2018 Official Rules
NA LCS and NA LACS

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Introduction and Purpose

These Official Rules ("**Rules**") of the North American League of Legends Championship Series ("**LCS**") and North American League of Legends Academy Championship Series ("**LACS**", together with the LCS, the "**League**") apply to each of the teams participating in the League in 2018 (each, a **"Team"**), as well as their owners, head coach, managers, players (collectively "**Team Members**"), and other employees.

These Rules apply only to official League play and not to other competitions, tournaments or organized play of League of Legends ("**LoL**" or the "**Game**").

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

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

1. League Structure

1.1 Definition of Terms

1.1.1 **Game**. An instance of competition on the Summoner's Rift map that is played until a winner is determined by one of the following methods, whichever occurs first: (a) completion of the final objective (destruction of a nexus), (b) one Team surrendering the game, (c) a Team forfeiting, or (d) Awarded Game Victory.

1.1.2 **Match**. A set of games that is played until one team wins a majority of the total games (e.g., winning two games out of three ("best of three"); winning three games out of five ("best of five")). The winning team will either receive a win tally in a league format or advance to the next round in a tournament format. In a "best of one" format, the terms Game and Match may be used interchangeably.

1.1.3 **Split**. Scheduled league play that will occur over an approximately three-month period of time. The 2018 Season will be divided into two splits (Spring and Summer). Each split will consist of two phases: (a) Regular Season, and (b) Playoffs and Finals, which will occur at the conclusion of the Regular Season.

1.2 LCS Schedule (All Dates 2018)

1.2.1 Spring Week 1 Roster Lock (January 3)

1.2.2 Spring Regular Season (January 20 - March 18)

1.2.3 Spring Roster Lock (March 6)

1.2.4 Spring Playoffs (March 24 - April 8)

1.2.5 Rosters Unlock (May 28)

1.2.6 Summer Week 1 Roster Lock (May 31)

1.2.7 Summer Regular Season (June 16 - August 19)

1.2.8 Season Roster Lock (August 6, 2018)

1.2.9 Summer Playoffs (August 25 - September 9)

1.2.10 Regional Qualifier (September 14 - September 16)

1.3 LCS Phase Overviews

1.3.1 **Regular Season**. 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. A full schedule of dates and games can be found at www.lolesports.com.

1.3.2 **Playoffs**. 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 determined by match winning percentage. 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. Each round will consist of best-of-five (Bo5) matches. Prizes will be awarded to the top finishers.

1.3.3 **International Tournament Qualification**. The team that finishes in first place at the conclusion of the LCS Spring Split will represent the LCS at the League of Legends Mid-Season Invitational ("**MSI**"). At the conclusion of the Summer Split, the qualifying teams from the LCS will advance to the 2018 League of Legends World Championship Event (the "**WCE**"). Two additional teams will qualify for WCE based upon Championship Points and the Regional Qualifier Tournament, as described herein.

1.4 LACS Schedule (All Dates 2018)

1.4.1 Spring Week 1 Roster Lock (January 3, 2018)

1.4.2 Spring Regular Season (January 18 - March 16)

1.4.3 Spring Roster Lock (March 6)

1.4.4 Spring Playoffs (March 22 – March 30)

1.4.5 Rosters Unlock (May 28)

1.4.6 Summer Week 1 Roster Lock (May 31, 2018)

1.4.7 Summer Regular Season (TBD)

1.4.8 Season Roster Lock (August 6, 2018)

1.4.9 Summer Playoffs (TBD)

1.5 LACS Phase Overviews

1.5.1 **Regular Season**. 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. A full schedule of dates and games can be found at www.lolesports.com.

1.5.2 **Playoffs**. This phase consists of a two-round single-elimination tournament among the top four (4) teams from the Regular Season split, seeded according to their Regular Season rank determined by match winning percentage. Each round will consist of best-of-five (Bo5) matches. Prizes will be awarded to the top finishers.

2. Team Member Eligibility

2.1 Player Age

2.1.1 **LCS**. No player shall be considered eligible to participate in any LCS-affiliated match before his or her 17th birthday, defined as having lived 17 full years.

2.1.1 **LACS**. No player shall be considered eligible to participate in any LACS-affiliated match before his or her 16th birthday, defined as having lived 16 full years.

2.2 Regional Residency Requirement

2.2.1 **Resident Defined**. A player is considered a "**Resident**" if the player is either (i) a lawful permanent resident in the region based upon the legal status in that region; or (ii) part of a limited group of grandfathered non-Resident players who were granted status as a Resident in 2014 (**"IMP Residents"**).

In addition to becoming a lawful permanent resident of a region, a player may apply to League Officials to be recognized as an IMP Resident if he: (i) between May 11, 2015, and August 1, 2016, was on the roster of a team in the LCS or North American Challenger Series or relocated to North America for the goal of training in those leagues, and (ii) has played within that region for 8 of the last 12 splits.

2.2.2 **Certification of Residency**. All players shall certify their residency upon participation in MSI, the WCE, the LCS, and the LACS by submitting an eligibility form, and providing proof of residency as defined in Rule 2.2.3.

2.2.3 **Proof of Residency**. In order to be certified as a Resident, players must prove lawful permanent residency in the United States or Canada. Acceptable documentary evidence includes items such as a passport, social security card or green card. This list is not exhaustive. IMP Residents do not need to demonstrate lawful permanent residency status.

For the avoidance of doubt, any player may redact any sensitive information in such player's sole discretion and the League shall not be responsible for the disclosure of any personal information by player to the League. Each player consents to the processing and or transfer of any such information by the League for administrative purposes.

2.2.4 **Single Residency Status**. A player may only be a Resident of a single region at any point in time.

A player who has lawful permanent resident status in multiple regions (e.g. dual-citizens) cannot be a Resident of two regions simultaneously

per this rule. Once a player declares residency in one region in which they are eligible, in order to switch residency to the other region, they must have participated in at least 50% of regular season matches of their team within that region in its most recent split.

If a player has qualified and declared as an IMP Resident, they may switch back to being a resident of their home region (assuming they continue to hold citizenship and/or resident status in such region), without a cool down or qualification period, but they forever waive their IMP Resident status.

2.2.5 **Residence Requirement Violations**. Each Team is responsible for ensuring that its players meet the residency requirements in this Rule 2.2. 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. Such a violation will subject the Team and/or player to disciplinary measures as outlines in the Rules and the League Operating Manual.

2.3 Work Eligibility

Each player must submit proof, prior to being added to an Active Roster (as that term is defined herein), that he/she is work-eligible in the United States.

2.4 Solo Queue Ranking Requirement

All players on the Active Roster must have held a peak solo queue ranking within the last year of Diamond 3 or above.

2.5 Owners/GM/Head Coach as Player

The GM, Head Coach and any Owner of the Team may not be designated as a player on the Team.

2.6 No Riot Employees

Team Members may not be employees of Riot Games Inc. ("**RGI**"), North American League of Legends Championship Series LLC or League of Legends eSports Federation LLC or any of their respective affiliates at the start of or at any point during the LCS Competitive Season. "**Affiliate**" is defined as any person or other entity which own or controls, is under the ownership or control of, or is under common ownership or control with, an owner. "**Control**" shall mean the power, through any means, to determine the policies or management of an entity, whether through the power to elect, appoint or approve, directly or indirectly, the directors, officers, managers or trustees of such entity or otherwise.

3. Roster Formation Rules

3.1 Roster Enforcement Period

Teams are required to maintain a Minimum Roster and have a registered GM and Head Coach at all times between (i) the Spring Split Week 1 Roster Lock date listed above in Section 1.2.1 and the Team's last competitive match of the Spring Split (including playoffs); and (ii) the Summer Split Week 1 Roster Lock date listed above in Section 1.2.5 and the Team's last competitive match of the Summer Split (including playoffs and the Regional Qualifier). These two periods are referred to together herein as the **"LCS Competitive Season."**

Teams that qualify for MSI or Worlds must continue to maintain a Minimum Roster during their participation in those events pursuant to the rules of each of those events.

3.2 LCS Head Coach

Each Team is required to maintain, at all times during the LCS Competitive Season, a designated head coach (**"Head Coach"**) who will be considered the official coach for the Team. The Head Coach will be listed on Lolesports.com and will be listed in the Global Contract Database ("**GCD**"). The Head Coach cannot be on the Active Roster, Reserve Roster, an owner, and/or manager or general manager for any LCS or LACS Team. The Head Coach will be required to be on-site for every game in which the team participates and on-stage for the pick/ban phase of each game.

3.3 LACS Coach

Each Team is required to maintain, at all times during the LCS Competitive Season, a designated head coach (the "**LACS Coach**") who will be considered the official coach for the LACS competitive roster. The LACS coach will be listed on Lolesports.com. The LACS coach cannot be on the Active Roster, Reserve Roster, an owner, and/or manager or general manager for any LCS or LACS Team, and may not be the Head Coach. The LACS coach will be required to be on-site for any game in which the LACS team participates in person.

3.4 General Manager

Each Team is required to maintain, at all times, one designated team staff member (the "**GM**") who is responsible for administering team commitments associated with weekly League activities including, but not limited to, content requests, game schedule, onsite studio coordination and weekly update calls with a Riot Player Management representative. This same person is responsible to travel with the team to all events, domestic or international, to uphold the aforementioned duties.

3.5 League Operations Contact

Each Team is required to maintain, at all times, one designated team staff member who is responsible for roster management and paperwork submissions as required

by the League. This person may be the GM or any person senior to the GM within the organization.

3.6 Maximum and Minimum Team Roster Size

Each Team is required to maintain, at all times during the LCS Competitive Season, a total roster (which includes LCS and LACS) of no less than ten (10) players (**"Minimum Roster"**), each of whom is eligible to participate in LCS-affiliated matches or LACS-affiliated matches (the **"Active Roster"**), and no more than fifteen (15) players (the **"Maximum Roster Size"**), which includes the Reserve Roster.

3.7 Reserve Roster

Teams may hold reserve players who are in the process of becoming eligible to join the Active Roster, but who do not meet the qualification to join the Active Roster. Examples include but are not limited to players who have applied for, but not yet received, a visa which will grant them work eligibility, or player who are serving a competitive ban ("**Reserves**.") Reserves are considered to be on the "**Reserve Roster**." Collectively, the Active Roster and Reserve Roster shall be referred to as the "**Full Team Roster**" and may not exceed the Maximum Roster Size.

3.8 Playoff Rosters

For any team qualifying for either the LCS or LACS playoffs, the team will be required to submit a playoff roster comprised of five (5) starters and (1) substitute, for a total of six (6) players for LCS and a roster of a minimum of five (5) players and a maximum of six (6) players for LACS. A player may appear on both playoff rosters provided they are able to be onsite with the team for any LCS Finals or 3rd/4th Place match.

An LCS team is required to maintain a second substitute player (the "**Seventh Player**") where (i) the team's Starters are comprised of three Resident players and two non-Resident players; and (ii) the team's Reserve is a non-Resident player. In this circumstance the team is required to maintain a Seventh Player that is a Resident player. This Seventh Player requirement is intended to protect against situations where a Resident player becomes unable to play during the LCS playoffs and the team would be unable to field a roster with its non-Resident substitute due to the prohibition of three non-Resident players as Starters.

A Seventh Player cannot be utilized in a playoff game unless a Resident player becomes unable to play due to (i) illness; (ii) incapacity; (iii) personal emergencies (as determined in the sole discretion of League officials); (iv) any other circumstance that League officials determine constitute an exigent circumstance. If a Resident player is replaced by the Seventh Player, that replaced Resident Player is ineligible to compete in any further matches during the playoffs unless permission is granted by League officials, which will only be granted in extraordinary circumstances.

3.9 Contract Requirements

All players on the Full Team Roster must have a written contract with the Team they are playing for (a **"Player Services Agreement"**). A Head Coach must have a written contract with the Team they are coaching for (a **"Coach Services Agreement",** together with the Player Services Agreement, **"Service Agreements"**).

The Service Agreements must represent the entirety of obligations between the player/Head Coach and the Team. Any obligation outside of the Service Agreements which has not been submitted to the League will not be recognized by the League.

Assignments, sales or transfers of Service Agreement must be in writing. For the avoidance of doubt, verbal assignment, sale or transfer of a Service Agreement does not satisfy this requirement.

3.10 Single Team Exclusivity

A player/Head Coach is only allowed to compete for the one Team that he or she has a Services Agreement with. A player/Head Coach will not be allowed to compete for more than one Team simultaneously and therefore cannot be listed on the Full Team Roster of more than one Team.

3.11 Player Addition Cooldown

Any player who leaves or is removed from the Full Team Roster for any reason (i.e. they are removed from the Global Contract Database) may not re-join that Team's Active Roster (but may be added to the Reserve Roster while they wait out this cooldown) as a result of a later trade, free agent signing, or any other type of transaction until a minimum of at least three game (3) weeks has elapsed following the effective date of the transaction that resulted in their most recent removal from the Global Contract Database unless granted a hardship exemption at League discretion. A game week is defined as a week in which LCS and/or LACS matches are being played.

3.12 Head Coach Cooldown

If a Head Coach is relieved of his or her position, which means no longer under contract with the organization and removed from the Global Contract Database, then that person cannot act as a Head Coach for the same team until a minimum of at least three game (3) weeks has elapsed following the effective date of the transaction that resulted in their most recent removal from the Global Contract Database unless granted a hardship exemption at League discretion.

If the Head Coach is still under contract (but removed as Head Coach), then he or she can be reinstated as the Head Coach at the will of the organization as long as League officials are informed.

An interim coach can be designated as the Head Coach until a full-time coach is found in the instance where a Head Coach is no longer under contract. An interim

coach can only act as a Head Coach for 3 matches during the regular season or 1 match in the playoffs. If the Head Coach is unable to make a game, the GM must assign an interim coach to be on-site as the Head Coach instead. The interim coach can be the manager of the organization. If a Head Coach is not present on-site, then the team is subject to penalties.

4. Weekly Roster Rules

4.1 Weekly Roster Designation

Each week in which a Team is scheduled to play either LCS or LACS games, the Team's eligible Active Roster for that week's games will be set as of Wednesday at 12:00 pm PT (the "**Weekly Roster Designation**").

4.2 Starting Lineups

Teams must set their starting roster for a match from the applicable Weekly Roster Designation no later than two hours prior to the start of the first game for the day on which the Team is playing. For each LCS and LACS game, the team must designate five (5) starting players (**"Starters"**) which shall constitute the Team's **"Starting Roster**.**"**

The League shall make available to each team playing a match the Starting Roster of their opponent immediately following the submission deadline. For example, if the Team's game is at 4pm and the first schedule game of the day begins at 2pm, Starting Rosters are due at noon and opponent Starting Rosters will be provided shortly after noon (to allow for processing and communication time).

4.3 Roster Restrictions

Teams are responsible for ensuring that their Starting Rosters are compliant with the following (the **"Roster Restrictions"**):

- The LCS Interregional Movement Policy Roster Restrictions set forth in Rule 4.4
- The LACS Roster Veteran Restriction set forth in Rule 4.5
- The LACS Interregional Movement Policy Roster Restrictions set forth in Rule 4.6

4.4 LCS Interregional Movement Policy Roster Restrictions

LCS Teams may not have more than two (2) non-resident players playing in the Starting Roster at any time.

4.5 LACS Roster Veteran Restriction

LACS Teams may not have more than three (3) "Veteran Players" playing in the Starting Roster at any time. A player is deemed a **Veteran Player** if the player has started over 50% of eligible regular season games over the course of the last three splits of a professional (Worlds eligible) League of Legends competition (i.e. NA LCS, EU LCS, etc).

4.6 LACS Interregional Movement Policy Roster Restrictions

LACS Teams may not have more than one (1) non-resident player playing in the Starting Roster at any time.

4.7 Emergency Substitutions

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. League officials will determine if an event qualifies as an emergency.

5. Full Team Roster Changes

Teams are authorized to use three methods to make changes to its Full Team Roster: (1) trading players with other Teams or interregional teams; (2) signing (or releasing) free agents; and (3) accepting loaned players from interregional teams (but not from any NA LCS Team).

5.1 General Roster Change Rules

5.1.1 **No Effect on Contractual Obligations**. Each team shall be responsible for making any and all payments to its players which are required by its Player Agreements and/or the League Operating Manual.

5.1.2 **No Contract Violations**. Any change to the Full Team Roster which violates any provision of a Player Services Agreement shall be ineffective, and any team seeking a change to the Full Team Roster shall have the responsibility to ensure that all proper approvals are sought and procured before the change would be considered to take effect.

5.1.3 **Full Roster Requirement**. No change to the Full Team Roster shall relieve a Team of the requirement to maintain a Minimum Roster during the LCS Competitive Season. At any point if a team falls below a Minimum Roster its Active Roster, they will be subject to penalties, unless given permission to drop below the minimum at the discretion of the League officials.

5.1.4 **Change Submission Deadline**. If a team wishes to (i) add a player to its Active Roster through a free agency signing or a trade, or (ii) have a player listed on the Reserve Roster deemed eligible for the Active Roster, that addition or status change to the Active Roster must be declared to League officials before the Weekly Roster Designation to be eligible to play in that any games for that week. For the purpose of this rule, "**declaring**" means that the League has been provided with confirmation from all parties involved about the change/addition, and that the League and Team(s) have agreed to a schedule for the provision of all required documents. In no case will a player be allowed to play in a game without all required paperwork, including proof of work eligibility, having been submitted to, and approved by, the League.

5.1.5 **LCS Approval**. League officials reserve the right to approve or deny any request to add or remove a player from a team's roster based upon the eligibility of the player(s) involved and the request's compliance with the Rules and the League Operating Manual.

5.1.6 **Competitive Disclosures**. The League reserves the right to notify the participants in any upcoming match, the details of any roster change request has been submitted to the League that would affect that match,

to the extent such roster change has not been publicly announced. This rule is intended for situations where a transaction is timely submitted to the League, but is pending approval, or is the subject of a request by the submitting team to allow the team to announce the changes on a reasonable schedule.

5.1.7 **Pre-Split Active Roster Submission.** At 5pm PT on the date set forth in Rule 1.2.1, prior to the start of Spring Split, and at 5pm PT on the date set forth in Rule 1.2.5, each team must submit their Active Roster to the League. A team will not be allowed to start a member for the first week of the Split that is not on the Active Roster as of the week 1 roster lock dates.

5.1.8 **Roster Change Timing**. Roster additions and promotions from the Reserve Roster to the Active Roster may be made effective as early as the Roster Change Start Date and must become effective no later than the Roster Change Deadline date, as set forth below:

	Roster Change Start Date (all times are 12:01:00 am Pacific time)	Roster Change Deadline (all times are 5:00pm Pacific time)
Spring Split	November 20th, 2017	March 6th, 2018
Summer Split	May 28th, 2018	August 7th, 2018

5.1.9 **Spring Split Additions to the Inactive Roster**. From the period March 6, 2018 at 5:01 pm PT through May 27, 2018 at 11:59 pm PT, a Team may sign players to its Reserve Roster, subject to the Team's compliance with the Maximum Roster Size. Players added during this period are ineligible to be moved to the Active Roster (and thus are not eligible to play in any game or match) until May 28, 2018 at 12:01am PT.

5.2 Player Trades

A Team may trade players held on its Full Team Roster with other LCS teams or inter-regionally, provided that the details of the trade, including copies of all written agreements, are submitted to the League for approval.

5.2.1 **Quantity**. There is no maximum total number of players who may be traded per split or per season.

5.2.2 **Asymmetrical Trades**. Trades are not required to be structured as symmetrical exchanges (e.g., 1-for-1, 2-for-2). Trade transactions are not limited to two teams per transaction. A trade deal may include players from two or more teams, without limitation. For example, a

situation in which Team A trades Player X to Team B, Team B trades Player Y to Team C and Team C trades Player Z to Team A.

5.2.3 **Trades for Cash**. Players may be traded from one team to another in exchange for a payment of cash or other consideration, so long as such transaction, subject to the conditions and requirements set forth in the Rules. Hybrid transactions, where a player is traded in exchange for a combination of one or more players plus cash and/or other consideration, is also permitted.

5.2.4 **Interregional Trades**. North American players may be traded for any players within any region and vice-versa, subject to the eligibility requirements set forth in the Rules.

5.2.5 **Trade Veto**. Player Services Agreements may contain limitations, conditions or prohibitions on trades and/or assignments.

5.2.6 **League Approval**. Trade requests must be submitted to the League by the Team(s) in advance, in writing, and approved by the League, in writing, before becoming effective, pursuant to the applicable sections of the League Operating Manual.

5.3 Free Agent Signings.

The provisions on free agency in these Rules are designed to promote team continuity, prevent last-minute roster changes which damage team identity and cohesion, protect LCS tournament integrity, and enhance fan enjoyment of League tournament play. To that end, the League has established limited periods of time or windows during which free agents can be signed. A Team may sign free agents as follows:

5.3.1 **Free Agent ("FA")**. A Free Agent is any player eligible to participate in the League and either: (a) has not yet signed a valid written Player Agreement with a Team or (b) has been released from a Full Team Roster or has had a contract expire without a renewal. Merely being "in negotiations" with a team does not change a Free Agent's status. Free Agents are free to sign with any Team, so long as they continue to meet all eligibility requirements.

5.3.2 **League Approval**. Free agent signing requests must be submitted by a team in advance, in writing, and approved by the League, in writing, before becoming effective, pursuant to the applicable sections of the League Operating Manual.

5.4 Loans.

A Team may loan a player from its Full Team Roster to any professional or semi-professional team outside of the NA LCS and may borrow a player to add to its Full Team Roster from any professional or semi-professional team outside of the

NA LCS. For the sake of clarity, any Team participating in the LCS and LACS may not loan or borrow a player from any other team participating in the LCS and LACS.

5.4.1 **Time Periods**. Any agreement to lend a player to, or borrow a player from, another region, must terminate prior to the Spring Split roster lock date set forth in Section 1.2.3 or the Summer Split roster lock date set forth in Section 1.2.8, as applicable. Loans may not be initiated after a roster lock date until the rosters unlock as set forth in Section. 1.2.5. Loans may terminate by (a) returning the player to the loaning team; (b) a trade between the loaning and borrowing team; or (c) the loaning team terminating the individual's Player Services Agreement.

5.4.2 **Payment Obligations**. During the period of the loan, the NA LCS team involved is responsible for all payments to player. The payments may come from other team involved in the loan, but if the player is not paid, the League will hold the Team responsible for all missing/delinquent payments.

5.4.3 **League Approval**. Requests to loan or borrow a player must be submitted by a team in advance, in writing, and approved by the League, in writing, before becoming effective, pursuant to the applicable sections of the League Operating Manual.

5.5 Restrictions Regarding College Players.

No Team may acquire any player that is a member of a varsity College League of Legends team (formerly uLoL) to the extent that such player has accepted a scholarship from their college or university to play League of Legends, until the Roster Change Start Date for the Summer Split listed in Rule 5.1.8. For the sake of clarity, if a player has accepted a scholarship with a varsity College League of Legends team, this prohibition attaches to the player, even if the player quits the team, is terminated by the team or leaves the college or university.

6. Player Equipment

6.1 League Provided Equipment

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

6.1.1 PC & Monitor

6.1.2 Hand Warmers

6.1.3 Headsets and/or Earbuds and/or Microphones

6.1.4 Table and Chair

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

6.1.5 PC Keyboards

6.1.6 PC Mice

6.1.7 Mousepads

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

6.2 Player-Owned or Team-Owned Equipment

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

6.2.1 PC Keyboards

6.2.2 PC Mice and cord holders

6.2.3 PC Mousepads

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

6.3 LCS Peripheral Policy

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

At their discretion, League officials may disallow the use of any individual piece of equipment for reasons relating to tournament security, safety or operational efficiency or effectiveness.

No player-owned or team-owned hardware or equipment may be brought into the Match Area if it features or displays any name, likeness or logo of a company or brand which is a competitor of Riot Games or LoL.

6.4 Replacement of Equipment

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

6.5 Player and Head Coach Apparel

Players must wear official and approved team uniforms during all LCS matches and pre-match and post-match interviews, as well as any on-stage LACS matches and pre-match and post-match interviews. All starting players must wear matching apparel during the game. The matching apparel includes shirts, jerseys, and pants. Jerseys worn must be the designated jerseys set forth by the league policy. Hoodies and jackets may only be worn if they are official team gear, and only if all players enter and leave the stage area wearing the same hoodie or jacket.

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.

Coaches must wear, at a minimum, business casual attire while at the studio. Business casual does not include: athletic wear, team branded apparel, etc.

All apparel must conform to the League Branding and Style Guide.

6.6 Computer Programs & Usage

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

6.6.1 **Voice Chat**. Voice chat will be provided only via the native system used in LCS-provided headsets. Use of third-party voice chat software (*e.g.,* Skype) is not permitted. League officials may monitor a team's audio at the discretion of the League.

6.6.2 **Social Media and Communication**. It is prohibited to use League computers to view or post on any social media or communication sites.

This includes, but is not limited to, Facebook, Twitter, online forums/message boards and email.

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

6.7 Client Accounts

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

6.8 Audio Controls

Players will be required to maintain volume levels above minimum settings, which will be clearly marked on the controls. League officials may require players to adjust their volume levels higher if the officials determine, at their sole discretion, that volume levels are too low.

Headphones must be placed directly on a player's ears, and must remain there for the duration of the game. Players are not permitted to obstruct the placement of headphones by any method or place any item, including hats, scarves or other articles of clothing, between the headphones and the player's ears.

6.9 Equipment Tampering

Players may not touch or handle another teammate's owned or provided equipment after a match has started. Players who require assistance with their equipment should ask assistance from a League official.

7. Venue, Competition Area Layout, and Schedule

7.1 General Venue Access

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

7.2 Match Area

The “match area” is comprised of the area immediately surrounding any competition PCs used during match play. During match play, presence of Team Members in the match area is restricted solely to the Starters of the teams in play.

7.2.1 **Team Managers**. Managers may be in the match area during the match prep process, but must leave prior to the pick/ban phase and may not return until after the end of the match.

7.2.2 **Wireless Devices**. Wireless devices, including mobile phones and tablets, are not allowed in the match area while the players are involved in active play, including during pick/ban phase, pauses, remakes, and between games of multi-game matches. League officials will collect such devices from players in the match area and return them after the end of the match.

7.2.3 **Food and Drink Restrictions**. No food is allowed in the match areas. Drinks are permitted in the match area only in Riot-provided re-sealable containers. League officials will provide such containers to players upon request.

7.3 Warm-up Area

The warm-up area (which also may be referred to as a “Green Room”) will contain PCs designated by the League specifically for players to practice on before their official matches begin. The warm-up area is reserved for Team Members only and access will be provided by League officials at their discretion.

7.4 Other Team Member Areas

Other Team Member Areas are areas within the venue, as defined by League officials from time to time, designed to allow players to relax and socialize in locations separate from the match area. Access to these areas is limited to Team Members, unless specific permission is otherwise granted by League officials.

8. Regular Season Tiebreakers

8.1 Applicability of Tiebreakers

This Section 8 shall apply to resolve ties in the event that multiple Teams have the same match winning percentage at the conclusion of either Regular Season split.

8.2 Tiebreaker Timing.

To the extent additional tiebreaker games are necessary to resolve any ties, games will be played at a time designated by the League following the final game of the Regular Season, but prior to the first day of the Playoffs.

8.3 Strength of Victory Score.

When called for in Sections 8.5, 8.6 and8.7, this Section 8.3 sets forth the manner in which the league shall calculate a Team's "**Strength of Victory Score**."

At the end of each Regular Season split, the Teams shall be ranked from 1 through 10 based upon match winning percentage, where the highest winning percentage is ranked as 1, and each team is ranked in descending order of match winning percentage.

In situations where exactly two teams have the same match winning percentage, if one Team has won more than 50% of the matches between those two tied Teams, that Team shall be considered the higher rank. When no Team in a two Team tie has win more than 50% of the matches between the those two tied Teams, or in all situations where more than two Teams are tied, the tied teams shall each be counted at the highest possible position.

Where Teams are tied and assigned the same rank, the position of the next team in descending match winning percentage order shall be calculated by adding one to the number of teams with a higher match winning percentage than the team being assigned a position. For example, if two teams are tied with a match winning percentage of 83.3% (.833) and are 1-1 against each other in head-to-head match play, they would each be considered as the 1st place team for the purpose of this calculation. The next team(s) in descending order would be considered the 3rd place team for the purpose of this calculation.

Once the above order is determined, a victory against a team is worth a set amount of points as set forth in the table below. To calculate a Team's Strength of Victory, the number of match wins against each Team is multiplied by that Team's strength modifier, with the resulting products added together.

Standing	Multiplier		Standing	Multiplier
1st	5.0		6th	2.5
2nd	4.5		7th	2.0
3rd	4.0		8th	1.5
4th	3.5		9th	1.0
5th	3.0		10th	0.5

By way of example, if the 6th place Team has one match victory against the 1st place Team (5 points), no match victories against the 2nd or 3rd place Teams, two match victories against the 4th place Team and one match victory against a second Team tied for 4th place (10.5 points), it is the 6th place Team (and there is no 5th place team since two teams are tied at 4th), and it has 1 match victory against each of the 7th, 8th, 9th and 10th teams (2+1.5+1+0.5, 5 points total), the Team would have a Strength of Victory Score of 20.5.

8.4 Total Game Victory Time.

When used herein, the total game victory time (**"Total Game Victory Time"**) shall be considered the total amount of time it took a team to win their games against all other teams in the tiebreaker. In any situation where the Total Game Victory Time between tied teams is identical, the Total Game Victory Time shall be substituted by the total amount of game time it took a team to win all of their games in the applicable Split.

8.5 Two-way tie.

If two Teams have the same match winning percentage, the first tie-breaker is head-to-head records. If one Team has won more than 50% of the matches between the two teams, they shall be declared the winner of the tie-breaker and will be awarded the higher seeding. If the two Teams have identical head-to-head records (as defined as each team winning 50% of matches between the two Teams), then said teams will play one tiebreaker game to determine the final standings.

8.5.1 **Side Selection**. Side selection for a head-to-head tiebreaker matchup under will be awarded to the team with the higher Strength of Victory Score. To the extent that the two teams have identical Strength of Victory Scores, the team with the lower Total Game Victory shall be awarded side selection. If the tied teams have identical Total Game Victory Times for all match wins during the Split, side selection will be determined by a coin flip to be conducted immediately preceding the tie-breaker game. The team winning the coin toss will need to provide their side selection to League officials immediately upon winning the coin toss.

8.6 Three-way tie.

If three Teams are tied, the head-to-head record of all teams against all other teams involved in the tiebreaker will be considered. Three way ties are rectified by applying each of the following rules in succession (i.e. if the first rule resolves the tie, no further rules are applied).

- If a single team owns a winning record (defined as winning more than 50% of the games) against all other teams in the tiebreaker, they are automatically granted the highest seed available in the tiebreaker (therefore winning the tiebreaker), and a new tiebreaker is declared

amongst the remaining teams utilizing the two-way tie procedure set forth in Rule 8.4.

- If a single team owns a losing record (defined as losing more than 50% of the games) against all other teams in the tiebreaker, they are automatically granted the lowest seed available in the tiebreaker (therefore losing the tiebreaker), and a new tiebreaker is declared amongst the remaining teams utilizing the two-way tie procedure set forth in Rule 8.5.
- If no single team owns a winning or losing record against all other teams, two games must be played. The teams with the two lowest Strength of Victory Scores will play one tiebreaker game. The loser of that game will awarded the lowest standing being decided by the tiebreaker and the winner of that game will play a single tiebreaker game against the team with the highest Strength of Victory Score. The winner of that second tiebreaker game will be awarded the highest standing being decided by the tiebreaker, and the loser of the game will be awarded the remaining standing.

If any or all of the Teams have the same Strength of Victory Score, then Total Game Victory Time shall be calculated for each team. The two teams with the highest Total Game Victory Times (i.e. the two teams that took the longest amount of game time to win their games) will play one tiebreaker game. The loser of that game will awarded the lowest standing being decided by the tiebreaker and the winner of that game will play a single tiebreaker game against the team with the lowest Total Game Victory Time (i.e. the team that won its games in the shortest amount of game time). The winner of that second tiebreaker game will be awarded the highest standing being decided by the tiebreaker, and the loser of the game will be awarded the remaining standing. If the tied teams have identical Total Game Victory Times for all match wins during the Split, the participants in the first elimination game will be determined by a coin flip between teams with identical Total Game Victory Times to be conducted immediately preceding the tie-breaker game.

8.6.1 **Side Selection**. Side selection for any game under the three-way tiebreaker belongs to the team with the higher Strength of Victory Score. If the Strength of Victory Scores are identical, side selection belongs to the team with the lower Total Game Victory Time against other teams in the tiebreaker. If the tied teams have identical Total Game Victory Times for all match wins during the Split, side selection will be determined by a coin flip to be conducted immediately preceding the tie-breaker game. The team winning the coin toss will need to provide their side selection to League officials immediately upon winning the coin toss.

8.7 Ties Involving More Than Three Teams.

The teams will be randomly drawn into a single elimination bracket (as described below) where teams play best of one matches throughout the tiebreaker.

8.7.1 **Side Selection**. Side selection for all games in tiebreakers involving more than three teams will be awarded to the Team with the higher Strength of Victory Score. To the extent two or more teams have the same Strength of Victory Score, the team with the lower Total Game Victory shall be awarded side selection. If the tied teams have identical Total Game Victory Times for all match wins during the Split, side selection will be determined by a coin flip to be conducted immediately preceding the tie-breaker game. The team winning the coin toss will need to provide their side selection to League officials immediately upon winning the coin toss

8.7.2 **Four-way tie**: The four teams will be randomly drawn into two first-round matches (Game 1 and Game 2); the winners of Game 1 and Game 2 will then face off in Game 3 while the losers face off in Game 4. The winner of Game 3 will be awarded the highest standing being decided by the tiebreaker, and the loser of Game 3 will be awarded the next highest standing being decided by the tiebreaker. The winner of Game 4 will be awarded the next highest standing being decided by the tiebreaker and the loser of Game 4 will be awarded the lowest standing being decided by the tiebreaker.

8.7.3 **Five-way tie**: The two teams with the lowest Strength of Victory Scores will play a single-elimination play-in game to enter the tournament.

If more than two teams are tied as having the lowest Strength of Victory Score in the tiebreaker, or if there is one team that alone holds the lowest Strength of Victory Score and more than one team tied for the next lowest Strength of Victory Score, then Total Game Victory Time shall be calculated for each team. Amongst the teams tied with regard to Strength of Victory Scores, the team(s) with the highest total game victory time (i.e. the team that took the longest amount of game time to win their games) shall compete in the play-in game. The loser of the play-in game will be awarded the lowest standing being decided by the tiebreaker. The winner of the play-in game and the three remaining teams will then follow the four-way tie procedure set forth in Rule 8.7.2.

8.7.4 **Six-way tie**: The four teams with the lowest Strength of Victory Scores will be randomly drawn into two best of one play-in games. If multiple teams are tied as having one of the four lowest Strength of Victory Scores, then Total Game Victory Time shall be calculated for each team. Amongst the teams tied with regard to Strength of Victory Scores, the team(s) with the highest Total Game Victory Time (i.e. the team that

took the longest amount of game time to win their games) shall compete in the play-in games until all spots are filled.

The two losing teams from the play-in games will then follow the two-way tie procedure set forth in Rule 8.5 for the two lowest standings being decided by the tiebreaker. The two winning teams from the play-in games and the two remaining teams will then follow the four-way tie procedure set forth in Rule 8.7.2 for the four highest standings being decided by the tiebreaker.

8.7.5 **Seven-way tie**: The six teams with the lowest Strength of Victory Scores will be randomly drawn into three best of one play-in games. If multiple teams are tied as having one of the six lowest Strength of Victory Scores, then Total Game Victory Time (i.e. the total amount of time each it took each team to win their games against all other teams in the seven-team tiebreaker) shall be calculated for each team. Amongst the teams tied with regard to Strength of Victory Scores, the team(s) with the highest Total Game Victory Time (i.e. the team that took the longest amount of game time to win their games) shall compete in the play-in games until all spots are filled.

The three losing teams from the play-in games will then follow the three-way tie procedure set forth in Rule 8.6 for the three lowest standings being decided by the tiebreaker. The three winning teams from the play-in games and the one remaining team will then follow the four-way tie procedure set forth in Rule 8.7.2 for the four highest standings being decided by the tiebreaker.

8.7.6 **Eight-way tie**: The teams will be randomly drawn into four best of one play-in games. The four winners of play-in games will then follow the four-way tie procedure set forth in Rule 8.7.2 for the four highest standings being decided by the tiebreaker. The four losing teams from the play-in games will then follow the four-way tie procedure set forth in Rule 8.7.2 for the four lowest standings being decided by the tiebreaker

8.7.7 **Nine-way tie**: The two teams with the lowest Strength of Victory Scores will play a single-elimination play-in game to enter the tournament. If more than two teams are tied as having the lowest Strength of Victory Score in the tiebreaker, or if there is one team that alone holds the lowest Strength of Victory Score and more than one team tied for the next lowest Strength of Victory Score, then Total Game Victory Time (i.e. the total amount of time each it took each team to win their games against all other teams in the five-team tiebreaker) shall be calculated for each team. Amongst the teams tied with regard to Strength of Victory Scores , the team(s) with the highest Total Game Victory Time (i.e. the team that took the longest amount of game time to win their games) shall compete in the play-in game.

The loser of the play-in game will be awarded the lowest standing being decided by the tiebreaker. The winner of the play-in game and the seven remaining teams will then follow the eight-way tie procedure set forth in Rule 8.7.6.

8.7.8 **Ten-way tie**: The four teams with the lowest Strength of Victory Scores will be randomly drawn into two best of one play-in games. If multiple teams are tied as having one of the four lowest Strength of Victory Scores, then Total Game Victory Time (i.e. the total amount of time each it took each team to win their games against all other teams in the tiebreaker) shall be calculated for each team. Amongst the teams tied with regard to Strength of Victory Scores, the team(s) with the highest Total Game Victory Time (i.e. the team that took the longest amount of game time to win their games) shall compete in the play-in games until all spots are filled.

The two losing teams from the play-in games will then follow the two-way tie procedure set forth in Rule 8.5 for the two lowest standings being decided by the tiebreaker. The two winning teams from the play-in games and the six remaining teams will then follow the eight-way tie procedure set forth in Rule 8.7.6.

8.8 Tiebreaker of Last Resort

To the extent a tiebreaker arises that is not contemplated or addressed by these Rules, the order of precedence for tie-breakers shall be (i) Strength of Victory Score, (b) Total Game Victory Time, and (c) coin flip. League officials are empowered to break any ties not contemplated by these rules utilizing this methodology.

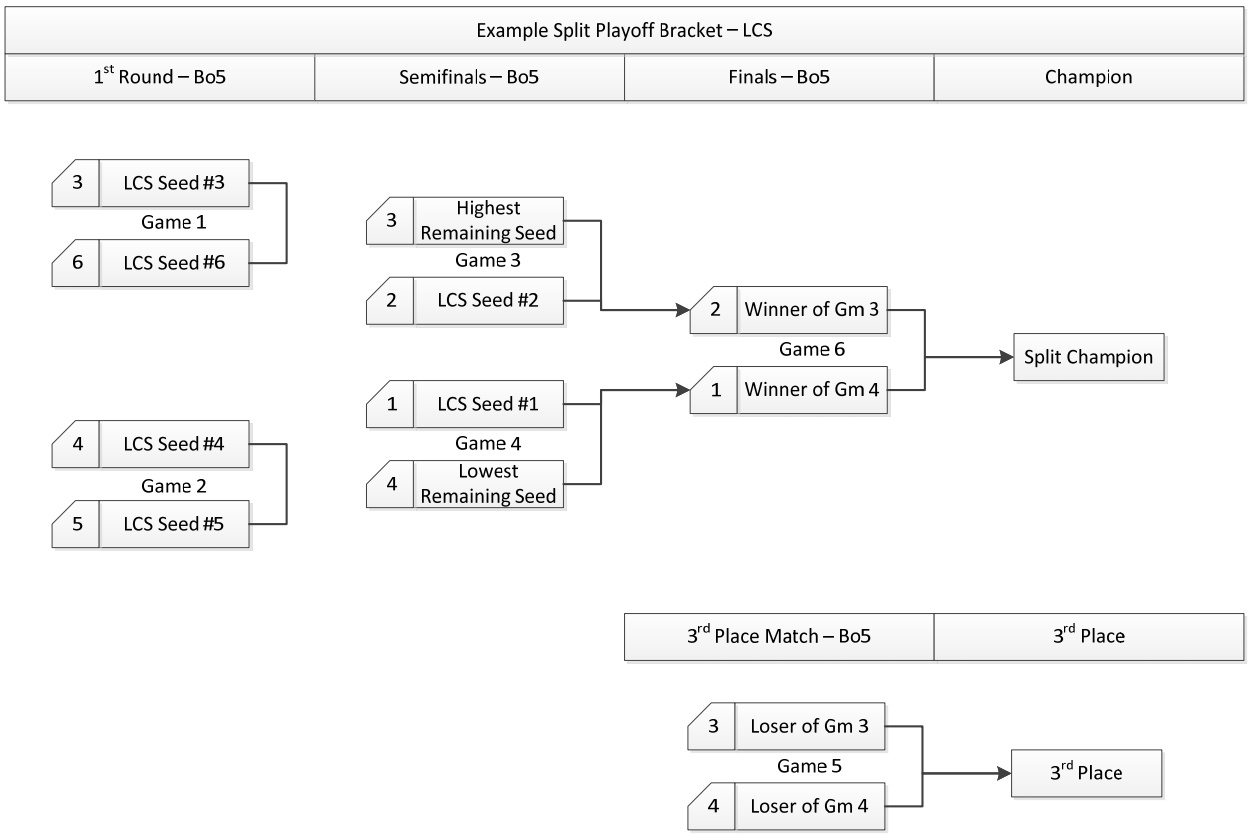
9. LCS Playoff Format

9.1 Qualification to LCS Playoffs

The top six teams at the end of the Regular Season of each Split shall qualify for the Playoffs. The teams finishing in first and second place shall be awarded a bye to the semi-finals. In the quarterfinals, the team finishing third shall play a best of five against the team finishing in sixth place and the team finishing fourth shall play a best of five against the team finishing in fifth place.

In the semi-final round, the first seed will play the lowest remaining seed alive in the playoffs (i.e. the highest of the fourth, fifth or sixth seed) and the second seed will play the best highest remaining seed left (i.e. the lowest of the third, fourth or fifth seed).

The winners of the semi-final matches will play in the finals match, with the winner of the finals match declared the winner of the Split. The loser of the finals match will be considered the second place team for the Split. The losing Teams of the semi-final matches will play in the third place match, with the winner considered the third place team for the Split and the loser considered the fourth place team for the Split.



9.1.1 **Side Selection**. Side selections in the playoffs will belong to the higher-ranked seed 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. The higher seed will be required to submit their final decision for game 1 by the deadline to submit starting rosters.

Side declaration for best of matches will be decided between games after game 1. Teams with side choice for the respective game (lower seed for game 2 and 4, higher seed for game 3 and 5), will have 4 minutes after the nexus explodes to select their side for the next game. This will be at the same time as the substitution declaration. The coach will inform the referee with the team about their selection.

9.2 LCS Event Prizes.

During the playoffs at the end of the Spring Split and the Summer Split, teams shall have the opportunity to earn prize money based on their level of performance in those events.

The Split Champion, i.e. the team that wins the best-of-five finals, will receive a prize of $100,000 USD. The 2nd place finisher will receive $50,000 USD. The team finishing in the 3rd position, determined to be the winner of the best-of-five third-place match, will receive $30,000 USD. The team finishing in the 4th position will receive $20,000 USD.

Position:	Prize:
Champion	$100,000 USD
2nd Place	$50,000 USD
3rd Place	$30,000 USD
4th Place	$20,000 USD

9.3 Championship Points.

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 WCE seeding and the Regional Qualifier. Points will be award in the following way:

Place	Spring Split	Summer Split
1st	90	AQ
2nd	70	90
3rd	50	70
4th	30	40
5-6th	10	20
7-10th	0	0

The winner of the Summer Split will automatically qualify as the 1st WCE seed for the region. The team that has accrued the most Championship Points throughout the season will qualify as the 2nd WCE seed for the region.

9.3.1 **Championship Points Tiebreaker**. In the event that multiple teams are tied in the Championship Point standings at the conclusion of the Summer Split, then the team that gained the most Championship 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 match winning percentage will be used as the first tie-breaker. If the teams remain tied, the procedure set forth in Section 8.5 shall govern.

9.4 Regional Qualifier.

At the completion of the Summer Split Playoffs, the top 4 remaining teams that have not otherwise qualified for WCE based on winning the Summer Split or through Championship Points will be seeded into a bracket based upon Championship Points. The lowest two seeds (i.e. the teams with the least amount of Championship Point) will compete in Match 1. The winner of Match 1 will compete against the 2nd qualified seed (i.e. the team with the next highest total of Championship Points) in Match 2. The winner of Match 2 will compete against the highest qualified seed (the team with the most Championship Points) in Match 3. The winner of Match 3 will represent their region as the 3rd seed at the World Championship. All qualifier matches are best of five.

9.4.1 **Side Selection**. Side selection for any game under the three-way tiebreaker belongs to the team with the higher number of Championship Points (i.e. the higher seed).

10. LACS Playoff Format

10.1 Qualification to LACS Playoffs

The top four teams at the end of the Regular Season of Spring Split shall qualify for the Playoffs. The team finishing first shall play a best of five against the team that finished in fourth place, and the team that finished in second place shall play a best of five against the team that finished in third place.

The winner of these two matches will play in the finals match, with the winner of the finals match declared the winner of the Split. The loser of the finals match will be considered the second place team for the Split. The losing Teams from the first round matches will play in the third place match, with the winner considered the third place team for the Split and the loser considered the fourth place team for the Split.

10.1.1 **Side Selection**. Side selections in the playoffs will belong to the higher-ranked seed 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. The higher seed will be required to submit their final decision for game 1 by the deadline to submit starting rosters.

Side declaration for best of matches will be decided between games after game 1. Teams with side choice for the respective game (lower seed for game 2 and 4, higher seed for game 3 and 5), will have 4 minutes after the nexus explodes to select their side for the next game. This will be at the same time as the substitution declaration. The coach will inform the referee with the team about their selection.

10.2 LACS Event Prizes.

During the playoffs at the end of the Spring Split, teams shall have the opportunity to earn prize money based on their level of performance in those events.

The Split Champion, i.e. the team that wins the best-of-five finals, will receive a prize of $10,000 USD. The 2nd place finisher will receive $7,000 USD. The team finishing in the 3rd position, determined to be the winner of the best-of-five third-place match, will receive $5,000 USD. The team finishing in the 4th position will receive $3,000 USD.

Position:	Prize:
Champion	$10,000 USD
2nd Place	$7,000 USD
3rd Place	$5,000 USD
4th Place	$3,000 USD

11. Match Process

11.1 Changes to Schedule

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

11.2 Arrival at Studio

Members of a team's Active Roster who are participating in an in-person LCS or LACS event must arrive at the studio or venue no later than the time specified by League officials.

11.3 Role of Referees

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

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

11.3.2 **Finality of Judgment**. If a referee makes an incorrect judgment, the judgment can be subject to reversal. League officials at their discretion may evaluate the decision during or after the match to determine if the proper procedure was implemented to allow for a fair decision. If the proper procedure was not followed, League officials reserve the right to potentially invalidate the referee's decision. League officials will always maintain final say in all decisions set forth throughout the LCS.

11.4 Competitive Patch & Tournament Realm

The 2018 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 League.

11.4.1 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.

Example: Patch X.X was released on 11:59pm, February 6, 2018. It will be eligible to be used as an LCS competitive patch for all matches on or after 11:59pm, February 13, 2017 unless a week of games or a playoff round has started.

11.4.2 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. A Champion will not be implemented if a week of games or a playoff round has started Champions or reworks released on the playoff patch will be restricted.

Example: Champion A was released February 6, 2018, so Champion A becomes eligible to be used in all LCS matches on February 13, 2018.

11.5 Side Selection.

During each regular season Split, each team will be afforded side selection in one pre-selected match against every other team and its opponent will control side selection in their other match. Side selection is due and will be reported to the other team on the same schedule as Starting Rosters as set forth in Rule 4.2.

11.6 Pre-Match Setup

11.6.1 **Setup Time**. Players will have designated blocks of time prior to their match time to ensure they are fully prepared. League officials will inform players and teams of their scheduled setup time and duration as part of their match schedule. League officials may change the schedule at any time. Setup time is considered to have begun once players enter the Match Area, at which point they are not allowed to leave without permission of the on-site League official or referee and accompaniment by another League official. Setup is comprised of the following:

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

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

11.6.3 **Technical Failure of Equipment**. If a player encounters any equipment problems during any phase of the setup process, player must pause the game (or ask the referees to pause the game) and notify an League official immediately.

11.6.4 **Timeliness of Match Start**. It is expected that players will resolve any issues with the setup process within the allotted time and that match will begin at the scheduled time. Penalties for tardiness may be assessed at the discretion of the LCS.

11.6.5 **Player Ready State**. No fewer than five minutes before the match is scheduled to begin, an League official will confirm with each player that their setup is complete. Once all ten players in a match have confirmed completion of setup, players may not enter a warm-up game.

11.6.6 **Game Lobby Creation**. League officials will decide how the official game lobby will be created. Players will be directed by League officials to join a game lobby as soon as testing has been completed, in the following order of positions: Top, Jungle, Mid, ADC, Support.

11.7 Game Setup and Play Restrictions

11.7.1 **Start of Pick / Ban Process**. Once all ten players have reported to the official game lobby, an League 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 League official will instruct the room owner to start the game.

The head coach will be granted on-stage access and will be allowed to communicate with the team during the Pick/Ban Process. No other team staff will be permitted on-stage during this time without the express permission of League officials. The head coach will exit the stage to a designated position once the countdown timer has reached 5 seconds during the Trading-Phase.

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

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

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

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

- Picks: B-A-A-B

11.7.5 **Selection Error**. In the event of an erroneously-selected Champion pick or ban, the team in error must notify an League official before the other team has locked in their next selection. If so, the process will be restarted and brought back to the point at which the error occurred so that the team in error may correct its mistake. If the next selection is locked before the team in error gives notice to an League official, the erroneous selection shall be deemed irrevocable.

11.7.6 **Trading Champions**. Teams must complete all champion trades before the 20-second mark during the Trading Phase, or will be subject to a penalty, including having the champion trade disallowed.

11.7.7 **Game Start After Pick/Ban**. A game will start immediately after the pick/ban process is complete, unless otherwise stated by an League official. At this point, League officials will remove any printed materials from the Match Area, including any notes written by Team Members. Players are not allowed to quit a game during the time between the completion of picks/bans and game launch, also known as “Free Time.”

11.7.8 **Controlled Game Start**. In the event of an error in game start or a decision by LCS to separate the pick/ban process from game start, an League official may start the game in a controlled manner and all players will select Champions in accordance with the previous valid completed pick/ban process.

11.7.9 **Slow Client Load**. If a Bugsplat, disconnect, or any other failure occurs which interrupts the loading process and prevents a player from joining a game upon game start, the game must be immediately paused until all ten players are connected to the game.

11.7.10 **Restrictions on Gameplay Elements**. Restrictions may be added at any time before or during a match, if there are known bugs with any items, Champions, skins, masteries, or Summoner spells, or for any other reason as determined at the discretion of the LCS.

12. Pauses and Crashes

12.1 Definition of Terms

12.1.1 **Unintentional Disconnection**. A player losing connection to the game due to problems or issues with the game client, platform, network, or PC.

12.1.2 **Intentional Disconnection**. A player losing connection to the game due to player's actions (*i.e.* quitting the game). Any actions of a player which lead to a disconnection shall be deemed intentional, regardless of the actual intent of the player.

12.1.3 **Server Crash**. All players losing connection to a game due to an issue with a game server, Tournament Realm platform, or venue internet instability.

12.2 Stoppage of Play

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

12.2.1 **Directed Pause**. League officials may order the pause of a match or execute a pause command on any player station at the sole discretion of the League officials, at any time.

12.2.2 **Player Pause**. Players may only pause a match immediately following any of the events described below, but must signal an League official immediately after the pause and identify the reason. Acceptable reasons include:

- An Unintentional Disconnection
- A hardware or software malfunction (*e.g.* monitor power or peripheral disability or game glitch)
- Physical interference with a player (*e.g.,* fan gank or broken chair)

Player illness, injury, or disability is not an acceptable reason for a player pause. In such a situation, the team must alert an League official, who may in his/her sole discretion, grant a pause in order to evaluate the identified player to determine whether player is ready, willing, and able to continue playing within a reasonable period of time, as determined by the League official, but not to exceed a few minutes. If the League official determines that the identified player is not able to continue playing within such reasonable period of time, then the identified player's team shall forfeit the game unless an League official, in his/her discretion, determines that the game is subject to an Awarded Game Victory.

12.2.3 **Resuming the Game**. Players are not permitted to resume the game after a pause. After clearance from an League official is issued and all players are notified and ready at their stations, which will be contingent on the team captain confirming through in-game chat that both teams are ready to resume play, the in-client spectators will unpause the game.

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

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

13. Chronobreak

13.1 Definitions

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

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

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

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

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

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

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

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

13.1.8 **Terminal Situation**. A bug or other circumstance that requires that a game be remade. These circumstances include (i) instances of critical bugs where Chronobreak is unavailable or unable to recover the game; (ii) bugs which cannot be remedied or avoided through the use of Chronobreak, including champion or skin bugs that may require that such champion or skin be disabled; or (iii) any other instance in the discretion of league officials where the continuation of the game is untenable (including environmental concerns and catastrophic hardware failure).

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

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

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

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

13.1.11 **Prompt Reporting**. Once a player is aware of a bug (which, as defined, includes presumed hardware failures), the player is required

to pause the game as soon as is practical through one of the methods listed below and alert league officials as to the bug. These methods are:

- Pausing the game through the /pause command;
- Asking a teammate to pause over audible voice communications;
- Requesting that a referee pause the game.

For the avoidance of doubt, if a player audibly requests that a referee pause the game, even if the game is not immediately paused , the player will be considered to have requested a pause as soon as is practical. In addition, it may not be practical to cause an immediate pause upon recognizing the bug if, for example, the two teams are engaged with each other. In such cases, league officials may determine that it was not practical to pause the game until the engagement ended.

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

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

13.2 Chronobreak Availability and Use.

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

13.3 Minor Bug.

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

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

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

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

13.4 Critical Bug.

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

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

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

13.5 Terminal Situation.

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

13.6 Remakes Before GOR.

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

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

13.6.2 If league officials determine that technical difficulties will not allow for the game to resume as normal (including a team's ability to be in proper position for certain game events, such as minion spawn).

13.6.3 Any circumstance which would permit a restart after GOR.

13.7 Restarts After GOR.

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

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

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

13.8 Remake Procedure.

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

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

13.9 Champion and Skin Disables.

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

13.10 Hardware Malfunction.

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

13.11 Reporting Procedure.

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

13.12 League Discretion.

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

14. Post-Match Process

14.1 Awarded Game Victory

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

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

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

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

14.2 Post-Game Process

14.2.1 **Results**. League officials will confirm and record game result.

14.2.2 **Tech Notes**. Players will identify any tech issues with League officials.

14.2.3 **Break Time**. League officials will inform players of the remaining amount of time before the next game's pick/ban phase begins, if applicable. The standard time for transition in between games is at least 8 minutes from nexus explosion until players are required in their seats. The exact time will be told to the coach and/or players by the referees. Pick/ban phase will commence as soon as all players are in their seats. If all the players are not in their seats, ready for champion select at the time designated to them by the referees, the team can be penalized for delay of game.

14.2.4 **Results of Forfeiture**. Matches won by forfeit will be reported by the minimum score it would take for one team to win the match (*e.g.* 1-0 for best-of-1 matches, 2-0 for best-of-three matches, 3-0 for best-of-five matches). No other statistics will be recorded for forfeited matches.

14.3 Post-Match Process

14.3.1 **Results**. League officials will confirm and record the match result.

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

14.3.3 **Post-Match Obligations**. Players will be informed of any post-match obligations, including, but not limited to, media appearances, interviews, or further discussion of any match matters. Teams will be required to make available to the media for a minimum of 20 minutes

at least one player that started any game that day. If a player has started at least 2 matches throughout the season, the player will be required to have made him or herself available to media at least once during the season. A team may not make available the same player for media for 4 consecutive match days

15. Team Member Conduct

15.1 Competition Conduct

15.1.1 **Unfair Play**. The following actions will be considered unfair play and will be subject to penalties at the discretion of League officials.

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

- Soft play, which is defined as any agreement among two (2) or more players to not damage, impede or otherwise play to a reasonable standard of competition in a game.
- Pre-arranging to split prize money and/or any other form of compensation.
- Sending or receiving signals, electronic or otherwise, from a confederate to/from a player.
- Deliberately losing a game for compensation, or for any other reason, or attempting to induce another player to do so.
- Conspiring to predetermine locations for free agents and/or conspiring to fix the salaries of contracts for team members and/or potential team members.

15.1.3 **Competitive Integrity.** Teams are expected to play at their best at all times within any LCS game, and to avoid any behavior inconsistent with the principles of good sportsmanship, honesty, or fair play.

15.1.4 **Hacking.** Hacking is defined as any modification of the League of Legends game client by any player, team or person acting on behalf of a player or a team.

15.1.5 **Exploiting.** Exploiting is defined as intentionally using any in-game bug to seek an advantage. Exploiting includes, but is not limited to, acts such as: glitches in buying items, glitches in neutral minion interactions, glitches in Champion ability performance, or any other game function that, in the sole determination of League officials, is not functioning as intended.

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

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

15.1.8 **Cheating Methods.** The use of any kind of cheating device and/or cheat program, or any similar cheating method such as signaling devices, hand signals, etc.

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

15.1.10 **LCS Discretion.** Any other further act, failure to act, or behavior which, in the sole judgment of League officials, violates these Rules and/or the standards of integrity established by LCS for competitive game play.

15.1.11 **Profanity and Hate Speech**. A Team Member may not use language that is obscene, foul, vulgar, insulting, threatening, abusive, libelous, slanderous, defamatory or otherwise offensive or objectionable; or promote or incite hatred or discriminatory conduct, in or near the match area, at any time. A Team Member may not use any facilities, services or equipment provided or made available by LCS or its contractors to post, transmit, disseminate or otherwise make available any such prohibited communications. A Team Member may not use this type of language on social media or during any public facing events such as streaming.

15.1.12 **Abusive Behavior**. Abuse of League officials, opposing Team Members, or audience members will not be tolerated. Repeated etiquette violations, including but not limited to touching another player's computer, body or property will result in penalties. Team Members and their guests (if any) must treat all individuals attending a match with respect.

15.1.13 **Studio Interference**. No Team Member may touch or otherwise interfere with lights, cameras or other studio equipment. Team Members may not stand on chairs, tables or other studio equipment. Team Members must follow all instructions of LCS studio personnel.

15.1.14 **Unauthorized Communications**. All mobile phones, tablets and other voice-enabled and/or "ringing" electronic devices must be removed from the play area before the game. Players may not text/email or use social media while in the match area. During the match, communication by a Starter shall be limited to the players on the Starter's team.

15.1.15 **Apparel**. Team Members may wear apparel with multiple logos, patches or promotional language. LCS reserves the right at all times to impose a ban on objectionable or offensive apparel. The LCS reserves the right to refuse entry or continued participation in the match to any Team Member who does not comply with the League's apparel rules.

15.1.16 **Identity**. A player may not cover his or her face or attempt to conceal his or her identity from League officials. League 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 League officials. For this reason, as well as those listed in Section 5.7, hats are not allowed.

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

15.2 Unprofessional Behavior

15.2.1 **Responsibility Under Code**. Unless expressly stated otherwise, offenses and infringements of these Rules are punishable, whether or not they were committed intentionally. Attempts to commit such offenses or infringements are also punishable.

15.2.2 **Harassment**. Harassment is forbidden. Harassment is defined as systematic, hostile and repeated acts taking place over a considerable period of time, or a singular egregious instance, which is/are intended to isolate or ostracize a person and/or affect the dignity of the person.

15.2.3 **Sexual Harassment**. Sexual harassment is forbidden. Sexual harassment is defined as unwelcome sexual advances. The assessment is based on whether a reasonable person would regard the conduct as undesirable or offensive. There is zero tolerance for any sexual threats/coercion or the promise of advantages in exchange for sexual favors.

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

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

15.2.6 **Releasing Information Without Approval**. 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.

15.2.7 **Player Behavior Investigation**. If LCS or Riot determines that a Team or Team Member has violated the Summoner's Code, the LoL Terms of Use, or other rules of LoL, League officials may assign penalties at their sole discretion. If an League 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 League official creating an obstruction of the investigation then the Team and/or Team Member is subject to punishment.

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

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

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

15.2.11 **No Poaching or Tampering**. No Team Member or Affiliate of a team may solicit, lure, or make an offer of employment to any official coach or player who is signed to any LCS team, nor encourage any such official coach or player to breach or otherwise terminate a contract with said LCS team. 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 leave the team and encourage any and all interested parties to contact their management (i.e. a general statement aimed at the entire marketplace). 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 (i.e. a player cannot contact or callout a team and suggest that they inquire about the player). Violations of this rule shall be subject to penalties, at the discretion of League officials.

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 League officials before being able to discuss the contract with a player. A team may list a player or coach as free to speak with any other team by signing the Availability Declaration Form which will be considered a waiver of poaching and tampering protection for that individual.

Contracts for players can be found on the Global Contract Database.

15.2.12 **Gifts**. No Team Member may accept any gift, reward or compensation for services promised, rendered, or to be rendered in connection with competitive play of the game, including services related to defeating or attempting to defeat a competing team or services designed to throw or fix a match or game. The sole exception to this rule shall be in the case of performance-based compensation paid to a Team Member by a team's official sponsor or owner.

15.2.13 **Non-Compliance**. No Team Member may refuse or fail to apply the reasonable instructions or decisions of League officials.

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

15.2.15 **Document or Miscellaneous Requests**. Documentation or other reasonable items may be required at various times throughout the LCS as requested by League officials. If the documentation is not completed to the standards set by the LCS then a team may be subject to penalties. Penalties may be imposed if the items requested are not received and completed at the required time.

15.3 Association with Gambling

No Team Member or League official may take part, either directly or indirectly, in betting or gambling on any results of any League of Legends tournament or match globally.

15.4 Subjection to Penalty

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

15.5 Penalties

Upon discovery of any Team Member committing any violations of the rules listed above, the LCS may, without limitation of its authority under Section 15.4, issue the following penalties:

15.5.1 Verbal or Written Warning(s)

15.5.2 Loss of Side Selection for Current or Future Game(s)

15.5.3 Loss of Ban for Current or Future Game(s)

15.5.4 Fine(s) and/or Prize Forfeiture(s)

15.5.5 Game Forfeiture(s)

15.5.6 Match Forfeiture(s)

15.5.7 Suspension(s)

15.5.8 Disqualification(s)

Repeated infractions are subject to escalating penalties, up to, and including, disqualification from future participation in LCS. It should be noted that penalties may not always be imposed in a successive manner. LCS, in its sole discretion, for example, can disqualify a player for a first offense if the action of said player is deemed egregious enough to be worthy of disqualification by LCS.

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).

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

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

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

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

15.6 Right to Publish

LCS shall have the right to publish a declaration stating that a Team Member has been penalized. Any Team Members and/or team which may be referenced in such declaration hereby waive any right of legal action against the League of Legends Championship Series, LLC, Riot Games, Inc., and/or any of their parents, subsidiaries, affiliates, employees, agents, or contractors.

16. Spirit of the Rules

16.1 Finality of Decisions

All decisions regarding the interpretation of these rules, player eligibility, scheduling and staging of the League, and penalties for misconduct, lie solely with the League, the decisions of which are final. League decisions with respect to these Rules cannot be appealed (except as set forth in the League Operating Manual) and shall not give rise to any claim for monetary damages or any other legal or equitable remedy.

16.2 Rule Changes

These Rules may be amended, modified or supplemented by the League, from time to time, in order to ensure fair play and the integrity of the League.

16.3 Best Interests of the LCS

League 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. League 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.

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