. Technicians may request that CS officials order replacement of any equipment, at their discretion. Decisions regarding the replacement of any equipment are solely at the discretion of CS.</p>
<p>4.5 Player Apparel</p> <p>During all live studio matches, players must wear <u>appropriate upper body attire</u>, pants and closed-toe shoes. For the avoidance of doubt, sweatpants, athletic pants, and/or pajama pants</p>	<p>4.5 Player Apparel</p> <p>During all live studio matches, players must wear pants and closed-toe shoes. For the avoidance of doubt, sweatpants, athletic pants, and/or pajama pants will not be considered appropriate attire.</p>

<p>will not be considered appropriate attire. Jerseys and all other apparel worn during such times are subject to the restrictions set forth in Section 9 below. Jerseys and apparel are always subject to the review and discretion of CS officials.</p>	<p>Jerseys and all other apparel worn during such times are subject to the restrictions set forth in Section 9 below. Jerseys and apparel are always subject to the review and discretion of CS officials.</p>
<p>4.6 Studio Computer Programs & Usage</p> <p>Players are prohibited from installing their own programs on CS-provided computers and must use only the programs provided by CS. <u>This includes the Green Room computers. If a player wishes to install a program onto the Green Room computers he must first ask a CS official.</u></p>	<p>4.6 Studio Computer Programs & Usage</p> <p>Players are prohibited from installing their own programs on CS-provided computers and must use only the programs provided by CS.</p>
<p>4.7 Client Accounts</p> <p>Players will have Tournament Realm accounts provided for them by CS upon qualification. It is the Players' responsibility to configure their account to their preferences. The account's Summoner Name must be set only to the Player's official tournament handle, as approved by CS. Tournament Realm access will be removed if a team has been eliminated from the <u>Qualifier</u> stage. <u>Teams that make the CS regular season keep their Tournament Realm access until the end of the current Series. Teams finishing in the top 8 will be allowed to maintain their Tournament Realm access until the completion of the current Series.</u> Teams that make the CS Playoffs will be given access to the Tournament Realm until completion of the playoffs.</p>	<p>4.7 Client Accounts</p> <p>Players will have Tournament Realm accounts provided for them by CS upon qualification. It is the Players' responsibility to configure their account to their preferences. The account's Summoner Name must be set only to the Player's official tournament handle, as approved by CS. Tournament Realm access will be removed if a team has been eliminated from the Play-in stage. Teams finishing in the top 8 will be allowed to maintain their Tournament Realm access until the completion of the current Series. Teams that make the CS Playoffs will be given access to the Tournament Realm until completion of the playoffs.</p>
<p>6.1.3 Split. Scheduled league play that will occur over an approximately three-month period of time. The 2015 Season will be divided into two splits (Spring and Summer) for each region (North America and Europe). Each Split shall contain two Series as well as a Championship.</p>	<p>6.1.3 Split. Scheduled league play that will occur over an approximately three-month period of time. The 2014 Season will be divided into two splits (Spring and Summer) for each region (North America and Europe). Each Split shall contain two Series as well as a Championship.</p>
<p>6.1.4 Series. Scheduled league play that will occur over an approximately five-week period of time, twice per Split. Within each Series, there will be a Play-In, as well as the Quarter-finals, Semi-finals, and Finals. All matches within a Series shall be played online, with teams choosing to play from any location, except for the Finals. However, the CS may choose to change the location of any game to the Studio at its discretion.</p>	<p>6.1.4 Series. Scheduled league play that will occur over an approximately five-week period of time, twice per Split. Within each Series, there will be a Play-In, as well as the Quarter-finals, Semi-finals, and Finals. All matches within a Series shall be played online, with teams choosing to play from any location, except for the Finals. However, the CS may choose to change the location of any game to the Studio at its discretion.</p>
<p>6.3.1 <u>Spring Qualifier</u>. This phase consists of up to</p>	<p>6.3.1 Play-In. This phase consists of up to twenty</p>

<p><u>sixteen</u> teams who will be seeded into <u>four single-elimination best-of-three brackets</u>, as follows, with all teams listed first in the matchup having side selection:</p> <p>6.3.1.1 Group A: #1 vs #16, #8 vs #9 6.3.1.2 Group B: #2 vs #15, #7 vs #10 6.3.1.3 Group C: #3 vs #14, #6 vs #11 6.3.1.4 Group D: #4 vs #13, #5 vs #12 6.3.1.5 Group E: #5 vs #16, #6 vs #15</p> <p>These groups will each play until there is a single winner. If there is a situation where fewer than <u>sixteen</u> teams qualify for the Qualifier Play-In, then byes will be given based on seeding. The top seeds will receive the byes.</p> <p>In Europe, the <u>eight</u> teams from EUW will be ranked into the odd-numbered seeds for the <u>Spring Qualifier</u>. The teams from EUNE will be ranked into the odd-numbered seeds for the <u>Summer Qualifier</u>. <u>If EUW or EUNE cannot satisfy the minimum bracket requirement for their region then the bracket will be filled out with teams from the other region.</u></p> <p>If, for whatever reason, there are only two eligible pre-qualified teams to enter into the Quarter-finals, then 24 teams shall be selected from the brackets, with six groups playing until there is a single winner. If only one, 28 teams will be selected, with seven groups playing until there is a winner.</p> <p><u>If the pre-qualified teams fail to satisfy the pre-qualification requirements, then those teams will lose their pre-qualification position and teams from the ranked ladder will be entered into the bracket until a full bracket is created. The additional full groups will be created and filled with ranked teams to qualify an additional team to fill the vacant pre-qualified position.</u></p>	<p>teams who will be seeded into five single-elimination best-of-one brackets, as follows, with all teams listed first in the matchup having side selection:</p> <p>6.3.1.1 Group A: #1 vs #20, #10 vs #11 6.3.1.2 Group B: #2 vs #19, #9 vs #12 6.3.1.3 Group C: #3 vs #18, #8 vs #13 6.3.1.4 Group D: #4 vs #17, #7 vs #14 6.3.1.5 Group E: #5 vs #16, #6 vs #15</p> <p>These groups will each play until there is a single winner. If there is a situation where fewer than twenty teams qualify for the Play-In, then byes will be given based on seeding. The top seeds will receive the byes.</p> <p>In Europe, the ten teams from EUW will be ranked into the odd-numbered seeds for the first Series of the Spring, and the second Series of the Summer. The ten teams from EUNE will be ranked into the odd-numbered seeds for the second Series of the Spring, and the first Series of the Summer.</p> <p>If, for whatever reason, there are only two eligible pre-qualified teams to enter into the Quarter-finals, then 24 teams shall be selected from the brackets, with six groups playing until there is a single winner. If only one, 28 teams will be selected, with seven groups playing until there is a winner.</p>
<p>6.3.2 Summer Qualifier</p> <p>This phase consists of up to 10 teams who will be seeded based on the ranked ladder. In NA this will consist of the top 10 eligible teams on the Ranked</p>	

<p>5s ladder. In EU, this will consist of the top 5 eligible teams from EUW and the top 5 eligible teams from EUNE.</p> <p>The 6th place finisher from the Spring CS will be given a bye into the second round of the qualifier. The 5th place finisher from the Spring CS will be given a bye into the final round of the qualifier. The two teams that win their matches in the final round will qualify for the next season of challenger series.</p> <p><u>If the pre-qualified teams fail to satisfy the pre-qualification requirements, then those teams will lose their pre-qualification position and teams from the ranked ladder will be entered into the bracket until a full bracket is created. The additional full groups will be created and filled with ranked teams to qualify an additional team to fill the vacant pre-qualified position.</u></p> <p>[Bracket]</p>	
<p>Removed</p>	<p>6.3.3 Quarter-finals. The five group winners of the Play-In will join three pre-qualified teams in single-elimination best-of-three matches. The three pre-qualified teams shall be the losing teams in the previous LCS Promotion Tournament (for Series 1) or the top three teams from Series 1 (for Series 2). In Series 1, the loser of the matchup involving the 8th place LCS team shall be considered Pre-Qualifier #1; the team coming from the matchup involving the 7th place LCS team shall be considered Pre-Qualifier #2, and the remaining team shall be considered Pre-Qualifier #3. In Series 2, the Pre-qualified teams shall be seeded by their performance in Series 1.</p> <p>Teams shall be seeded in the following order, with side selection going to the higher seed based on the below ranking:</p> <p>6.3.3.1 Quarter-final 1: #1 (Pre-Qualifier #1) vs #8 (Group E Winner)</p> <p>6.3.3.2 Quarter-final 2: #4 (Group A Winner) vs #5 (Group B Winner)</p> <p>6.3.3.3 Quarter-final 3: #3 (Pre-Qualifier #3) vs #6 (Group C Winner)</p> <p>6.3.3.4 Quarter-final 4: #2 (Pre-Qualifier #2) vs #7</p>

	(Group D Winner)
Removed	<p>6.3.4 Semi-finals and Finals. The four teams who advance through the Quarter-finals shall play in the Semi-finals, with the following matchups:</p> <p>6.3.4.1 Semi-final 1: Quarter-final 1 Winner vs Quarter-final 2 Winner</p> <p>6.3.4.2 Semi-final 2: Quarter-final 3 Winner vs Quarter-final 4 Winner</p> <p>The winners of the two semi-finals shall face each other to determine the Series Champion in a best-of-three match, while the losers of the two semi-finals shall face each other in a best-of-three match for 3rd place. Side selection shall always belong to the higher-seeded team based on their Quarter-final seeding.</p>
Removed	<p>6.3.5 Playoff Qualification. Based on their performance in the two Series within a Split, teams may qualify for the Challenger Series Championship, held at the conclusion of each Split. Points will be awarded as follows:</p> <p>[Table]</p>
[Removed]	<p>6.3.6 Playoff Points Tiebreaker. In the event that multiple teams are tied in the standings at the conclusion of the second Series within a Split, there will be a tiebreaker.</p> <p>Tiebreaker games will be played following the Finals of Series 2, but prior to the first day of the Playoffs. Tied teams will compete against each other until there is a winner.</p>
<p>6.3.3 Regular Season. This phase consists of six teams, each playing 10 games per split, in a league format against opponents within their region. Each team will face each of their opponents twice per split. Sides will be pre-determined and teams will start on the blue and red sides an equal number of times against each opponent (one game per side). Ranking in the league will be determined by percentage of wins. A full schedule of dates and games can be found at www.lolesports.com.</p> <p>6.3.4 Regular Season Tiebreaker. In the event that multiple teams are tied in the standings at the</p>	

conclusion of either Regular Season split (as defined as having the same winning percentage), then any teams so tied will be seeded by head-to-head record. If said teams have identical head-to-head records (as defined as each team winning 50% of games between the two teams), said teams will play one tiebreaker game to determine the final standings.

Tiebreaker games will be played following the final game of the Regular Season, but prior to the first day of the Playoffs. Tied teams will compete against each other until there is a winner. Side choice is determined by coin flip for all tiebreakers.

If three or more teams are tied, the head-to-head record of all teams against all other teams involved in the tiebreaker will be considered. If a single team owns a winning record (as defined as winning more than 50% of the games) against every other team in the tiebreaker, they are automatically granted the highest seed available in the tiebreaker, and a new tiebreaker is declared amongst the remaining teams.

If no team in a tiebreaker holds a winning record against all other teams, the following structures will be used:

6.3.5 Three-way tie: A single round-robin will be played among the three teams. If this does not result in a hierarchical ranking of teams (i.e., distinct 2-0, 1-1, and 0-2 team records), then the three teams will be randomly drawn into a single-elimination bracket where one team has a bye into the finals.

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

6.3.7 Five-way tie: The teams will be randomly

<p>drawn into a single-elimination bracket, where there is a play-in between two teams for the fourth semi-final spot. The tournament will require a 3rd-place match to determine seeding.</p> <p>6.3.8 Six-way tie: The teams will be randomly drawn into a single-elimination bracket, where two teams have byes into the semi-finals. The tournament will require a 3rd-place match and 5th-place match to determine seeding.</p>	
<p>6.3.9 Playoffs. This phase consists of a <u>two-round single-elimination tournament among the top four (4) teams from the season, seeded according to their final regular season standings. The first place team as determined by the playoffs will automatically promote into the LCS. The teams finishing 2nd and 3rd in the playoffs will qualify to compete in the Promotion Tournament against two LCS teams from the current split.</u></p> <p>6.3.3.1 <u>All games will be best-of-three (Bo3) except the Championship which will be best-of-five (Bo5).</u></p>	<p>6.3.7 Playoffs. This phase consists of a three-round single-elimination tournament among the top six (6) teams from the two Series, seeded according to their point totals. The top two teams based on point totals will be given byes into the second round. The top three teams as determined by the playoffs will automatically qualify to compete in the Promotion Tournament against three LCS teams from the current Split.</p> <p>6.3.3.1 The first two rounds will be best-of-three (Bo3).</p> <p>6.3.3.2 The Championship round will be best-of-five (Bo5), including the 3rd place match. 7.3.14 Automatic Relegation</p>
<p>6.4 Automatic Promotion.</p> <p>The team that finishes first in the final playoffs standings of a split will be automatically promoted into the League of Legends Championship Series. This move will coincide with the automatic relegation of the team that finishes the LCS regular season in last place.</p>	
<p>7.3.2 Referee Comportment. At all times, referees shall conduct themselves in a professional manner, and shall issue rulings in an impartial manner. No passion or prejudice will be shown towards any player, team, team manager, <u>coach</u>, owner, or other individual.</p>	<p>7.3.2 Referee Comportment. At all times, referees shall conduct themselves in a professional manner, and shall issue rulings in an impartial manner. No passion or prejudice will be shown towards any player, team, team manager, owner, or other individual.</p>
<p>7.4 Competitive Patch & Tournament Realm</p> <p>The 2015 Season will be played on the current patch available on the Live Service, once a sufficient testing period has occurred. Changes to the competitive patch will be at the discretion of the LCS.</p> <p>As a guideline, the competitive patch will be updated a full calendar week after its release onto</p>	<p>7.4 Competitive Patch & Tournament Realm</p> <p>The 2014 Season will be played on the current patch available on the Live Service, once a sufficient testing period has occurred. Changes to the competitive patch will be at the discretion of the CS.</p> <p>As a guideline, the competitive patch will be updated a full calendar week after its release onto</p>

<p>the live server. A patch will not be implemented if a week of games or a playoff round has started.</p> <p>7.4.1 Example: Patch X.X was released on 11:59pm, February 1, 2015. It will be eligible to be used as an LCS competitive patch for all matches on or after 11:59pm, February 8, 2015 unless a week of games or a playoff round has started.</p> <p>Champions who have not been available on the live service for <u>more than 2 weeks</u> will be automatically restricted. Champions that have undergone reworks will be subject to LCS discretion.</p> <p>7.4.2 Example: Champion A was released <u>February 1, 2015</u>, so Champion A becomes eligible to be used in all LCS matches on <u>February 15, 2015</u>.</p>	<p>the live server. A patch will not be implemented if a week of games or a playoff round has started.</p> <p>7.4.1 Example: Patch X.X was released on 11:59pm, February 1, 2014. It will be eligible to be used as a CS competitive patch for all matches on or after 11:59pm, February 8, 2014 unless a week of games or a playoff round has started.</p> <p>Champions who have not been available on the live service for more than 4 weeks will be automatically restricted. Champions that have undergone reworks will be subject to CS discretion.</p> <p>7.4.2 Example: Champion A was released January 23, 2014, so Champion A becomes eligible to be used in all CS matches on or after February 20, 2014.</p> <p>CS will not update a patch nor unlock a champion in the middle of a single week or round of the tournament.</p>
<p>7.5.9 No Streaming. Players are not permitted to stream their tournament matches publicly or privately on any platform or service <u>while the broadcast is live. Players may stream personal or professional recordings of the match after the broadcast has officially completed.</u></p>	<p>7.5.9 No Streaming. Players are not permitted to stream their tournament matches publicly or privately on any platform or service.</p>
<p>7.8.3 Side Selection. <u>Sides will be pre-determined during the regular season and teams will start on the blue and red sides an equal number of times against each opponent (one game per side).</u> In all <u>seed-based matches (qualifiers, and playoffs)</u>, the higher-ranked seed will have side selection for odd-numbered games (e.g. Games 1, 3, and 5), while the lower seed will have side selection for even-numbered games (Games 2 and 4). For example, the higher seed may choose to play game 1 on blue side, but game 3 and 5 on red side and the lower seed may choose to play game 2 on red side and game 4 on blue side. Both teams will be required to submit their final decision by 23:59 of the night before the start of the broadcast (in the time zone where the game will be played). If no decision is submitted, selection will default to blue side.</p>	<p>7.8.3 Side Selection. In all matches, the higher-ranked seed will have side selection for odd-numbered games (e.g. Games 1, 3, and 5), while the lower seed will have side selection for even-numbered games (Games 2 and 4). For example, the higher seed may choose to play game 1 on blue side, but game 3 and 5 on red side and the lower seed may choose to play game 2 on red side and game 4 on blue side. Both teams will be required to submit their final decision by 23:59 of the night before the start of the broadcast (in the time zone where the game will be played). If no decision is submitted, selection will default to blue side.</p>
<p>8.3.2 Player Pause. Players may only pause a</p>	<p>8.3.2 Player Pause. Players may only pause a</p>

<p>match immediately following any of the events described below, but must signal or communicate with a CS official immediately after the pause and identify the reason. Acceptable reasons include:</p> <p>8.3.2.1 An Unintentional Disconnection 8.3.2.2 A hardware or software malfunction (e.g. monitor power or peripheral disability or game glitch) 8.3.2.3 Physical interference with a player (e.g., fan gank or broken chair)</p> <p>Player illness, injury, or disability is not an acceptable reason for a player pause <u>for live events</u>. In such a situation, the team must alert a CS official, who may in his/her sole discretion, grant a pause in order to evaluate the identified player to determine whether player is ready, willing, and able to continue playing within a reasonable period of time, as determined by the CS official, but not to exceed a few minutes.</p>	<p>match immediately following any of the events described below, but must signal or communicate with a CS official immediately after the pause and identify the reason. Acceptable reasons include:</p> <p>8.3.2.1 An Unintentional Disconnection 8.3.2.2 A hardware or software malfunction (e.g. monitor power or peripheral disability or game glitch) 8.3.2.3 Physical interference with a player (e.g., fan gank or broken chair)</p> <p>Player illness, injury, or disability is not an acceptable reason for a player pause. In such a situation, the team must alert a CS official, who may in his/her sole discretion, grant a pause in order to evaluate the identified player to determine whether player is ready, willing, and able to continue playing within a reasonable period of time, as determined by the CS official, but not to exceed a few minutes.</p>
<p>9.1.1.7 Cheating <u>Methods</u>. The use of any kind of cheating device and/or cheat program, <u>or any similar cheating method such as signaling devices, hand signals, etc.</u></p>	<p>9.1.1.7 Cheating Device. The use of any kind of cheating device and/or cheat program.</p>
<p>9.1.2 Profanity and Hate Speech. A Team Member may not use language that is obscene, foul, vulgar, insulting, threatening, abusive, libelous, slanderous, defamatory or otherwise offensive or objectionable; or promote or incite hatred or discriminatory conduct, in or near the match area, at any time. A Team Member may not use any facilities, services or equipment provided or made available by CS or its contractors to post, transmit, disseminate or otherwise make available any such prohibited communications. <u>A Team Member may not use this type of language on social media or during any public facing events such as streaming</u></p>	<p>9.1.2 Profanity and Hate Speech. A Team Member may not use language that is obscene, foul, vulgar, insulting, threatening, abusive, libelous, slanderous, defamatory or otherwise offensive or objectionable; or promote or incite hatred or discriminatory conduct, in or near the match area, at any time. A Team Member may not use any facilities, services or equipment provided or made available by CS or its contractors to post, transmit, disseminate or otherwise make available any such prohibited communications. A Team Member may not use this type of language on social media or during any public facing events such as streaming.</p>
<p>9.1.3 Disruptive Behavior / Insults. A Team Member may not take any action or perform any gesture directed at an opposing Team Member, <u>fan, or official</u>, or incite any other individual(s) to do the same, which is insulting, mocking, disruptive or antagonistic.</p>	<p>9.1.3 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.</p>
<p>9.1.6 Unauthorized Communications. All mobile phones, tablets, and other voice-enabled and/or “ringing” electronic devices <u>must be removed from the play area before the game</u>. Players may not</p>	<p>9.1.6 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</p>

<p>text/email <u>or use social media</u> while in the match area. During the match, communication by a Starter shall be limited to the five players on the Starter's team.</p>	<p>the match area. During the match, communication by a Starter shall be limited to the five players on Starter's team.</p>
<p>9.2.7 Player Behavior Investigation. If CS or Riot determines that a <u>Team or</u> Team Member has violated the Summoner's Code, the LoL Terms of Service, or other rules of LoL, CS officials may assign penalties at their sole discretion. <u>If a CS official contacts a Team Member to discuss the investigation, the Team Member is obligated to tell the truth. If a Team Member lies to a CS official creating obstruction of the investigation then the Team is subject to punishment.</u></p>	<p>9.2.7 Player Behavior Investigation. If CS or Riot determines that a Team Member has violated the Summoner's Code, the LoL Terms of Service, or other rules of LoL, CS officials may assign penalties at their sole discretion.</p>
<p>Penalties</p> <p>Upon discovery of any Team Member committing any violations of the rules listed above, the CS may, without limitation of its authority under Section 9.4, issue the following penalties:</p> <p>9.5.1 Verbal Warning(s)</p> <p>9.5.2 Loss of Side Selection for Current or Future Game(s)</p> <p>9.5.3 Loss of Ban for Current or Future Game(s)</p> <p>9.5.4 Fine(s) and/or Prize Forfeiture(s)</p> <p>9.5.5 Game Forfeiture(s)</p> <p>9.5.6 Match Forfeiture(s)</p> <p>9.5.7 Suspension(s)</p> <p>9.5.8 Disqualification(s)</p> <p>Repeated infractions are subject to escalating penalties, up to, and including, disqualification from future participation in CS. It should be noted that penalties may not always be imposed in a successive manner. CS, in its sole discretion, for example, can disqualify a player for a first offense if the action of said player is deemed egregious enough to be worthy of disqualification by CS.</p> <p><u>In the case of a forfeit during the qualifier, the</u></p>	<p>Penalties</p> <p>Upon discovery of any Team Member committing any violations of the rules listed above, the CS may, without limitation of its authority under Section 9.4, issue the following penalties:</p> <p>9.5.1 Verbal Warning(s)</p> <p>9.5.2 Loss of Side Selection for Current or Future Game(s)</p> <p>9.5.3 Loss of Ban for Current or Future Game(s)</p> <p>9.5.4 Fine(s) and/or Prize Forfeiture(s)</p> <p>9.5.5 Game Forfeiture(s)</p> <p>9.5.6 Match Forfeiture(s)</p> <p>9.5.7 Suspension(s)</p> <p>9.5.8 Disqualification(s)</p> <p>Repeated infractions are subject to escalating penalties, up to, and including, disqualification from future participation in CS. It should be noted that penalties may not always be imposed in a successive manner. CS, in its sole discretion, for example, can disqualify a player for a first offense if the action of said player is deemed egregious enough to be worthy of disqualification by CS.</p>

<p><u>players involved on the team will not be allowed to participate in the next challenger series game regardless of team affiliation. If the forfeit occurred during the second round of the qualifier then the players involved will not be allowed in the next two challenger series games. If the forfeit occurs in the final round, then the players involved will not be allowed in the next three challenger series games. Exceptions may be granted in situations that are demonstrably unavoidable at the sole discretion of CS officials.</u></p>	
<p>Exhibit B</p> <p>[Removed]</p>	<p>Exhibit B</p>