

Rule Revision Change Log

Version 3.02	Version 3.01
Revisions	Current
[Throughout the Document]	
Games Matches	
Europe	
<p style="text-align: center;">Introduction and Purpose</p> <p>These Official Rules (“Rules”) of the League of Legends Championship Series (“LCS”) apply to each of the teams who have qualified to play in the LCS in 2016, as well as their head coach, managers, owners, Starters, Reserve players (collectively “Team Members”), and other employees. The 2016 Season of the LCS will be divided into two halves (“splits”). Each split will consist of three phases (a) a regular season, (b) playoffs, which will be at the conclusion of the regular season, and (c) a promotion/relegation tournament after the playoffs are conducted. The top teams from the LCS division in North America, the LCS division in Europe , and from other regions around the world will advance to the 2016 League of Legends World Championship. These Rules apply only to official LCS 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>These Official Rules (“Rules”) of the League of Legends Championship Series (“LCS”) apply to each of the teams who have qualified to play in the LCS in 2016, as well as their head coach, managers, owners, Starters, Reserve players (collectively “Team Members”), and other employees. The 2016 Season of the LCS will be divided into two halves (“splits”). Each split will consist of three phases (a) a regular season, (b) playoffs, which will be at the conclusion of the regular season, and (c) a promotion/relegation tournament after the playoffs are conducted. The top teams from the LCS division in North America, the LCS division in Europe , and from other regions around the world will advance to the 2016 League of Legends World Championship. These Rules apply only to official LCS play and not to other competitions, tournaments or organized play of League of Legends (“LoL” or the “game”).</p>
<p>1.2.8 NA and EU Challenger Series.</p> <p>The NA and EU Challenger Series, including the NA and EU Challenger Series regular season and all matches leading up to the Promotion Tournament, are designed to identify the teams from the NA and EU that will be promoted to the NA and EU LCS and thereby have an opportunity to represent the NA and EU in the World Championship Event. In order to fulfill this mandate, all teams competing in the Challenger Series and Challenger Series-affiliated matches must meet the requirements in Rule 1.2.6 for teams participating in the World Championship Event, including the requirement that at least 60% (three out of five)</p>	<p>1.2.8 NA and EU Challenger Series.</p> <p>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</p>

<p>Starters on each team be Residents of the region covered by the Challenger Series in which they play.</p>	<p>requirement that at least 60% (three out of five) Starters on each team be Residents of the region covered by the Challenger Series in which they play.</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>2.2 Player Compensation</p> <p>Each team must distribute the required Minimum Player Compensation (\$12,500/€11,250 per starting player per split during the 2016 season and <u>the stipend for substitutes each split designated substitute stipend</u>) to its starting players, in accordance with the terms of the applicable Team Agreement. Each team must, also, distribute the coach stipend (\$12,500/€11,250 per split). If a player's status as 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 <u>per-match game</u> basis <u>depending upon number of games played within that match</u> (calculated as a ratio of the number of regular-season LCS <u>matches games</u> in which the player competed as a starter, or the number of regular-season <u>matches games</u> actually coached by the head coach, divided by the total number of regular-season <u>matches games</u> played by the team during the split). <u>As an example: if a player is due \$695 per match and plays 2 of the 3 games during a match, he must be given minimum compensation of \$463 for the match.</u></p>	<p>2.2 Player Compensation</p> <p>Each team must distribute the required Minimum Player Compensation (\$12,500/€11,250 per starting player per split during the 2016 season and the designated substitute stipend) to its starting players, in accordance with the terms of the applicable Team Agreement. Each team must, also, distribute the coach stipend (\$12,500/€11,250 per split). If a player's status as 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, or the number of regular-season games actually coached by the head coach, divided by the total number of regular-season games played by the team during the split). To be clear, if a coach or player has acted as an official coach or 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 or coach opt in</p>

<p>To be clear, if a coach or player has acted as an official coach or 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 or coach 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.</p>	<p>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.</p>
<p>3.1 Team Ownership Restriction</p> <p>An LCS team may own one team <u>only</u> within their region's Challenger Series. <u>To be clear, that means if a team is in the NA LCS they can only own a team in the NA Challenger Series. 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 most recent CS, was owned by the same company, individual, or other legal entity.</u></p>	<p>3.1 Team Ownership Restriction</p> <p>An LCS team may own one team within their region's Challenger Series. 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 most recent CS, was owned by the same company, individual, or other legal entity.</p>
<p>3.2 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>3.2 Roster Requirements</p>
<p>3.3 Head Coach</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 will be listed on Lolesports.com. 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 LCS officials</u>. The coach will be required to be on-site for every game that the team participates in.</p> <p>If a coach is relieved of his or her position for a non-emergency, then that person cannot act as a coach for the same team for 3 game weeks. An interim coach can be designated until a full-time coach is found. An interim coach can only act as a coach for 3 <u>games matches</u> during the regular season or 1 match in the playoffs. If the head coach is unable to make a game due to an emergency, the GM must assign an interim coach to be on-site instead. The interim coach can be the manager of the organization. If a coach is not present on-site, then the team is subject to penalties.</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 will be listed on Lolesports.com. 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. The coach will be required to be on-site for every game that the team participates in.</p> <p>If a coach is relieved of his or her position for a non-emergency, then that person cannot act as a coach for the same team for 3 game weeks. An interim coach can be designated until a full-time coach is found. An interim coach can only act as a coach for 3 games during the regular season or 1 match in the playoffs. If the head coach is unable to make a game due to an emergency, the GM must assign an interim coach to be on-site instead. The interim coach can be the manager of the organization. If a coach is not present on-site, then the team is subject to penalties.</p>
<p>3.4 Roster Submission</p> <p>At a time designated by LCS officials before the start of each split, each team must submit their roster to the LCS, including <u>seven members of the Active Roster</u> five starters and at least two reserves. Teams must submit an Eligibility Form and Summary Sheet for each <u>starter member</u> at that time. In the event that a GM selects to modify the Active Roster, the GM must submit requests in compliance with Section 4. In the event that a team selects to modify the starting lineup, the team's head coach must make a request to revise the roster to LCS officials in compliance with Section 4 below. The request must be submitted in advance of any proposed effective date of any such change, at the earliest possible date and time. A team will not be allowed to start a member for the first week of the Summer Split that is not on the Active Roster that was declared on this date.</p>	<p>3.4 Roster Submission</p> <p>At a time designated by LCS officials before the start of each split, each team must submit their roster to the LCS, including five starters and at least two reserves. Teams must submit an Eligibility Form and Summary Sheet for each starter at that time. In the event that a GM selects to modify the Active Roster, the GM must submit requests in compliance with Section 4. In the event that a team selects to modify the starting lineup, the team's head coach must make a request to revise the roster to LCS officials in compliance with Section 4 below. The request must be submitted in advance of any proposed effective date of any such change, at the earliest possible date and time. A team will not be allowed to start a member for the first week of the Summer Split that is not on the Active Roster that was declared on this date.</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>4.1.5 — Summary Sheet.</p> <p>Any substitution that would result in a team designating a Player as a Starter who has not held that position previously must be accompanied by the submission of a Summary Sheet and Eligibility Form (if one of each is not already on file for the current competitive season) before said Player is considered eligible to play.</p>	<p>4.1.5 Summary Sheet.</p> <p>Any substitution that would result in a team designating a Player as a Starter who has not held that position previously must be accompanied by the submission of a Summary Sheet and Eligibility Form (if one of each is not already on file for the current competitive season) before said Player is considered eligible to play.</p>
<p>4.1.6 Player Acquisition Restriction.</p> <p>Any player who leaves or is removed from an LCS 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 <u>game</u> (3) weeks has elapsed following the effective date of the transaction that resulted in their most recent removal from the <u>LCS Active</u> Roster unless granted a hardship exemption at league discretion. <u>A game week is defined as a week in which LCS matches are being played.</u></p>	<p>4.1.7 Player Acquisition Restriction.</p> <p>Any player who leaves or is removed from an LCS 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 unless granted a hardship exemption at league discretion</p>
<p>4.2.1 Quantity.</p> <p>There is no maximum total number of players who</p>	<p>4.2.1 Quantity.</p> <p>There is no maximum total number of players</p>

may be traded per split or per season. Per Section 3.2, however, no team may trade for more than 2 players of another LCS team.	who may be traded per split or per season. Per Section 3.2, however, no team may trade for more than 2 players of another LCS team.
4.2.2. and 4.3.2. Date and time adjustments for the new split	
4.2.5.2 Players who are <u>contracted to teams in residents</u> South Korea, China, Southeast Asia, Latin America (or other regions not included in the territory of the LCS) are not eligible for trades. Such players are, however, eligible to be considered as free agents, as defined in Section 4.3.1, and the acquisition of such players is regulated by Section 4.3, subject to the eligibility requirements of Section 1.2.	4.2.5.2 Players who are residents of South Korea, China, Southeast Asia, Latin America (or other regions not included in the territory of the LCS) are not eligible for trades. Such players are, however, eligible to be considered as free agents, as defined in Section 4.3.1, and the acquisition of such players is regulated by Section 4.3, subject to the eligibility requirements of Section 1.2.
4.2.6 Player Loans and Eligibility If any player has played in 4 LCS matches, which means he or she has played in at least 1 game in 4 separate matches, then that player will have a 1 week cool down period from his or her last game before being allowed to participate in a Challenger Series match. If a player has played in more than 8 LCS matches, which means he or she has played in at least 1 game in more than 8 separate matches, then that player will no longer be allowed to compete in the Challenger Series for the remainder of the split including playoff and promotion matches. A player may be loaned from one roster to another using the designated loan form. Players that are loaned can only play on one roster after the signing deadline has passed. That roster must be designated at the time of the deadline. To be clear, that means that the player can only compete for the one designated roster after the deadline which includes any playoff and promotion matches.	
4.2.7 Trade Eligibility. Teams may trade only players on their Active Roster. no trading of prospective and/or unsigned players will be approved by LCS. This includes Active and Reserve Rosters. Trades can occur across tiers as well (i.e. between LCS and Challenger).	4.2.7 Trade Eligibility. Teams may trade only players on their Active Rosters; no trading of prospective and/or unsigned players will be approved by LCS.
4.3.2.1 Teams may sign Free Agents only during	4.3.2.1 Teams may sign Free Agents only

the signing periods specified below. Teams may not add free agents to their <u>LCS Active Roster</u> during any split after the Free Agent Signing Deadline in that split, as set forth below.	during the signing periods specified below. Teams may not add free agents to their Active Roster during any split after the Free Agent Signing Deadline in that split, as set forth below.
<p>4.3.3 Full Roster Requirement.</p> <p>No free agent signing shall relieve an LCS team of the requirement to maintain an Active Roster of five Starters and between two and five Reserve players during the Regular Season.</p>	<p>4.3.3 Full Roster Requirement.</p> <p>No free agent signing shall relieve an LCS team of the requirement to maintain an Active Roster of five Starters and between two and five Reserve players during the Regular Season.</p>
<p>4.3.4 LCS Approval.</p> <p>Free agent signing requests must be submitted by a team in advance, in writing, and approved by LCS, in writing, before becoming effective. The free agent signing approval process consists of LCS confirming that the signings are occurring within the approved window specified in Section 4.3.2 and that all eligibility and other Rules have been observed. League approval will include a behavior check that can include in-game and out of game behavior. LCS approval is required for head coaches as well as players. Teams are restricted from announcing acquisitions <u>as final</u> until the LCS Approval process is completed, <u>however</u> <u>announcements can state that the player is under review from the league</u>. This includes acquisitions of players or coaches being re-signed to the same organization.</p>	<p>4.3.4 LCS Approval.</p> <p>Free agent signing requests must be submitted by a team in advance, in writing, and approved by LCS, in writing, before becoming effective. The free agent signing approval process consists of LCS confirming that the signings are occurring within the approved window specified in Section 4.3.2 and that all eligibility and other Rules have been observed. League approval will include a behavior check that can include in-game and out of game behavior. LCS approval is required for head coaches as well as players. Teams are restricted from announcing acquisitions until the LCS Approval process is completed. This includes acquisitions of players or coaches being re-signed to the same organization.</p>
<p>4.4.2.3 If a team attempts to promote or demote a player who is not subject to a Player Agreement which grants the player approval rights over promotions or demotions, then the head coach of the team that is promoting or demoting the player must certify that the relevant Player Agreement authorizes the team to make the relevant promotion or demotion without the player's pre-approval.</p>	<p>4.4.2.3 If a team attempts to promote or demote a player who is not subject to a Player Agreement which grants the player approval rights over promotions or demotions, then the head coach of the team that is promoting or demoting the player must certify that the relevant Player Agreement authorizes the team to make the relevant promotion or demotion without the player's pre-approval.</p>
<p>5.2 Player-Owned or Team-Owned Equipment</p> <p>In the match area, players may not bring, use, or wear any headsets, earbuds and/or microphones, other than those provided by LCS, 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</p>	<p>5.2 Player-Owned or Team-Owned Equipment</p> <p>In the match area, players may not bring, use, or wear any headsets, earbuds and/or microphones, other than those provided by LCS, 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</p>

<p>and remains, at all times, unplugged, unpowered, without a battery of any kind, and is not used for any purpose which is not decorative in nature. 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>Team sponsor and remains, at all times, unplugged, unpowered, without a battery of any kind, and is not used for any purpose which is not decorative in nature. 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>5.4 Player and Coach Apparel</p> <p>Players must wear official team uniforms during all LCS matches and pre-match and post-match interviews by the LCS. If no team requirement exists, players must wear pants and closed-toe shoes, as well as visible team-branded apparel, on their upper body, during the entirety of any LCS event or appearance. All starting players must wear matching apparel during the game. The matching apparel includes shirts, jerseys, jackets, and pants. <u>Jerseys worn must be the designated jerseys set forth by the league policy. No apparel may be worn over jerseys on stage. Hoodies and Jackets may not be worn over or under the jerseys. Long-sleeved shirts of cotton or athletic material may be worn underneath the Team Jerseys, but no sponsor logos will be allowed on this attire. The under-jersey apparel do not need to be the same, however they must be either team colors or a neutral color.</u></p> <p>For the avoidance of doubt, sweatpants, athletic pants, and/or pajama pants will <u>generally</u> not be considered appropriate attire. <u>Athletic pants may be approved on a case-by-case basis, but require explicit official approval prior to use.</u> 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 LCS officials. LCS officials will have final approval over all apparel.</p>	<p>5.4 Player and Coach Apparel</p> <p>Players must wear official team uniforms during all LCS matches and pre-match and post-match interviews by the LCS. If no team requirement exists, players must wear pants and closed-toe shoes, as well as visible team-branded apparel, on their upper body, during the entirety of any LCS event or appearance. All starting players must wear matching apparel during the game. The matching apparel includes shirts, jerseys, jackets, and pants. For the avoidance of doubt, sweatpants, athletic pants, and/or pajama pants will not be considered appropriate attire. 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 LCS officials. LCS officials will have final approval over all apparel.</p>
<p>7.1.3 Split.</p> <p>Scheduled league play that will occur over an approximately three-month period of time. The 2016 Season will be divided into two splits (Spring and Summer) for each region (North America and Europe). Each split will consist of three phases: (a) Regular Season, (b) Playoffs, which will occur at the conclusion of the Regular Season, and (c) a</p>	<p>7.1.3 Split.</p> <p>Scheduled league play that will occur over an approximately three-month period of time. The 2016 Season will be divided into two splits (Spring and Summer) for each region (North America and Europe). Each split will consist of three phases: (a) Regular Season, (b) Playoffs, which will occur at the conclusion of the</p>

Promotion Tournament after the Playoffs have concluded .	Regular Season, and (c) a Promotion Tournament after the Playoffs have concluded .
<p>7.3.1 Regular Season.</p> <p>This phase consists of ten teams, each playing 18 games <u>matches</u> 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 <u>each match</u> an equal number of times on the blue and red sides against each opponent (one game per side). <u>Teams may play a disproportionate amount of times on each side if a match requires a third game. The third game will reflect the first game of the match in regards to side set up.</u> 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>7.3.1 Regular Season.</p> <p>This phase consists of ten teams, each playing 18 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>7.3.2 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 <u>same match winning percentage</u> 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 matches <u>games</u> between the two teams), then <u>winning percentage based on total games played will be used.</u> <u>If the teams have identical game winning percentages</u> then 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 matches <u>games</u>) 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 against all other teams, <u>then winning percentage based on total games will be used.</u></p>	<p>7.3.2 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 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 against all other teams, the following structures will be used:</p>

<p><u>If teams are still tied after winning percentage based on total games is taken into consideration, then the following structures will be used:</u></p>	
<p>8.4.2 Champions who have not been available on the live service for more than 1 week will be automatically restricted. Champions that have undergone reworks will be subject to LCS 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>8.4.2 Champions who have not been available on the live service for more than 1 week will be automatically restricted. Champions that have undergone reworks will be subject to LCS 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>8.7.3 Side Selection.</p> <p>Teams' sides will be pre-selected during the regular season by LCS as set forth in Section 7.3.1. <u>In the playoffs, event of a multi-game series,</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 the deadline to submit starting rosters. If matches are played on back to back days, then teams will be required to submit their final decision by 10:00pm of the night before the start of the broadcast (in the time zone where the game will be played). If no decision is submitted, selection will default to blue side.</p>	<p>8.7.3 Side Selection.</p> <p>Teams' sides will be pre-selected during the regular season by LCS as set forth in Section 7.3.1. In the event of a multi-game series, 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 the deadline to submit starting rosters. If matches are played on back to back days, then teams will be required to submit their final decision by 10:00pm of the night before the start of the broadcast (in the time zone where the game will be played). If no decision is submitted, selection will default to blue side.</p>
<p>10.2.12 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. <u>A team may list a player or coach as free to speak with any other team by signing the Availability Declaration Form (attached Exhibit C) which will be considered a waiver of poaching and</u></p>	<p>10.2.12 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>tampering protection for that individual.</u></p> <p><u>Contracts for players can be found on the Global Contract Database found here:</u> http://www.lolesports.com/en_US/na-lcs/na_2016_spring/about</p>	
<p>Section 10.5 Penalties</p> <p>Infractions will be governed by the LCS Penalty Index which can be found here:</p> <p>https://riot-web-static.s3.amazonaws.com/lolesports/Rule%20Sets/LCS_Penalty_Index.pdf</p> <p>Or the Global Penalty Index for major infractions which can be found here:</p> <p>https://riot-web-static.s3.amazonaws.com/lolesports/Rule%20Sets/Global_Penalty_Index.pdf</p>	

Version 3.01	Version 2.03	
Revisions	Current	Rationale
[Throughout the Document]		It's a new year. Yay!
2016 2015		
<p>2.2 Player Compensation</p> <p>Each team must distribute the required Minimum Player Compensation (\$12,500/€10,000 per starting player per split during the 2015 season <u>and the designated substitute stipend</u>) to its starting players, in accordance with the terms of the applicable Team Agreement. Each team must, also, distribute the coach stipend (\$12,500/€10,000 per split). If a player's status as 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, or the number of regular-season games actually coached by the head coach, divided by the total number of regular-season games played by the team during the split). To be clear, if a coach or player has acted as an official coach or starter in a game, then he or she must be paid at least the pro rata minimum compensation for that game. At</p>	<p>2.2 Player Compensation</p> <p>Each team must distribute the required Minimum Player Compensation (\$12,500/€10,000 per starting player per split during the 2015 season) to its starting players, in accordance with the terms of the applicable Team Agreement. Each team must, also, distribute the coach stipend (\$12,500/€10,000 per split). If a player's status as 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, or the number of regular-season games actually coached by the head coach, divided by the total number of regular-season games played by the team during the split). To be clear, if a coach or player has acted as an official coach or 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 or coach opt in to</p>	<p>Substitute players are receiving compensation for being a member of the LCS roster. As per the team agreement, these players will need to be compensated for being a member of the team.</p>

no point can a player or coach 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.	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.	
<p>3.2 Roster Requirements</p> <p>Each team is required to maintain, at all times during the LCS, one General Manager ("GM"), one head coach, five players in the starting lineup ("Starters"), and between two <u>three</u> and five substitute players ("Reserves"). The Starters and Reserves are considered collectively as the "Active Roster." No individual may simultaneously hold two or more of the roles listed above. All players on the Active Roster must have held a peak ranking within the last year of Diamond 3 or above. Changes to the Active Roster may occur as described in Section 4 below.</p>	<p>3.2 Roster Requirements</p> <p>Each team is required to maintain, at all times during the LCS, one General Manager ("GM"), one head coach, five players in the starting lineup ("Starters"), and between three and five substitute players ("Reserves"). The Starters and Reserves are considered collectively as the "Active Roster." No individual may simultaneously hold two or more of the roles listed above. All players on the Active Roster must have held a peak ranking within the last year of Diamond 3 or above. Changes to the Active Roster may occur as described in Section 4 below.</p>	Substitutes must be contracted and because of that we feel that a minimum of two is sufficient to cover for emergencies without overburdening professional teams to contract players that they may not intend on using.
<p>3.2 Roster Requirements</p> <p>All Starters must have a written contract with the team they are playing for. <u>The contract must represent the entirety of obligations between player and organization. Any obligation outside of the contract will need to be submitted to the league otherwise it will not be honored by the league.</u> An LCS starter is only allowed to compete for the one LCS team that he or she has a contract with. A player will not be allowed to compete for more than one organization simultaneously and therefore cannot be listed on the roster of</p>	<p>3.2 Roster Requirements</p> <p>All Starters must have a written contract with the team they are playing for. An LCS starter is only allowed to compete for the one LCS team that he or she has a contract with. A player will not be allowed to compete for more than one organization simultaneously and therefore cannot be listed on the roster of more than one team. To verify that these players are officially under contract, each team must submit the Summary Sheet from the Player Services Agreement ("Summary Sheet") for each player they wish to designate as</p>	<p>We do not want side deals forcing players into obligations that the league does not know about. We do not want to involve ourselves in the negotiation process of the players, but if a player does have some sort of side obligation we need visibility into that upfront.</p> <p>We want to make it explicitly clear that to compete in the LCS a player can only be contracted to that team. We do not want a player to be contracted to a</p>

<p>more than one team. <u>An LCS player can only be contracted to one team globally and if he currently has a contract with a team in another region he must disclose that information.</u> To verify that these players are officially under contract, each team must submit the Summary Sheet from the Player Services Agreement (“Summary Sheet”) for each player they wish to designate as under contract.</p> <p>For the purpose of clarity, teams may contract with their reserves before they become Starters (if ever), but are only required to submit the Summary Sheet for any player who will be starting a game. A contracted LCS reserve player must receive permission from the team owner to whom he is contracted before competing for a Challenger Series team of a different owner. Permission can be submitted via email to an LCS or CS official <u>and must have the requisite loan form.</u> A non-contracted LCS reserve can compete freely in the Challenger Series. <u>The loaned player can only represent one roster for the remainder of the split after the Free Agent deadline has passed.</u></p>	<p>under contract. For the purpose of clarity, teams may contract with their reserves before they become Starters (if ever), but are only required to submit the Summary Sheet for any player who will be starting a game. A contracted LCS reserve player must receive permission from the team owner to whom he is contracted before competing for a Challenger Series team of a different owner. Permission can be submitted via email to an LCS or CS official. A non-contracted LCS reserve can compete freely in the Challenger Series.</p>	<p>team in another professional region and still play in the LCS on a loan.</p> <p>However, we do want to make clear that a contracted LCS player can play for a CS team on a loan. So, we are formalizing the loan process and removing “non contracted substitutes” as a designation.</p>
<p>3.4 Roster Submission</p> <p>At a time designated by LCS officials before the start of each split, each team must submit their roster to the LCS, including five starters and at least <u>two</u> three reserves. Teams must submit an Eligibility Form and Summary Sheet for each starter at that time. In the event that a GM selects to modify the Active</p>	<p>3.4 Roster Submission</p> <p>At a time designated by LCS officials before the start of each split, each team must submit their roster to the LCS, including five starters and at least three reserves. Teams must submit an Eligibility Form and Summary Sheet for each starter at that time. In the event that a GM selects to modify the Active</p>	

<p>Roster, the GM must submit requests in compliance with Section 4. In the event that a team selects to modify the starting lineup, the team's head coach must make a request to revise the roster to LCS officials in compliance with Section 4 below. The request must be submitted in advance of any proposed effective date of any such change, at the earliest possible date and time. A team will not be allowed to start a member for the first week of the Summer Split that is not on the Active Roster that was declared on this date.</p>	<p>Roster, the GM must submit requests in compliance with Section 4. In the event that a team selects to modify the starting lineup, the team's head coach must make a request to revise the roster to LCS officials in compliance with Section 4 below. The request must be submitted in advance of any proposed effective date of any such change, at the earliest possible date and time. A team will not be allowed to start a member for the first week of the Summer Split that is not on the Active Roster that was declared on this date.</p>	
<p>3.5 Substitutions</p> <p>Requests to modify a starting lineup for the team's first games on a regular season week may not be submitted any later than <u>48</u> hours prior to the start of that broadcast and/or webcast. A change to the starting roster for the second game of a regular season week must be made no later than two hours after the completion of the final game on the first day.</p>	<p>3.5 Substitutions</p> <p>Requests to modify a starting lineup for the team's first games on a regular season week may not be submitted any later than 72 hours prior to the start of that broadcast and/or webcast. A change to the starting roster for the second game of a regular season week must be made no later than two hours after the completion of the final game on the first day.</p>	<p>Moving towards more stable substitute rosters, as well as allowing midweek and midseries substitutions, we feel that 48 hours gives teams another day to evaluate their starting roster. We want to give teams more freedom to make the decision that will best help their team's success instead of being locked in so far out.</p>
<p>4.1.3 Full Roster Requirement.</p> <p>No discretionary player substitution shall relieve an LCS team of the requirement that to maintain an Active Roster of five Starters and between <u>two</u> three and five Reserve players during the Regular Season. At any point if a team falls below 2 reserve players, they will be subject to penalties, unless given permission to drop below the minimum at the discretion of the LCS officials.</p>	<p>4.1.3 Full Roster Requirement.</p> <p>No discretionary player substitution shall relieve an LCS team of the requirement that to maintain an Active Roster of five Starters and between three and five Reserve players during the Regular Season. At any point if a team falls below 2 reserve players, they will be subject to penalties, unless given permission to drop below the minimum at the discretion of the LCS officials.</p>	
<p>4.2.2. and 4.3.2.</p>		

Date adjustments for the new season		
<p>4.3.3 Full Roster Requirement.</p> <p>No free agent signing shall relieve an LCS team of the requirement to maintain an Active Roster of five Starters and between two three and five Reserve players during the Regular Season.</p>	<p>4.3.3 Full Roster Requirement.</p> <p>No free agent signing shall relieve an LCS team of the requirement to maintain an Active Roster of five Starters and between three and five Reserve players during the Regular Season.</p>	
<p>4.4 Promotion of Reserve Players</p> <p>A head coach may promote or “bring up” a Reserve player to replace a Starter on the team’s Active Roster, or, conversely, may demote or “send down” a Starter to reserve status. These changes must be made <u>48</u> hours before the first game of a regular season week, as follows:</p>	<p>4.4 Promotion of Reserve Players</p> <p>A head coach may promote or “bring up” a Reserve player to replace a Starter on the team’s Active Roster, or, conversely, may demote or “send down” a Starter to reserve status. These changes must be made 72 hours before the first game of a regular season week, as follows:</p>	See Section 3.5 rationale
<p>4.4.2 LCS Approval.</p> <p>Player promotion/demotion requests must be submitted to LCS by a team in advance, <u>48</u> hours before the first game of an LCS week. Changes must be submitted via email. If nothing is submitted then the team will play the most recent roster. The player promotion/demotion request approval process consists of LCS officials confirming that the player promotion/demotion is occurring at an appropriate time and that all eligibility and other Rules have been observed.</p>	<p>4.4.2 LCS Approval.</p> <p>Player promotion/demotion requests must be submitted to LCS by a team in advance, 72 hours before the first game of an LCS week. Changes must be submitted via email. If nothing is submitted then the team will play the most recent roster. The player promotion/demotion request approval process consists of LCS officials confirming that the player promotion/demotion is occurring at an appropriate time and that all eligibility and other Rules have been observed.</p>	See Section 3.5 rationale
<p>7.2 Schedule</p> <p>Dates changed to reflect the new season</p>		
7.3.11 Playoffs.	7.3.11 Playoffs.	We are hoping to eliminate the

<p>This phase consists of a three-round single-elimination tournament among the top six (6) teams from the Regular Season split, seeded according to their Regular Season rank. <u>Matchups will be reseeded in the Semifinal Round so that the #1 Seed will face the lowest remaining seed and the #2 Seed will face the highest remaining seed.</u> The 1st- through 7th-place teams as determined by the playoffs and regular season will automatically qualify to compete in the next split. Prizes will be awarded to the top finishers (see Section 2.3). Each round will consist of best-of-five (Bo5) matches.</p> <p><u>Any player that has competed in the CS Playoffs will not be allowed to compete in any phase of the LCS Playoffs. This will include the Regional Qualifier tournament as well. Conversely, any player that competes in the LCS Playoffs will not be allowed to compete in the CS Playoffs or Promotion Tournament.</u></p>	<p>This phase consists of a three-round single-elimination tournament among the top six (6) teams from the Regular Season split, seeded according to their Regular Season rank. The 1st- through 7th-place teams as determined by the playoffs and regular season will automatically qualify to compete in the next split. Prizes will be awarded to the top finishers (see Section 2.3). Each round will consist of best-of-five (Bo5) matches.</p>	<p>incentive for some teams to lose games down the stretch of the regular season to set up for an easier run to the finals. By forcing reseeding, teams that are lower seeded will have to go through the #1 seed, so their incentive is to place higher if they wish to avoid the tougher matches. 6</p> <p>We want to prevent teams from sending down LCS players into the CS playoffs and disrupting the playoff structure. Savvy owners could currently send a player down to compete in the CS playoffs and then bring him back for the LCS playoffs with no repercussions. We are closing that loophole here. Players will be locked into one playoff or the other and cannot compete in both.</p>
<p>7.3.15 Automatic Relegation.</p> <p>The team that finishes last in the final standings of a split will be automatically relegated into the Challenger Series. This move will coincide with the automatic promotion of the team that finishes the CS playoff in first place.</p>	<p>7.3.15 Automatic Relegation.</p> <p>The team that finishes last in the final standings of a split will be automatically relegated into the Challenger Series. This move will coincide with the automatic promotion of the team that finishes the CS playoff in first place.</p>	<p>We are removing automatic relegation. We feel that with automatic relegation and promotion that organizations are using promotion as a means to earn entry into the LCS and then sell the position instead. We want stable organizations for the players without the perverse incentive of stacking challenger to obtain the automatic promotion.</p>
<p>7.3.16 Promotion Tournament.</p> <p>This phase consists of matches among the bottom three 8th and</p>	<p>7.3.16 Promotion Tournament.</p> <p>This phase consists of two matches among the 8th and 9th</p>	<p>We want to make it clear that winning the promotion tournament does not guarantee the winner a spot. It makes the</p>

<p>9th place finishers in the Regular Season standings against the top two remaining qualifiers from the Challenger Series. The LCS teams will be seeded as described below.</p> <p>The top seeded LCS team (the 8th place finisher in the LCS regular season) will be allowed to select their opponent from the two eligible amateur teams that advanced from the Challenger Series. The 8th place finisher will be required to pick their opponent two days following the Challenger Series finals at 11:59am in the time zone where the games will be played. The remaining LCS team will face the remaining amateur team. An LCS team may not select to play against an amateur team within the same organization.</p> <p>The lowest seeded LCS team (the 10th place finisher in the LCS regular season) will compete in a play-in match against the Challenger Series 2nd place finisher. The loser of that match will be eliminated from the Promotion Tournament.</p> <p>The winner of the play-in match will face the top seeded LCS team (the 8th place finisher in the LCS regular season) while the 9th place finisher in the LCS regular season will face the top seeded Challenger Series team. The winners of the two matches of will <u>qualify for advance</u> to the next split.</p> <p>The teams that lost the previous matches will face off in a final</p>	<p>place finishers in the Regular Season standings against the top two remaining qualifiers from the Challenger Series. The LCS teams will be seeded as described below. The winners of the two matches of the Promotion Tournament will qualify for the next split.</p> <p>The top seeded LCS team (the 8th place finisher in the LCS regular season) will be allowed to select their opponent from the two eligible amateur teams that advanced from the Challenger Series. The 8th place finisher will be required to pick their opponent two days following the Challenger Series finals at 11:59am in the time zone where the games will be played. The remaining LCS team will face the remaining amateur team. An LCS team may not select to play against an amateur team within the same organization.</p>	<p>team eligible for an invitation, however, it does not mean the team is an LCS team yet. They still must fulfill obligations prior to becoming an official LCS team.</p> <p>We also significantly adjusted the promotion tournament with the removal of automatic relegation.</p>
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match. The winner of the final match will also qualify for the next split. All matches are best of 5.		
<p>8.4 Competitive Patch & Tournament Realm</p> <p>8.4.2 Champions who have not been available on the live service for more than <u>1 week</u> 2 weeks will be automatically restricted. Champions that have undergone reworks will be subject to LCS discretion.</p> <p>Example: Champion A was released February 1, 2015, so Champion A becomes eligible to be used in all LCS matches on February <u>8</u>, 2015.</p>	<p>8.4 Competitive Patch & Tournament Realm</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 LCS discretion.</p> <p>8.4.2 Example: Champion A was released February 1, 2015, so Champion A becomes eligible to be used in all LCS matches on February 15, 2015.</p>	<p>The concerns behind why we kept the champions disabled for 2 weeks have been lessened through diligence. Bugs have become less frequent on release for new champions. Professional players have proven themselves to be able to adapt to an entire new patch in 1 week, so the addition of a new champion or rework should not adversely alter that ability. This will mean that when the patch hits the LCS, everything will be available from that patch and keep the connection between Live and Esports.</p>
<p>10.2.10 Moral Turpitude.</p> <p>A Team Member may not engage in any activity which is deemed by the LCS to be immoral, disgraceful, or contrary to conventional standards of proper ethical behavior.</p>	<p>10.2.10 Moral Turpitude.</p> <p>A Team Member may not engage in any activity which is deemed by the LCS to be immoral, disgraceful, or contrary to conventional standards of proper ethical behavior.</p>	<p>Moral turpitude had been used as somewhat of a catchall clause. With the addition of the Best Interests of the LCS, we feel that this rule is somewhat redundant and no longer fulfills the goals we are looking for.</p>
<p>10.5 Penalties</p> <p>Penalties that state a listed amount of time for discipline will only apply to competition months. Competition months are defined as the months in which League of Legend professional competition are taking place (i.e. January through October).</p>		<p>We want punishments to truly represent loss of game opportunities. Previously, if a player were punished for a month then depending upon when that player was punished, he could miss 0 games or an entire month of games. We want that to be consistent across all punishments by defining months as competition months.</p>

Version 2.03	Version 2.02	
Revisions	Current	Rationale
<p>10.1.8 Identity.</p> <p>A player may not cover his or her face or attempt to conceal his or her identity from LCS officials. LCS officials must be able to distinguish the identity of each player at all times and may instruct players to remove any material that inhibits the identification of players or is a distraction to other players or LCS officials. For this reason, <u>as well as those listed in Section 5.7, hats are not allowed.</u></p>	<p>10.1.8 Identity.</p> <p>A player may not cover his or her face or attempt to conceal his or her identity from LCS officials. LCS officials must be able to distinguish the identity of each player at all times and may instruct players to remove any material that inhibits the identification of players or is a distraction to other players or LCS officials. For this reason, any hat with a brim must be worn backwards such that the brim does not interfere with the line of the sight of any camera.</p>	<p>To emphasize the point in 5.7 about audio controls, we are no longer allowing hats even turned in the opposite direction. Hats are causing the headphones to not lay flat against the player creating an opening that will allow players to hear outside noises.</p>
<p>10.2.13 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 <u>official coach or player</u> Team Member who is signed to any LCS team, nor encourage any such Team Member <u>official coach or player</u> to breach or otherwise terminate a contract with said LCS team. <u>An official coach or player may not solicit a team to violate this rule. An official coach or player may express publicly their desire to</u></p>	<p>10.2.13 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 officials. To inquire about the status of a Team Member from another team, managers must contact the management</p>	<p>Two Points:</p> <ol style="list-style-type: none"> 1. We have recognized the positions of coach and player officially. For that reason, those positions deserve poaching protection afforded in the rules. The manager position is an important role in the LCS and for a team, but the employment structure laid out by the organizations and the manager may not be conducive to poaching protection at this time (i.e. the manager is the owner of

<p><u>leave the team and encourage any and all interested parties to contact their management. But, to be clear, the official coach or player may not entice a team directly to reach out to their management or attempt to violate their contractual obligations.</u> Violations of this rule shall be subject to penalties, at the discretion of LCS officials. To inquire about the status of an Team Member <u>official coach or player</u> from another team, managers must contact the management of the team that the player and/or <u>official coach</u> 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>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>the organization) 2. We want to make it clear that tampering/poaching violations are a two-way street. If a player or coach attempts to solicit a team to tamper with his current contract then he should not be immune from punishment.</p>

Version 2.02	Version 2.01
Revisions	Current
<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>Any player on the Active Roster of an LCS team or a CS team who participated in the 2014 NA/EU</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</p>

<p>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>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>2.2 Player Compensation</p> <p>Each team must distribute the required Minimum Player Compensation (\$12,500/€10,000 per starting player per split during the 2015 season) to its starting players, in accordance with the terms of the applicable Team Agreement. Each team must, also, distribute the coach stipend (\$12,500/€10,000 per split). If a player's status as 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, or the number of regular-season games actually coached by the head coach, divided by the total number of regular-season games played by the team during the split). <u>To be clear, if a coach or player has acted as an official coach or 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 or coach opt in to payment that is lower than the minimum</u></p>	<p>2.2 Player Compensation</p> <p>Each team must distribute the required Minimum Player Compensation (\$12,500/€10,000 per starting player per split during the 2015 season) to its starting players, in accordance with the terms of the applicable Team Agreement. Each team must, also, distribute the coach stipend (\$12,500/€10,000 per split). If a player's status as 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, or the number of regular-season games actually coached by the head coach, divided by the total number of regular-season games played by the team during the split). Nothing in these Rules is intended in any way to limit the compensation a team pays to its players.</p>

<p>compensation per game. Nothing in these Rules is intended in any way to limit the compensation a team pays to its players.</p>											
<p>2.3 Event Prize</p> <p>The 2015 Summer Split Champion will receive a prize of \$50,000 USD. The Summer Split Champion is considered the team that wins the best-of-five finals. The 2nd place finisher will receive \$25,000 USD. The team finishing in the 3rd position will receive \$15,000 USD. The team finishing in the 4th position will receive \$10,000 USD.</p> <table border="1" data-bbox="191 657 795 842"> <tr> <th>Position:</th><th>Prize:</th></tr> <tr> <td>Champion</td><td>\$50,000 USD</td></tr> <tr> <td>2nd Place</td><td>\$25,000 USD</td></tr> <tr> <td>3rd Place</td><td>\$15,000 USD</td></tr> <tr> <td>4th Place</td><td>\$10,000 USD</td></tr> </table>	Position:	Prize:	Champion	\$50,000 USD	2 nd Place	\$25,000 USD	3 rd Place	\$15,000 USD	4 th Place	\$10,000 USD	<p>2.3 Event Prizes</p> <p>During the playoffs at the end of the Spring Split and the Summer Split and during the World Championship, teams shall have the opportunity to earn prize money based on their level of performance in those events.</p>
Position:	Prize:										
Champion	\$50,000 USD										
2 nd Place	\$25,000 USD										
3 rd Place	\$15,000 USD										
4 th Place	\$10,000 USD										
<p>Section 3.1</p> <p>When a team qualifies from the Challenger Series, <u>the LCS will recognize the ownership that was established by the team in the Challenger Series.</u> organization as the owner of the LCS spot. If the team were comprised of individual players, they will need to form an organization before being able to claim their LCS spot. 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 a professional eSports league. Any buyback provision, right of first purchase, or similar interest in a team shall be treated as a controlling interest in such team for the purposes of enforcing ownership restrictions.</p> <p><u>No Team Member on a team who played in either LCS region and/or any aspect of the Challenger Series (including qualifiers) may purchase or otherwise attempt to own/control</u></p>	<p>3.1 Team Ownership Restriction</p> <p>When a team qualifies from the Challenger Series, the LCS will recognize the organization as the owner of the LCS spot. If the team were comprised of individual players, they will need to form an organization before being able to claim their LCS spot. 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 a professional eSports league. Any buyback provision, right of first purchase, or similar interest in a team shall be treated as a controlling interest in such team for the purposes of enforcing ownership restrictions.</p> <p>The League shall have the right to make final and binding determinations regarding Team ownership, issues relating to the multiple team restriction and other relationships that may otherwise have an adverse impact on the competitive integrity of the LCS. Team Owner agrees that it will not contest any final determination of the League in connection</p>										

<p><u>an LCS team without a complete LCS Split having taken place since their last point of participation in the LCS or Challenger Series.</u></p> <p>The League shall have the right to make final and binding determinations regarding Team ownership, issues relating to the multiple team restriction and other relationships that may otherwise have an adverse impact on the competitive integrity of the LCS. <u>Any person that petitions for ownership into the LCS can be denied admission if they are found to have not acted with the professionalism sought by the LCS. Someone seeking admission into the LCS must meet the highest standards of character and integrity. Candidates who have violated this rule set or attempted to act against the spirit of these rules, even if not formally contracted to the rule set, can be denied admission into the LCS.</u> Team Owner agrees that it will not contest any final determination of the League in connection therewith.</p>	<p>therewith.</p>
<p>3.2 Roster Requirements</p> <p>Each team is required to maintain, at all times during the LCS, one General Manager (“GM”), one head coach, five players in the starting lineup (“Starters”), and between <u>three</u> and five substitute players (“Reserves”) (collectively, the “Active Roster”). No individual may simultaneously hold two or more of the roles listed above. All players on the Active Roster must <u>have held a peak ranking within the last year of Diamond 3 or above.</u> Changes to the Active Roster may occur as described in Section 4 below.</p> <p>All Starters must have a written contract with the team they are playing for. <u>An LCS starter is only allowed to compete for the one LCS team that he or she has a contract with. A player will not be allowed to compete for more than one organization simultaneously and therefore cannot be listed on the roster of more than one team.</u> To verify that these players are officially under contract, each team must submit the Summary</p>	<p>3.2 Roster Requirements</p> <p>Each team is required to maintain, at all times during the LCS, one General Manager (“GM”), one head coach, five players in the starting lineup (“Starters”), and between two and five substitute players (“Reserves”) (collectively, the “Active Roster”). No individual may simultaneously hold two or more of the roles listed above. All players on the Active Roster must currently hold a ranked solo ranking of Diamond or above. Changes to the Active Roster may occur as described in Section 4 below.</p> <p>All Starters must have a written contract with the team they are playing for. To verify that these players are officially under contract, each team must submit the Summary Sheet from the Player Services Agreement (“Summary Sheet”) for each player they wish to designate as under contract. For the purpose of clarity, teams may contract with their reserves before they become Starters (if ever), but are only required to submit the</p>

<p>Sheet from the Player Services Agreement (“Summary Sheet”) for each player they wish to designate as under contract. For the purpose of clarity, teams may contract with their reserves before they become Starters (if ever), but are only required to submit the Summary Sheet for any player who will be starting a game. <u>A contracted LCS reserve player must receive permission from the team owner to whom he is contracted before competing for a Challenger Series team of a different owner. Permission can be submitted via email to an LCS or CS official. A non-contracted LCS reserve can compete freely in the Challenger Series.</u></p>	<p>Summary Sheet for any player who will be starting a game.</p>
<p>Section 3.3 Head Coach</p> <p>Each team will be required to have a designated head coach <u>who will be considered the official coach for the team</u>. The head coach will be listed on Lolesports.com. 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. The coach will be required to be on-site for every game that the team participates in.</p> <p>The coach can only represent one organization. <u>The coach cannot be an employee of a different organization’s LCS team in any capacity. The coach may be affiliated with another organization, however, the eligibility of that coach will be at the discretion of LCS officials and be determined on a case by case basis.</u></p> <p><u>If a coach is relieved of his or her position for a non-emergency, then that person cannot act as a coach for the same team for 3 game weeks. An interim coach can be designated until a full-time coach is found. An interim coach can only act as a coach for 3 games during the regular season or 1 match in the playoffs.</u> If the head coach is unable to make a game due to an emergency, the GM must assign an interim coach to be on-site instead. <u>The interim coach can be the manager of the organization.</u> If a coach is not present on-site, then the team is subject to penalties.</p>	<p>Section 3.3 Head Coach</p> <p>Each team will be required to have a designated head coach. The head coach will be listed on Lolesports.com. 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. The coach can only represent one organization. The coach will be required to be on-site for every game that the team participates in. If the head coach is unable to make a game due to an emergency, the GM must assign an interim coach to be on-site instead. If a coach is not present on-site, then the team is subject to penalties.</p>
<p>3.4 Roster Submission</p>	<p>3.4 Roster Submission</p>

<p>At a time designated by LCS officials before the start of each split, each team must submit their roster to the LCS, including five starters and at least <u>three</u> reserves. Teams must submit an Eligibility Form and Summary Sheet for each starter at that time. In the event that a GM selects to modify the Active Roster, the GM must submit requests in compliance with Section 4. In the event that a team selects to modify the starting lineup, the team's head coach must make a request to revise the roster to LCS officials in compliance with Section 4 below. The request must be submitted in advance of any proposed effective date of any such change, at the earliest possible date and time. <u>A team will not be allowed to start a member for the first week of the Summer Split that is not on the Active Roster that was declared on this date.</u></p>	<p>At a time designated by LCS officials before the start of each split, each team must submit their roster to the LCS, including five starters and at least two reserves. Teams must submit an Eligibility Form and Summary Sheet for each starter at that time. In the event that a GM selects to modify the Active Roster, the GM must submit requests in compliance with Section 4. In the event that a team selects to modify the starting lineup, the team's head coach must make a request to revise the roster to LCS officials in compliance with Section 4 below. The request must be submitted in advance of any proposed effective date of any such change, at the earliest possible date and time.</p>
<p>3.5 Substitutions</p> <p>Requests to modify a starting lineup for the team's <u>first</u> games on a regular season week may not be submitted any later than 72 hours prior to the start of that broadcast and/or webcast. <u>A change to the starting roster for the second game of a regular season week must be made no later than two hours after the completion of the final game on the first day. Changes to the starting lineup within a series are not allowed.</u></p> <p><u>A team may substitute a player within a match. The team must notify an LCS official and have the substitution approved immediately following the previous game, no later than 5 minutes after the explosion of the nexus. For example, if a team wishes to substitute a player in for game 2, then the coach must notify an LCS official no later than 5 minutes following game 1. A team will be allowed a roster of 6 eligible players for the playoffs barring any extenuating circumstances. The 6 players will be locked at the beginning of the playoffs.</u></p> <p>In the event of an emergency, a team will be given up to two hours to find an immediate substitute for a game. If a replacement cannot be found then the team will forfeit. LCS officials will determine if an event qualifies as an emergency.</p>	<p>3.5 Substitutions</p> <p>Requests to modify a starting lineup for the team's games on a regular season week may not be submitted any later than 72 hours prior to the start of that broadcast and/or webcast. Changes to the starting lineup within a series are not allowed.</p> <p>In the event of an emergency, a team will be given up to two hours to find an immediate substitute for a game. If a replacement cannot be found then the team will forfeit. LCS officials will determine if an event qualifies as an emergency.</p>

<p>4.1.3 Full Roster Requirement.</p> <p>No discretionary player substitution shall relieve an LCS team of the requirement to maintain an Active Roster of five Starters and between <u>three</u> and five Reserve players at all times during the Regular Season. <u>At any point if a team falls below 2 reserve players, they will be subject to penalties, unless given permission to drop below the minimum at the discretion of the LCS officials.</u></p>	<p>4.1.3 Full Roster Requirement.</p> <p>No discretionary player substitution shall relieve an LCS team of the requirement that to maintain an Active Roster of five Starters and between two and five Reserve players at all times during the Regular Season.</p>
<p>4.3.2 Timing – Free Agency Period</p> <p>Free Agent Signing Deadline</p> <p><u>NA – July 15th, 2015; EU – July 14th, 2015</u></p>	<p>4.3.2 Timing – Free Agency Period</p> <p>Free Agent Signing Deadline</p> <p><u>NA – July 13th, 2015; EU – July 13th, 2015</u></p>
<p>4.3.3 Full Roster Requirement.</p> <p>No free agent signing shall relieve an LCS team of the requirement to maintain an Active Roster of five Starters and between <u>three</u> and five Reserve players during the Regular Season.</p>	<p>4.3.3 Full Roster Requirement.</p> <p>No free agent signing shall relieve an LCS team of the requirement to maintain an Active Roster of five Starters and between two and five Reserve players during the Regular Season.</p>
<p>4.3.5 Effective Date.</p> <p>If a team wishes to acquire a new player, that acquisition must be declared to an LCS official more than 72 hours before the game where the player would be utilized <u>or in the case of a non-resident, no later than Tuesday at 11:59am local of the week in question for North America, or Monday at 11:59am local for Europe.</u> LCS officials reserve the right to approve or deny any such request, based upon the eligibility of the players involved and the request’s compliance with the Rules. Upon approval by LCS, a free agent signing will be considered effective immediately as an addition to the Active Roster, unless the Free Agent Approval Request Form explicitly states a later effective date. In no event, however, shall the effective date of any free agent signing in a given split be later than the Free Agent Signing Deadline date for that split. <u>To be clear, additions to the Active Roster can still take place within the 72 hour period, as long as the acquisition is within the free agent window specified in Section 4.3.2. However, players acquired within the 72 hour window will not be allowed to participate the week they are acquired.</u></p>	<p>4.3.5 Effective Date.</p> <p>If a team wishes to acquire a new player, that acquisition must be declared to an LCS official more than 72 hours before the game where the player would be utilized. LCS officials reserve the right to approve or deny any such request, based upon the eligibility of the players involved and the request’s compliance with the Rules. Upon approval by LCS, a free agent signing will be considered effective immediately as an addition to the Active Roster, unless the Free Agent Approval Request Form explicitly states a later effective date. In no event, however, shall the effective date of any free agent signing in a given split be later than the Free Agent Signing Deadline date for that split.</p>

<p>4.4.2 Promotion / Demotion Between Games</p> <p>4.4.2.1 A head coach may not promote or demote players within a series.</p>	<p>4.4.2 Promotion / Demotion Between Games</p> <p>4.4.2.1 A head coach may not promote or demote players within a series.</p>
<p>5.4 Player and Coach Apparel</p> <p>Coaches must wear, at a minimum, business casual attire while at the studio. Business casual does not include: jeans, athletic wear, sneakers, team branded apparel, etc.</p>	<p>5.4 Player and Coach Apparel</p> <p>Coaches must wear, at a minimum, business casual attire while at the studio. Business casual does not include: jeans, athletic wear, sneakers, team branded apparel, etc.</p>
<p>7.3.11 Playoffs.</p> <p>This phase consists of a three-round single-elimination tournament among the top six (6) teams from the Regular Season split, seeded according to their Regular Season rank. The 1st-through 7th-place teams as determined by the playoffs and regular season will automatically qualify to compete in the next split. Prizes will be awarded to the top finishers (<u>see Section 2.3</u>). Each round will consist of best-of-five (Bo5) matches.</p>	<p>7.3.11 Playoffs.</p> <p>This phase consists of a three-round single-elimination tournament among the top six (6) teams from the Regular Season split, seeded according to their Regular Season rank. The 1st-through 7th-place teams as determined by the playoffs and regular season will automatically qualify to compete in the next split. Prizes will be awarded to the top finishers (amounts TBD). Each round will consist of best-of-five (Bo5) matches.</p>
<p>7.3.16 Promotion Tournament. This phase consists of two matches among the 8th and 9th place finishers in the Regular Season standings against the top two remaining qualifiers from the Challenger Series. The LCS teams will be seeded as described below. The winners of the two matches of the Promotion Tournament will advance to the next split.</p> <p>The top-seeded LCS team (the 8th place finisher in the LCS regular season) will be allowed to select their opponent from the two eligible amateur teams that advanced from the Challenger Series. <u>The 8th place finisher will be required to pick their opponent two days following the Challenger Series finals at 11:59am in the time zone where the games will be played.</u> The remaining LCS team will face the remaining amateur team. An LCS team may not select to play against an amateur team within the same organization.</p>	<p>7.3.16 Promotion Tournament. This phase consists of two matches among the 8th and 9th place finishers in the Regular Season standings against the top two remaining qualifiers from the Challenger Series. The LCS teams will be seeded as described below. The winners of the two matches of the Promotion Tournament will advance to the next split.</p> <p>The top-seeded LCS team (the 8th place finisher in the LCS regular season) will be allowed to select their opponent from the two eligible amateur teams that advanced from the Challenger Series. The remaining LCS team will face the remaining amateur team. An LCS team may not select to play against an amateur team within the same organization.</p>
<p>8.7.3 Side Selection.</p> <p>Teams' sides will be pre-selected during the regular season by LCS as set forth in Section 7.3.1.</p>	<p>8.7.3 Side Selection.</p> <p>Teams' sides will be pre-selected during the regular season by LCS as set forth in Section 7.3.1.</p>

<p>In the event of a multi-game series, 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 <u>by the deadline to submit starting rosters. If matches are played on back to back days, then teams will be required to submit their final decision by 10:00pm</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>In the event of a multi-game series, 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 11:59pm 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>9.4.1 Restarts Before GOR. The following are examples of situations in which a game may be restarted if GOR has not been established.</p> <p>9.4.1.1 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>9.4.1 Restarts Before GOR. The following are examples of situations in which a game may be restarted if GOR has not been established.</p> <p>9.4.1.1 If a player notices that player's rune, mastery, or GUI settings have not applied correctly between the game lobby and match, player can pause the game to adjust these settings. If the settings cannot be correctly adjusted, then the game may be restarted.</p>
<p>10.2.2 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>10.2.2 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 11.3 Best Interests of the LCS</p> <p>LCS officials at all times may act with the necessary authority to preserve the best interests of the LCS. This power is not constrained by the lack of any specific language in this document. LCS 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 LCS.</p>	

Version 2.01	Version 1.05
Revisions	Current
[Throughout the Document]	
2015 2014	
<p>Introduction and Purpose</p> <p>These Official Rules (“Rules”) of the League of Legends Championship Series (“LCS”) apply to each of the teams who have qualified to play in the LCS in 2015, as well as their <u>head coach</u>, managers, <u>owners</u>, <u>Starters</u>, <u>Reserve players</u>, (collectively “Team Members”) and other employees. The 2015 Season of the LCS will be divided into two halves (“splits”). Each split will consist of three phases (a) a regular season, (b) playoffs, which will be at the conclusion of the regular season, and (c) a promotion/relegation tournament after the playoffs are conducted. The top teams from the LCS division in North America, the LCS division in</p>	<p>Introduction and Purpose</p> <p>These Official Rules (“Rules”) of the League of Legends Championship Series (“LCS”) apply to each of the teams who have qualified to play in the LCS in 2014, as well as their managers, coaches, players, and other employees. The 2014 Season of the LCS will be divided into two halves (“splits”). Each split will consist of three phases (a) a regular season, (b) playoffs, which will be at the conclusion of the regular season, and (c) a promotion/relegation tournament after the playoffs are conducted. The top teams from the LCS division in North America, the LCS division in Europe , and from other regions around the world</p>

<p>Europe , and from other regions around the world will advance to the 2015 League of Legends World Championship. These Rules apply only to official LCS play and not to other competitions, tournaments or organized play of League of Legends (“LoL” or the “game”).</p>	<p>will advance to the 2014 League of Legends World Championship. These Rules apply only to official LCS play and not to other competitions, tournaments or organized play of League of Legends (“LoL” or the “game”).</p>
<p>Section 1.2 <u>Regional Residency Requirement</u></p> <p>1.2.1 <u>Resident Defined.</u> 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 <u>Certification of Residency.</u> 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 player consents to the processing and or transfer of any such information by the LCS for administrative purposes. 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>Section 1.2 Each player must submit proof that, at the time of any LCS-affiliated match the player wishes to participate in, he/she will be (a) a legal resident of a country in their region, and (b) work-eligible in the United States (for NA players) or Germany (for EU players).</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% (three out of five) Starters on each team be Residents of the region covered by the Challenger Series in which they play.

1.2.9 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. 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>1.2.10 <u>Substitutes</u>: 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 <u>Losing Residency</u>: 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 <u>Work Eligibility</u></p> <p>Each <u>head coach and</u> player must submit proof that, at the time of any LCS-affiliated match the <u>head coach or</u> player wishes to participate in, he/she will be (a) a legal resident of a country in their region <u>as per the laws of that region</u>, and (b) work-eligible in the United States (for NA <u>coaches and</u> players) or Germany (for EU <u>coaches and</u> players).</p>	<p>Section 1.2 Each player must submit proof that, at the time of any LCS-affiliated match the player wishes to participate in, he/she will be (a) a legal resident of a country in their region, and (b) work-eligible in the United States (for NA players) or Germany (for EU players).</p>
<p>Section 1.4 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 power to elect, appoint or approve, directly or indirectly, the directors, officers,</p>	<p>Section 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 power to elect, appoint or approve, directly or indirectly, the directors, officers, managers or trustees of such entity or otherwise.</p>

managers or trustees of such entity or otherwise.	
<p>Section 2.2 Player Compensation</p> <p>Each team must distribute the required Minimum Player Compensation (\$12,500/€10,000 per starting player per split during the 2015 season) to its starting players, in accordance with the terms of the applicable Team Agreement. <u>Each team must, also, distribute the coach stipend (\$12,500/€10,000 per split).</u> If a player's status as a starter changes during the course of a split, <u>or the head coach is replaced or absent,</u> said player <u>or coach</u> shall be entitled to a <i>pro rata</i> share of the Minimum 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, <u>or the number of regular-season games actually coached by the head coach,</u> divided by the total number of regular-season games played by the team during the split). Nothing in these Rules is intended in any way to limit the compensation a team pays to its players</p>	<p>Section 2.2 Player Compensation</p> <p>Each team must distribute the required Minimum Player Compensation (\$12,500 per starting player per split during the 2014 season) to its starting players, in accordance with the terms of the applicable Team Agreement. If a player's status as a starter changes during the course of a split, said player shall be entitled to a <i>pro rata</i> 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). Nothing in these Rules is intended in any way to limit the compensation a team pays to its players</p>
<p>Section 3.1.</p> <p><u>When a team qualifies from the Challenger Series, the LCS will recognize the organization as the owner of the LCS spot. If the team were comprised of individual players, they will need to form an organization before being able to claim their LCS spot. 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 a professional esports league. Any buyback provision, right of first purchase, or similar interest in a team shall be treated as a controlling interest in such team for the purposes of enforcing ownership</u></p>	<p>Section 3.1.</p> <p>No Owner or Affiliate of Owner may own or control more than one "Professional" team, where "Professional" is defined as a team competing in the highest division or tier of the NA LCS, EU LCS, Garena Premier League, OGN Champions, or Tencent League of Legends Pro League. For the purpose of this rule set, a team is considered to be "Professional" upon winning the match to qualify into said highest division or tier. If an Owner or Affiliate of Owner is found to have any financial interest or benefit or any level of influence in another team, he/she will be required to immediately divest said interest in one of the two teams and may be subject to punishment by the LCS.</p>

<p><u>restrictions.</u></p> <p><u>For purpose of clarification, the North American League of Legends Championship Series, the European League of Legends Championship Series, the Garena Premier League/League of Legends Master Series, League of Legends Champions Korea, and the Tencent LoL Professional League, and any other league that represents the highest tier in the region that is eligible to qualify a team to the League of Legends World Championships, are considered professional esports leagues.</u></p> <p>For the purpose of this rule set, a team is considered to be “Professional” upon winning the match to qualify into said highest division or tier. If an Owner or Affiliate of Owner is found to have any financial interest or benefit or any level of influence in another team, he/she will be required to immediately divest said interest in one of the two teams and may be subject to punishment by the LCS.</p> <p><u>The League shall have the right to make final and binding determinations regarding Team ownership, issues relating to the multiple team restriction and other relationships that may otherwise have an adverse impact on the competitive integrity of the LCS. Team Owner agrees that it will not contest any final determination of the League in connection therewith.</u></p> <p>Changes in Ownership and <u>Sponsors with naming rights</u> may only occur between Splits, meaning after the most recent Playoffs and Promotion Matches but before the start of the following Split.</p>	<p>An LCS team may own up to two teams within their region’s Challenger Series. 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 CS Playoffs, was owned by the same company, individual, or other legal entity.</p> <p>No Team Member on a team who played in either LCS region and/or any aspect of the Challenger Series (including play-in) may purchase or otherwise attempt to own/control an LCS team without a complete LCS Split having taken place since their last point of participation in the LCS or Challenger Series.</p> <p>Changes in Ownership may only occur between Splits, meaning after the most recent Playoffs and Promotion Matches but before the start of the following Split.</p>
<p>Section 3.1.1 Sale of Sponsorships and Related Issues</p> <p>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</p>	

<p>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 “Challenger Series” eSports teams.</p> <p>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.</p> <p>3.1.2 Sale of Sponsorships Cooldown Provision</p> <p>Any person or entity who engages in the sale or management of sponsorships for multiple LCS teams during the course of an LCS split may not hold a controlling interest in any LCS or Challenger Series team for a period of no less than two years following the last day of the LCS split during which he/she represented multiple teams.</p>	
<p>Section 3.1</p> <p>An LCS team may own <u>one team</u> within their region’s Challenger Series. If that LCS team reaches the promotion tournament, the LCS team may not choose or be forced to play a team which, <u>at any time during the most recent CS</u>, was owned by the same company, individual, or other legal entity.</p>	<p>Section 3.2</p> <p>An LCS team may own up to two teams within their region’s Challenger Series. 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 CS Playoffs, was owned by the same company, individual, or other legal entity.</p>
<p>Section 3.2</p> <p>Each team is required to maintain, at all times during the LCS, one General Manager (“GM”), <u>one head coach</u>, five players in the starting lineup (“Starters”), and between two and five substitute players (“Reserves”) (collectively, the “Active Roster”). No individual may simultaneously hold two or more of the roles listed above. <u>All players on the Active Roster must currently hold a ranked solo ranking of Diamond or above.</u> Changes to the Active</p>	<p>Section 3.2</p> <p>Each team is required to maintain, at all times during the LCS, one General Manager (“GM”), one head coach, five players in the starting lineup (“Starters”), and between two and five substitute players (“Reserves”) (collectively, the “Active Roster”). No individual may simultaneously hold two or more of the roles listed above. Changes to the Active Roster may occur as described in Section 4 below.</p>

<p>Roster may occur as described in Section 4 below.</p>	
<p>Section 3.3 Head Coach</p> <p>Each team will be required to have a designated head coach. The head coach will be listed on Lolesports.com. 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. The coach can only represent one organization. The coach will be required to be on-site for every game that the team participates in. If the head coach is unable to make a game due to an emergency, the GM must assign an interim coach to be on-site instead. If a coach is not present on-site, then the team is subject to penalties.</p>	
<p>3.4 Roster Submission</p> <p>At a time designated by LCS officials before the start of each split, each team must submit their roster to the LCS, including five starters and at least two reserves. Teams must submit an Eligibility Form and Summary Sheet for each starter at that time. <u>In the event that a GM selects to modify the Active Roster, the GM must submit requests in compliance with Section 4.</u> In the event that a team selects to modify the starting lineup, the team's <u>head coach</u> must <u>make</u> a request to revise the roster to LCS <u>officials</u> in compliance with Section 4 below. The request must be submitted in advance of any proposed effective date of any such change, at the earliest possible date and time.</p> <p>If a request is submitted too late for LCS to make reasonable arrangements for a new player to travel to an LCS match, LCS may, at their discretion, hold the team responsible for the incremental costs of such player's travel,</p>	<p>3.4 Roster Submission</p> <p>At a time designated by LCS officials before the start of each split, each team must submit their roster to the LCS, including five starters and at least two reserves. Teams must submit an Eligibility Form and Summary Sheet for each starter at that time. In the event that a team selects to modify the starting lineup, the team's GM must submit a request to revise the roster to LCS in compliance with Section 4 below. The request must be submitted in advance of any proposed effective date of any such change, at the earliest possible date and time.</p> <p>If a request is submitted too late for LCS to make reasonable arrangements for a new player to travel to an LCS match, LCS may, at their discretion, hold the team responsible for the incremental costs of such player's travel, regardless of any other rules to the contrary. LCS reserves the right to approve or deny any such request, based upon the eligibility of the</p>

<p>regardless of any other rules to the contrary. LCS reserves 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. Requests to modify a starting lineup for the team's first match on a given day may not be submitted any later than 11:59pm PST prior to the start of that broadcast and/or webcast.</p>	<p>players involved and the compliance with the Rules of such request. Requests to modify a starting lineup for the team's first match on a given day may not be submitted any later than 11:59pm PST prior to the start of that broadcast and/or webcast.</p>
<p>Section 3.5 Single-Day Substitutions</p> <p>If a team wishes to substitute players after the team's first match on a given day, those substitutions must be declared to the head referee before the start of the next game, as defined as the start of the pick/ban process (see Section 8.6.1).</p> <p><u>Requests to modify a starting lineup for the team's games on a regular season week may not be submitted any later than 72 hours prior to the start of that broadcast and/or webcast. Changes to the starting lineup within a series are not allowed.</u></p> <p><u>In the event of an emergency, a team will be given up to two hours to find an immediate substitute for a game. If a replacement cannot be found then the team will forfeit. LCS officials will determine if an event qualifies as an emergency.</u></p>	<p>Section 3.4 Single-Day Substitutions</p> <p>If a team wishes to substitute players after the team's first match on a given day, those substitutions must be declared to the head referee before the start of the next game, as defined as the start of the pick/ban process (see Section 8.6.1).</p>
<p>Section 3.6 <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>Summoner Names may include upper-case letters, lower-case letters, numbers 0-9,</p>	<p>Section 3.5 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>Summoner Names may include upper-case letters, lower-case letters, numbers 0-9, underscores, or single spaces between words</p>

<p>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 LCS 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 LCS officials prior to use in an LCS game. Any cosmetic change to logos, team names, etc. must be made 72 hours in advance of the first regional LCS game of the week. <u>LCS officials have the ability to deny a team name if it does not reflect the professional standards sought by the LCS and the team will be required to change their name.</u></p>	<p>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 LCS 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 LCS officials prior to use in a LCS game. Any cosmetic change to logos, team names, etc. must be made 72 hours in advance of the first regional LCS game of the week.</p>
<p>3.7 Sponsorships</p> <p>An LCS team has the ability to acquire sponsors throughout the LCS. Sponsorship acquisition is unrestricted. 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 LCS, or any Riot-affiliated events. The LCS officials have the ability to update the category list at any time. The following is a nonexclusive list of limited sponsors:</p> <p>3.7.1 Gambling Websites: defined as any website that aids or abets the wagering of funds on a sporting/esporting event and/or allows for the wagering of funds in casino games including poker.</p> <p>3.7.2 Non-“over-the-counter” drugs</p> <p>3.7.3 Account sharing/skin selling websites</p>	

<p>3.7.4 Firearms, handguns, or ammunition providers</p> <p>3.7.5 Websites displaying or related to pornographic imagery or products</p> <p>3.7.6 Products or services from direct competitors</p> <p>3.7.7 Tobacco products</p>	
<p>4.1.2 No Contract Violations. No discretionary player substitution which violates any provision of a Player Services Agreement shall be effective, and the GM of the team attempting to trade or <u>head coach attempting to</u> demote a player shall have the responsibility to ensure that all proper approvals are sought and procured before the substitution would be considered to take effect.</p>	<p>4.1.2 No Contract Violations. No discretionary player substitution which violates any provision of a Player Services Agreement shall be effective, and the GM of the team attempting to trade or demote a player shall have the responsibility to ensure that all proper approvals are sought and procured before the substitution would be considered to take effect.</p>
<p>4.1.4 Scope of Policy. This Section is intended only to govern discretionary player substitutions by GMs <u>and head coaches</u> and does not address mandatory player substitutions which may be required by LCS as a result of the death or disability of an LCS player or the suspension or banning of a player by LCS as a result of the violation of these Rules.</p>	<p>4.1.4 Scope of Policy. This Section is intended only to govern discretionary player substitutions by GMs and does not address mandatory player substitutions which may be required by LCS as a result of the death or disability of an LCS player or the suspension or banning of a player by LCS as a result of the violation of these Rules.</p>
<p>Section 4.3.4 LCS Approval.</p> <p>Free agent signing requests must be submitted by a team in advance, in writing, and approved by LCS, in writing, before becoming effective. The free agent signing approval process consists of LCS confirming that the signings are occurring within the approved window specified in Section 4.3.2 and that all eligibility and other Rules have been observed. <u>LCS approval will include a behavior check that can include in-game and out of game behavior. LCS approval is required for head coaches as well as players. Teams are restricted from announcing acquisitions until the LCS Approval process is completed. This includes acquisitions of players or coaches</u></p>	<p>Section 4.3.4 League Approval.</p> <p>Free agent signing requests must be submitted by a team in advance, in writing, and approved by LCS, in writing, before becoming effective. The free agent signing approval process consists of LCS confirming that the signings are occurring within the approved window specified in Section 4.3.2.2 and that all eligibility and other Rules have been observed.</p>

<p><u>being re-signed to the same organization.</u></p>	
<p>Section 4.4 Promotion of Reserve Players</p> <p>A <u>head coach</u> may promote or “bring up” a Reserve player to replace a Starter on the team’s Active Roster, or, conversely, may demote or “send down” a Starter to reserve status. <u>These changes must be made 72 hours before the first game of a regular season week</u>, as follows:</p> <p>4.4.1 Symmetry. When a <u>head coach</u> promotes a Reserve player to the team’s starting lineup, that act must be performed simultaneously with a trade, demotion, or release of a starting player, such that there are never more than five players in a team’s starting lineup.</p> <p>4.4.1.1 Status of Previous Starting Player. GMs may offer players who are demoted from the team’s starting lineup a spot on the team’s reserve squad; if the GM chooses not to make such an offer (i.e., the GM terminates the player), or the player declines the offer, the GM may backfill the spot on the reserve squad with a Free Agent, subject to any restrictions set forth above.</p> <p>4.4.2 Promotion / Demotion Between Games</p> <p>4.4.2.1 A <u>head coach</u> may <u>not</u> promote or demote players <u>within a series</u> - before the start of the next game, which is defined as the start of the pick/ban process (See Section 8.6.1), and also by submitting the appropriate paperwork to an LCS official, as described below. Teams may make such same-day substitutions between the following types of matches:</p> <p>4.4.2.1.1 Regular season matches</p>	<p>Section 4.4 Promotion of Reserve Players</p> <p>An LCS team may promote or “bring up” a Reserve player to replace a Starter on the team’s Active Roster, or, conversely, may demote or “send down” a Starter to reserve status, as follows:</p> <p>4.4.1 Symmetry. When a team promotes a Reserve player to the team’s starting lineup, that act must be performed simultaneously with a trade, demotion, or release of a starting player, such that there are never more than five players in a team’s starting lineup.</p> <p>4.4.1.1 Status of Previous Starting Player. GMs may offer players who are demoted from the team’s starting lineup a spot on the team’s reserve squad; if the GM chooses not to make such an offer (i.e., the GM terminates the player), or the player declines the offer, the GM may backfill the spot on the reserve squad with a Free Agent, subject to any restrictions set forth above.</p> <p>4.4.2 Promotion / Demotion Between Games</p> <p>4.4.2.1 A team may promote or demote players between games of certain categories of matches by declaring such intention to an LCS official before the start of the next game, which is defined as the start of the pick/ban process (See Section 8.6.1), and also by submitting the appropriate paperwork to an LCS official, as described below. Teams may make such same-day substitutions between the following types of matches:</p> <p>4.4.2.1.1 Regular season matches</p> <p>4.4.2.1.2 Spring Playoff matches.</p> <p>4.4.2.1.3 Summer Playoff matches.</p>

<p>4.4.2.1.2 Spring Playoff matches.</p> <p>4.4.2.1.3 Summer Playoff matches.</p> <p>4.4.2.2 A team may not promote or demote players between games of LCS Promotion matches or Playoff matches.</p> <p>4.4.3 League Approval. Player promotion/demotion requests must be submitted to LCS officials by a team in advance, <u>72 hours before the first game of an LCS week. Changes must be submitted via email. If nothing is submitted then the team will play the most recent roster. in writing, and approved by LCS, in writing, before becoming effective.</u> The player promotion/demotion request approval process consists of LCS <u>officials</u> confirming that the player promotion/demotion is occurring at an appropriate time and that all eligibility and other Rules have been observed.</p> <p>4.4.3.1 Promotion/demotion requests must be <u>sent to an LCS official at the designated time. The necessary information is as follows:</u></p> <p>4.4.3.1.1 Name of team involved.</p> <p>4.4.3.1.2 Name of <u>Head Coach</u> involved.</p> <p>4.4.3.1.3 Names and positions of all players involved.</p> <p>4.4.3.1.4 Starter/Reserve status of all players involved.</p> <p>4.4.3.1.5 Requested effective date(s) of promotions/demotions.</p> <p>4.4.3.2 The GM of a team involved in a promotion or demotion must sign the Player Promotion/Demotion Approval Request Form. Unsigned Player Promotion/Demotion Approval Request Forms will not be processed by LCS.</p> <p>4.4.3.2.1 If a team attempts to promote or demote a player who is subject to a Player</p>	<p>4.4.2.2 A team may not promote or demote players between games of LCS Promotion matches or Playoff matches.</p> <p>4.4.3 League Approval. Player promotion/demotion requests must be submitted to LCS by a team in advance, in writing, and approved by LCS, in writing, before becoming effective. The player promotion/demotion request approval process consists of LCS confirming that the player promotion/demotion is occurring at an appropriate time and that all eligibility and other Rules have been observed.</p> <p>4.4.3.1 Promotion/demotion requests must be made using the Player Promotion/Demotion Approval Request Form, attached as Exhibit C to these Rules, and include the following information:</p> <p>4.4.3.1.1 Name of team involved.</p> <p>4.4.3.1.2 Name of GM involved.</p> <p>4.4.3.1.3 Names and positions of all players involved.</p> <p>4.4.3.1.4 Starter/Reserve status of all players involved.</p> <p>4.4.3.1.5 Requested effective date(s) of promotions/demotions.</p> <p>4.4.3.2 The GM of a team involved in a promotion or demotion must sign the Player Promotion/Demotion Approval Request Form. Unsigned Player Promotion/Demotion Approval Request Forms will not be processed by LCS.</p> <p>4.4.3.2.1 If a team attempts to promote or demote a player who is subject to a Player Agreement which grants the player approval rights over promotions or demotions, such player must also sign the Player Promotion/Demotion Approval Request Form.</p>
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<p>Agreement which grants the player approval rights over promotions or demotions, such <u>player must not dispute the change. If a player disputes the change then the Player Agreement will dictate the outcome.</u></p> <p>4.4.3.2.2 If a team attempts to promote or demote a player who is not subject to a Player Agreement which grants the player approval rights over promotions or demotions, then the <u>head coach</u> of the team that is promoting or demoting the player must certify that the relevant Player Agreement authorizes the team to make the relevant promotion or demotion without the player's pre-approval.</p> <p>4.4.4 Effective Date. Upon approval by LCS <u>officials</u>, promotions/demotions will be considered effective immediately, unless the player promotion/demotion approval request Form explicitly states a later effective date. In no event, however, shall the effective date of any promotion/demotion in a given split be later than the Player Promotion/Demotion Deadline date for that split.</p>	<p>4.4.3.2.2 If a team attempts to promote or demote a player who is not subject to a Player Agreement which grants the player approval rights over promotions or demotions, then the GM of the team that is promoting or demoting the player must certify that the relevant Player Agreement authorizes the team to make the relevant promotion or demotion without the player's pre-approval.</p> <p>4.4.4 Effective Date. Upon approval by LCS, promotions/demotions will be considered effective immediately, unless the Player Promotion/ Demotion Approval Request Form explicitly states a later effective date. In no event, however, shall the effective date of any promotion/demotion in a given split be later than the Player Promotion/Demotion Deadline date for that split.</p>
<p>Section 5.2 Player-Owned or Team-Owned Equipment</p> <p>Players are allowed to <u>provide</u> equipment in the following categories, which are owned by themselves or their teams, into the match area and use such equipment during official LCS matches:</p> <p>PC Keyboards PC Mice and cord holders PC Mousepads</p> <p>In the match area, players may not bring, use, or wear any headsets, earbuds and/or microphones, other than those provided by LCS, with the following sole exception: players may wear a second headset, which is owned by themselves or their Teams, around their</p>	<p>Section 5.2 Player-Owned or Team-Owned Equipment</p> <p>Players are allowed to bring equipment in the following categories, which are owned by themselves or their teams, into the match area and use such equipment during official LCS matches:</p> <p>PC Keyboards PC Mice and cord holders PC Mousepads</p> <p>In the match area, players may not bring, use, or wear any headsets, earbuds and/or microphones, other than those provided by LCS, with the following sole exception: players may wear a second headset, which is owned by themselves or their Teams, around their</p>

<p>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 which is not decorative in nature. 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>All player-owned or team-owned equipment must be submitted to LCS officials in advance for approval. <u>Approved equipment will remain onsite with LCS officials and only accessible before the game.</u> Unapproved equipment or equipment that is suspected by LCS officials of providing an unfair competitive advantage will not be permitted for use, and players will be required to use LCS-provided equipment instead.</p>	<p>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 which is not decorative in nature. 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>All player-owned or team-owned equipment must be submitted to LCS officials in advance for approval. Unapproved equipment or equipment that is suspected by LCS officials of providing an unfair competitive advantage will not be permitted for use, and players will be required to use LCS-provided equipment instead.</p>
<p>Section 5.3 Replacement of Equipment</p> <p>If equipment or technical problems are suspected by LCS officials at any time, a player or LCS official may request a technical review of the situation. An LCS technician will diagnose and troubleshoot problems, as needed. Technicians may request that LCS officials order replacement of any equipment, at their discretion. Decisions regarding the replacement of any equipment are solely at the discretion of LCS. <u>If a player wishes to use personal replacement equipment, the player must use equipment which has been preapproved by LCS officials otherwise they will be provided replacement equipment by the LCS officials.</u></p>	<p>Section 5.3 Replacement of Equipment</p> <p>If equipment or technical problems are suspected by LCS officials at any time, a player or LCS official may request a technical review of the situation. An LCS technician will diagnose and troubleshoot problems, as needed. Technicians may request that LCS officials order replacement of any equipment, at their discretion. Decisions regarding the replacement of any equipment are solely at the discretion of LCS.</p>
<p>Section 5.4 Player and Coach Apparel</p> <p>Players must wear official team uniforms during all LCS matches and pre-match and post-match interviews by the LCS. If no team requirement exists, players must wear pants</p>	<p>Section 5.4 Player Uniforms</p> <p>Players must wear official team uniforms during all LCS matches and pre-match and post-match interviews by the LCS. If no team requirement exists, players must wear pants</p>

<p>and closed-toe shoes, as well as visible team-branded apparel, on their upper body, during the entirety of any LCS event or appearance. <u>All starting players must wear matching apparel during the game. The matching apparel includes shirts, jerseys, jackets, and pants.</u> 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 10 below, and are subject to the review and discretion of LCS officials. <u>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: jeans, athletic wear, sneakers, team branded apparel etc.</u></p>	<p>and closed-toe shoes, as well as visible team-branded apparel on their upper body, during the entirety of any LCS event or appearance. 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 10 below, and are subject to the review and discretion of LCS officials.</p>
<p>Section 5.5</p> <p>Players are prohibited from installing their own programs and must use only the programs provided by LCS. <u>This includes the warm-up area computers. If a player wishes to install a program onto the warm-up area computers he must first ask an LCS official.</u></p>	<p>Section 5.5</p> <p>Players are prohibited from installing their own programs and must use only the programs provided by LCS.</p>
<p>Section 7.3.9</p> <p>Nine-way tie: The teams will be randomly drawn into a single-elimination bracket, where there is a play-in between two teams for the final spot. The tournament will play out until all seeds are determined one through nine.</p>	
<p>Section 7.3.10</p> <p>Ten-way tie: The teams will be randomly</p>	

<p>drawn into a single-elimination bracket where there are two play-in matches among four teams. The tournament will play out until all seeds are determined one through ten.</p>	
<p>Section 7.3.11 Playoffs.</p> <p>This phase consists of a three-round single-elimination tournament among the top six (6) teams from the Regular Season split, seeded according to their Regular Season rank. The 1st- through 7th-place teams as determined by the playoffs <u>and regular season</u> will automatically qualify to compete in the next split. Prizes will be awarded to the top finishers (amounts TBD). Each round will consist of best-of-five (Bo5) matches.</p>	<p>Section 7.3.11 Playoffs.</p> <p>This phase consists of a three-round single-elimination tournament among the top six (6) teams from the Regular Season split, seeded according to their Regular Season rank. The 1st- through 5th-place teams as determined by the playoffs will automatically qualify to compete in the next split. Prizes will be awarded to the top finishers (amounts TBD). Each round will consist of best-of-five (Bo5) matches.</p>
<p>7.3.12 Championship Points</p> <p>A team will be awarded points based upon the final placement of the team after the playoffs for each split. The points will be used as a determining factor for World Championship seeding and the regional qualifier. Points will be awarded in the following way:</p> <p>[TABLE]</p> <p>The winner of the Summer Split will automatically qualify as the 1st World Championship seed for the region. The team that has accrued the most Championship Points throughout the season will qualify as the 2nd World Championship seed for the region.</p> <p>If a team that accrued championship points places in the relegation positions during the Summer Split they will lose all of the points they had acquired.</p>	

<p>7.3.12.1 Championship Points Tiebreaker. In the event that multiple teams are tied in the standings at the conclusion of the Summer Split, then the team that gained the most points in the Summer Split will be considered the holder of the tiebreaker. In the event that two teams are tied at the 5th-6th position for the Summer Split, then Summer Split regular season win loss record will be the first tiebreaker. If both teams are tied in the summer split regular season, then head to head will be used to determine the tiebreaker. Summer Split regular season head to head will include any tiebreaker games needed to determine position.</p>	
<p>Section 7.3.13 Regional Qualifier</p> <p>At the completion of the Summer Split Playoffs, the top 4 remaining teams based on championship points will be seeded into a bracket. The lowest two seeds will compete in game 1. The winner of game 1 will compete against the 2nd qualified seed in game 2. The winner of game 2 will compete against the highest qualified seed in game 3. The winner of game 3 will represent their region as the 3rd seed at the World Championship.</p>	
<p>7.3.14 Automatic Relegation</p> <p>The team that finishes last in the final standings of a split will be automatically relegated into the Challenger Series. This move will coincide with the automatic promotion of the team that finishes the CS playoff in first place.</p>	
<p>Section 7.3.15 Promotion Tournament. This phase consists of <u>two matches</u> among the 6th-place finisher in the Playoffs, the 7th and 8th and 9th place finishers in the Regular Season standings <u>against the top two remaining qualifiers from the Challenger Series</u>. The LCS teams will be seeded as <u>described</u> below. <u>The winners of the two matches</u> of the Promotion</p>	<p>Section 7.3.15 Promotion Tournament. This phase consists of a two-round single-elimination tournament among the 6th-place finisher in the Playoffs, the 7th and 8th-place finishers in the Regular Season standings, plus six (6) additional teams that will qualify through amateur tournaments run by LCS and tournament organizers licensed and</p>

<p>Tournament will advance to the next split.</p> <p>The top-seeded LCS team (<u>the 8th place finisher in the LCS regular season</u>) will be allowed to select their opponent from the <u>two</u> eligible amateur teams that advanced from the Challenger Series, and the second-seeded LCS team (the 7th place team from the Regular Season) will be allowed to select their opponent from the <u>two remaining teams</u>. The remaining LCS team will face the remaining amateur team. An LCS team may not select to play against an amateur <u>team</u> within the same organization.</p>	<p>authorized by LCS. The LCS teams will be seeded as shown below. The top three (3) finishers of the Promotion Tournament will advance to the next split.</p> <p>The top-seeded LCS team (the loser of Game 3 from the Split Playoffs) will be allowed to select their opponent from the three eligible amateur teams that advanced from the Challenger Series, and the second-seeded LCS team (the 7th-place team from the Regular Season) will be allowed to select their opponent from the two remaining teams. The remaining LCS team will face the remaining amateur team. An LCS team may not select to play against an amateur within the same organization.</p>
<p>8.3.2 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>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>8.4 Competitive Patch & Tournament Realm</p> <p>The <u>2015 Season</u> 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 the live server. A patch will not be implemented if a week of games or a playoff round has started.</p> <p>8.4.1 Example: Patch X.X was released on 11:59pm, February 1, <u>2015</u>. It will be eligible to be used as an LCS competitive patch for all matches on or after 11:59pm, February 8, <u>2015</u> unless a week of games or a playoff</p>	<p>8.4 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 LCS.</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>8.4.1 Example: Patch X.X was released on 11:59pm, February 1, 2014. It will be eligible to be used as an LCS competitive patch for all matches on or after 11:59pm, February 8, 2014 unless a week of games or a</p>

<p>round has started.</p> <p>Champions who have not been available on the live service for more than <u>2 weeks</u> will be automatically restricted. Champions that have undergone reworks will be subject to LCS discretion.</p> <p>8.4.2 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>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 LCS discretion.</p> <p>8.4.2 Example: Champion A was released January 23, 2014, so Champion A becomes eligible to be used in all LCS matches on February 20, 2014.</p>
<p>8.5.6 Acknowledgement of Pre-Match Testing. No fewer than <u>five</u> minutes before the match is scheduled to begin, an LCS official will confirm with each player that their setup is complete.</p>	<p>8.5.6 Acknowledgement of Pre-Match Testing. No fewer than ten minutes before the match is scheduled to begin, an LCS official will confirm with each player that their setup is complete.</p>
<p>Section 8.6.1 Start of Pick / Ban Process.</p> <p>Once all ten players have reported to the official game lobby, an LCS official will request confirmation that both teams are ready for the pick/ban phase (as defined and described below). Once both teams confirm readiness, an LCS official will instruct the room owner to start the game.</p> <p><u>The head coach will be granted on-stage access and will be allowed to communicate with the team during the pick/ban process. The head coach will exit the stage to a designated position once the countdown timer has reached 5 seconds during the Trading-Phase.</u></p>	<p>Section 8.6.1 Start of Pick / Ban Process.</p> <p>Once all ten players have reported to the official game lobby, an LCS official will request confirmation that both teams are ready for the pick/ban phase (as defined and described below). Once both teams confirm readiness, an LCS official will instruct the room owner to start the game.</p>
<p>10.1.3 Disruptive Behavior / Insults.</p> <p>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>10.1.3 Disruptive Behavior / Insults.</p> <p>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>10.1.1.7 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>10.1.1.7 Cheating Device. The use of any kind of cheating device and/or cheat program.</p>
<p>10.1.6 Unauthorized Communications. All mobile phones, tablets and other voice-</p>	<p>10.1.6 Unauthorized Communications. All mobile phones, tablets and other voice-</p>

<p>enabled and/or “ringing” electronic devices must be <u>removed from the play area before the game</u>. Players may not 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>enabled and/or “ringing” electronic devices must be fully powered off during play. Players may not text/email while in the match area. During the match, communication by a Starter shall be limited to the five players on Starter’s team.</p>
<p>Section 10.2.7 Releasing Information Without Approval</p> <p>Teams will be asked to submit paperwork for approval or visibility throughout the LCS season. This paperwork is necessary for maintaining expectations throughout the league. Early announcements can disrupt the competitive scouting a team would use to create strategies for upcoming matches. For this reason, if a Team Member has been told not to release information, as it may undermine the competitive process, and the Team Member proceeds to release said information, then the Team Member and/or Team will be subject to penalties</p>	
<p>Section 10.2.8 Player Behavior Investigation.</p> <p>If LCS or Riot determines that a <u>Team or Team Member</u> has violated the Summoner’s Code, the LoL Terms of Use, or other rules of LoL, LCS officials may assign penalties at their sole discretion. <u>If an LCS official contacts a Team Member to discuss the investigation, the Team Member is obligated to tell the truth. If a Team Member withholds information or misleads an LCS official creating an obstruction of the investigation then the Team and/or Team Member is subject to punishment.</u></p>	<p>Section 10.2.8 Player Behavior Investigation.</p> <p>If LCS or Riot determines that a Team Member has violated the Summoner’s Code, the LoL Terms of Use, or other rules of LoL, LCS officials may assign penalties at their sole discretion.</p>
<p>10.2.13 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</p>	<p>No Poaching or Tampering. No Team Member or Affiliate of a team may solicit, lure, or make an offer of employment to any Team Member who is signed to any LCS team, nor encourage any such Team Member</p>

<p>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 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>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 officials.</p>
<p>10.3 Association with Gambling</p> <p>No Team Member or LCS official may take part, either directly or indirectly, in betting or gambling on any results of <u>any League of Legends tournament or match globally</u>.</p>	<p>10.3 Association with Gambling</p> <p>No Team Member or LCS official may take part, either directly or indirectly, in betting or gambling on any results of any LCS game, match or tournament.</p>
<p>Exhibit C</p> <p>[Removed]</p>	<p>Exhibit C</p>