



# 2018 Season Official Rules

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## Introduction and Purpose

These official rules of the League of Legends Championship Series LLC apply to each of the Teams who have qualified to play in the EU LCS in 2018. These rules also apply to the Teams' Team Managers & Team Members and other employees but apply only to official League play and not to other competitions, tournaments or organized play of League of Legends.

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

These official rules are designed solely to ensure the integrity of the system established by the League for professional play of League of Legends 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 League of Legends, including the Team Managers, Team Members and Teams. Rules that impact all regions can be seen here: [http://www.lolesports.com/en\\_US/eu-lcs/eu\\_2018\\_spring/about/globalRules](http://www.lolesports.com/en_US/eu-lcs/eu_2018_spring/about/globalRules).

The terms of engagement between Team Managers, Team Members and Teams are left to each of the Teams and its Team Managers/Members.

## 1. Eligibility Requirements

To be eligible to compete in the League, each Player must satisfy all of the following:

### 1.1 Player Age

- 1.1.1 No Player shall be considered eligible to participate in any LCS Match before having lived 17 full years. This shall not prevent Teams from signing Free Agents who have lived 16 full years, granted that they may not participate in an LCS Match until they have lived 17 full years.

### 1.2 Residency

- 1.2.1 All Players shall certify their residency upon participation in the EU LCS and the World Championship Event by submitting an eligibility form and providing proof of residency. Any Player may redact any sensitive information and the League shall not be responsible for the disclosure of any personal information by the Player to the League. Each Player consents to the processing and/or transfer of any information by the League for administrative purposes. Providing false, misleading or incomplete information resulting in the misclassification of such Player's residency and region is subject to punishment.
- 1.2.2 Players may prove residency by submitting documentary evidence of eligibility. There are two general categories of evidence: government-issued documentation (e.g., government benefits records, military/draft registration papers) and private documentation (e.g., school records, deeds, leases, homeowner association documents, utility bills, bank records/statements, tax returns, insurance documents, medical records & employment records). Minors may also prove residency by providing documentary evidence of the parent-/guardian-child relationship (e.g., a birth certificate) and then submitting evidence for their parent's/guardian's residency, as outlined above.
- 1.2.3 At least three out of the five Players on the Starting Line-up of a Team are required to be Residents of the EU Competitive Region.
- 1.2.4 All Teams are required to maintain at least four EU Residents across their Active & Substitute Rosters.

- 1.2.5 In order to be deemed a Resident a Player must qualify under two possible scenarios:

**Provisional Non-Residents:**

A Provisional Non-Resident is a current Non-Resident who has begun accruing time towards becoming a Resident. A Provisional Non-Resident can become a Resident if the Player has legally resided and been primarily present in the region for no less than 48 months out of the last 72 months immediately prior to such Player's participation in the first Game of the application tournament.

**New Non-Residents:**

A New Non-Resident is a Player who was not on the Active Roster of a Team in the Professional or Semi-Professional League nor relocated to that region for the goal of training in those Leagues between May 11<sup>th</sup>, 2015 and August 1<sup>st</sup> 2016. After that date, a Player will be considered a New Non-Resident and unable to obtain residency only by staying within the region for 8 out of the last 12 Splits. A New Non-Resident Player must obtain lawful permanent resident status in the region the Player participates in.

- 1.2.6 A Player may only be a Resident of a single region at any point in time. Upon joining a Team's Active or Substitute Roster, a Player will be considered a Non-Resident until and unless they declare themselves a Resident and meet the standards set forth in this rule. A Player who has lawful permanent resident status in multiple regions 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.

### 1.3 Work Eligibility

Each Player must submit proof, prior to being added to an Active or Substitute Roster, that they will be a legal resident of a country in the EU Competitive Region as per the laws of that country.

- 1.3.1 For LCS all Players must be work-eligible in Germany.

### 1.4 No Riot Employees

Team Owners and Team employees may not be employees of Riot Games Inc. ("RGI") or League of Legends eSports Federation LLC or any of their respective affiliates. "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, the named Riot entities above. "Control" shall mean the power, through any means, to determine the policies or management of an entity, whether through the power to elect, appoint or approve, directly or indirectly, the directors, officers, managers or trustees of such entity or otherwise.

## 2. Ownership

### 2.1 Ownership Restrictions

- 2.1.1 In order to preserve the integrity of official League play, the Team Managers, or affiliates thereof, shall not have an interest in more than one Professional Esports Team participating in a Professional Esports League, as defined below:

An “Interest” in or with a Professional Esports Team means any of the following: (i) a direct or indirect financial interest in, or financial relationship with, such Professional Esports Team, whether by legal or beneficial ownership, control, contractual relationship, loan agreement, or otherwise (including, for the avoidance of doubt, any buyback provision, right of first purchase, voting rights agreement, lien, deferred, reversion or security interest); or (ii) status as an officer, director, employee, stockholder, owner, affiliate, representative, agent, consultant, or advisor of such Professional Esports Team, or any other role whereby a person participates, directly or indirectly, in the financing, operation, marketing, or management of such Professional Esports Team or its assets.

Notwithstanding the foregoing, it shall not be considered a violation of Rule 2.1.1 for a Team Manager to have ownership in a common entity or venture that is not a Professional Esports Team, with another Team Manager (a “Common Undertaking”) that would otherwise constitute an Interest subject to this rule; provided, however, that such interests comprise (i) a solely passive ownership interest in less than ten percent of the capital stock of such Common Undertaking, (ii) such Team Managers do not undertake any operating role (including as an officer, director, employee, representative, agent, consultant ,or advisor, etc.) with, and otherwise has no ability to control or exercise influence over such Common Undertaking, and (iii) such Team Manager has provided written notice to the League of such ownership in a Common Undertaking five business days in advance of such investment.

- 2.1.2 No Team Manager/Member of a Team who played in the EU LCS may purchase or otherwise attempt to own/control another Team in the LCS without a complete LCS Split having taken place since their last point of participation in the LCS
- 2.1.3 An Organization may only own one EU LCS Team.
- 2.1.4 Changes in ownership and sponsors with naming rights may only occur between Splits.

## **2.2 Recognition of Ownership**

- 2.2.1 The League shall have the right to make final and binding determinations regarding Team ownership, issues relating to the multiple Team restriction and other relationships that may otherwise have an adverse impact on the competitive integrity of the LCS. Any person that petitions for ownership into the LCS can be denied admission at the sole discretion of the League. Team Owners agree that they will not contest any final determination of the League in connection therewith.
- 2.2.2 A Team is considered professional while participating in the EU LCS. If an Owner or affiliate of an Owner is found to have any financial interest or benefit or any level of influence in another Team, the Owner will be required to immediately divest said interest in one of the two Teams and may be subject to punishment by the League.



### **3. Rosters**

#### **3.1 Roster Continuity**

- 3.1.1 Each LCS Team is required to maintain & keep under contract one Team Manager, one Head Coach and at least six Players across their Active & Substitute Rosters during the entirety of each LCS Split.
- 3.1.2 No individual may simultaneously hold two or more of the roles listed above.

#### **3.2 Roster Requirements**

- 3.2.1 A Team can have a maximum of ten Players on its Roster. If a Player is removed from the Roster, the Player is also removed from the Team, which is defined as the Player no longer having a contractual obligation to the Team and becoming a Free Agent.
- 3.2.2 A Team will be allowed a Roster of six Players as their Play-Offs-Roster. Additionally, a Team is required to maintain a Seventh Player if the Team's Starting Line-up is comprised of three Residents and two Non-Residents and the Team's Substitute is a Non-Resident. This Seventh Player cannot be moved to the Starting Line-up unless another Player becomes unable to play. If a Player is replaced by the Seventh Player that Player will be ineligible to play for the rest of Play-Offs.
- 3.2.3 Teams may have up to three Players on their Reserve Roster.
- 3.2.4 All Players on a Team's Roster must have a written contract with the Team they are playing for. For Players on the Active Roster & Substitute Roster this has to be in the form of an employment contract. Assignments of written contracts must be in writing. The written contract must represent the entirety of obligations between the Player and the Organization. Any obligation outside of the contract which has not been submitted to the League will not be recognized by the League.
- 3.2.5 A Player is only allowed to compete for the one Team the Player has a contract with. A Player will not be allowed to compete for more than one Organization simultaneously and cannot be listed on the Roster of more than one Team. A Player cannot have a contractual or financial arrangement with another Team unless explicitly allowed by the League in writing. A Player can only be contracted to one Team globally and if the Player currently has a contract with a Team in another region the Player must disclose that information. To verify that these Players are officially under contract, each Team must submit the Summary Sheet from the Player Agreement for each Player they wish to designate as under contract. The Summary Sheet is itself not a Player Agreement but rather a summary of some key terms needed by the League to verify eligibility and confirm agreement by the Player and the Team. In all instances of conflict between the Summary Sheet and the Player Agreement, where the Player Agreement is compliant with the requirements outlined in the Team Participation Agreement, the League reserves the right to interpret the Summary Sheet as superseding.

- 3.2.6 All Players on a Team's Roster must have held a peak rating of Diamond 3 or above in 5v5 Summoner's Rift Ranked Solo/Duo or Ranked Flex within the last year.
- 3.2.7 In the case of extenuating circumstances, such as temporary visa issues or a competitive suspension, the roster requirements may be waived temporarily. Grant of this waiver is at the sole discretion of the League.

### **3.3 Roster Modification**

- 3.3.1 At a time designated by League Officials before the start of each Split, each Team must submit their Roster. Teams must submit an Eligibility Form and Summary Sheet for each Player at that time. If a Team Manager intends to modify the Roster, the Team Manager must submit requests in compliance with these rules. The request must be submitted in advance of the proposed effective date of any such change, at the earliest possible date and time. A Team will not be allowed to start a Player for the first week of the respective Split that is not on the Roster that was declared on this date.
- 3.3.2 Team Managers are authorized to make changes to the Roster using one of the following methods: (1) Trading Players with other Teams; (2) Signing Free Agents; (3) Releasing Players from the Roster; (4) Moving Players between the Active, Substitute and Reserve Roster.
- 3.3.3 If a request is submitted too late for the League to make reasonable arrangements for a new Player's travel to a Match, the League may, at their discretion, hold the Team responsible for the incremental costs of the Player's travel, regardless of any other rules to the contrary. The League reserves the right to approve or deny any such request.
- 3.3.4 No discretionary Player substitution which violates any provision of a Player Agreement shall be effective, and the Team Manager of the Team attempting to trade, or Head Coach attempting to demote a Player, shall have the responsibility to ensure that all proper approvals are sought and procured before the substitution would be considered to take effect.
- 3.3.5 For a Player to be removed from a Team's Roster, the respective Player's Player Agreement must be terminated.
- 3.3.6 Any Player who is dropped from a Team's Roster may not re-join that Team's Roster until a minimum of three weeks have elapsed after the effective date of the Player's prior removal from the Team's Roster.
- 3.3.7 Requests to modify the Starting Line-up for a Team's Match on any Regular Season day must not be submitted any later than 2 hours prior to the start of that broadcast day.
- 3.3.8 A Head Coach may move a Player from the Reserve Roster to the Active or Substitute Roster and vice-versa. The request must be submitted to a League Official at least 72 hours before it is intended to be effective and its approval is at the discretion of the League.
- 3.3.9 Changes must be submitted to League Officials in writing and contain the following information: (1) Team's name (2) Head Coach's name (3) Players' name and position (4) Players' Roster status (5) Requested effective date.
- 3.3.10 All Roster modifications will be considered effective immediately upon approval by League Officials unless explicitly requested otherwise.

- 3.3.11 The Team's Roster will be displayed in the Global Contract Database. The Global Contract Database will be updated once authorized Roster changes have been confirmed by League Officials. The Roster in the Global Contract Database will be considered the most up-to-date roster and Teams are responsible to notify League Officials if their current Roster is not accurately reflected.
- 3.3.12 Teams are restricted from announcing any Roster changes needing League approval as final until they have been approved. However, announcements can state that the Roster change is under review from the League. This includes any acquisitions and re-signings to the same Organization.

### **3.4 Substitutions**

- 3.4.1 A Team may substitute a Player between Games of a Match. The Team must notify a League Official and have the substitution approved, no later than 5 minutes after the explosion of the Nexus in the previous Game.
- 3.4.2 In the event of an emergency, a Team will be given up to two hours to find an immediate Substitute from their Roster for a Game. If a replacement cannot be found, the Team will forfeit. League Officials will determine if an event qualifies as an emergency.
- 3.4.3 Player substitutions have to result in Teams having eligible Rosters.

### **3.5 Head Coach**

- 3.5.1 The Head Coach is required to be on-site for every Game that the Team participates in. The Head Coach can only represent one Team. The Head Coach cannot be affiliated with more than one Organization in any capacity. If a Head Coach's Coach Agreement is terminated, then that Head Coach cannot act as a Head Coach for the same Team for 3 game-weeks. If the Head Coach is unable to make a Game, the Team Manager must assign an interim coach to be on-site instead. The interim coach can be a Team Manager.

### **3.6 ERC, ERCQ & OQ/ERL Implications**

- 3.6.1 In their first Match, every ERCQ and ERC Team must have at least three Players from the qualifying Roster on their Starting Line-up.
- 3.6.2 The Teams qualifying for the ERC via the ERCQ must have at least three Players from the qualifying Roster on their Starting Line-up in their first Match of the ERC.
- 3.6.3 If there are multiple claims for a single slot in the ERCQ or the ERC, the slot is held by the Team which can field the higher number of Starters from the qualifying Roster. If the number of Starters is equal between those Teams, the Team with the higher amount of Substitutes from the qualifying Roster will be granted the slot. If the number of Substitutes is also equal, the total amount of Games all Players played in the respective qualifying event will be the tiebreaker.
- 3.6.4 Teams qualifying through the Open Qualifier will be identified by the Roster submitted via the Battlegrounds form. If a Player who was on the Active or Substitute Roster of an LCS Team in the most recent LCS Split competes in an Open Qualifier, the Player will not be permitted to play in the first week of the LCS Regular Season.
- 3.6.5 If a Player who was on the Active or Substitute Roster of an LCS Team in the most recent LCS Split competes in the ERCQ or ERC, the Player will not be permitted to play in the first week of the LCS Regular Season.
- 3.6.6 Players who played in ten or more LCS Matches are ineligible to participate in any European Regional League for the current Split.

### 3.7 Free Agents & Free Agency

- 3.7.1 The League has established limited periods of time during which Free Agents can be signed. Signings of any kind outside of these specified dates are strictly prohibited. The start of the Free Agency period for the next Season will commence on the 21<sup>st</sup> of November 2018:

	Free Agent Signing Opening (00:00:00 UTC)	Free Agent Signing Deadline (16:00:00 UTC)
Spring Split	November 21 <sup>st</sup> , 2017	March 6 <sup>th</sup> , 2018
Summer Split	May 1 <sup>st</sup> , 2018	August 7 <sup>th</sup> , 2018

- 3.7.2 A Free Agent is a Player eligible to participate in the LCS and who either has not yet signed a valid written Player Agreement with a Team or has been released from a Team or has had a contract expire without renewal.
- 3.7.3 Free Agent signing requests must be submitted to League Officials by a Team in advance, in writing, using the Free Agent Signing Approval Request Form. Free Agent signing requests must be approved by the League, in writing, before becoming effective.
- 3.7.4 An acquisition must be declared to League Officials at least 72 hours before the Team wants the Player to be added to the Roster.
- 3.7.5 Head Coaches or Players who have participated in any aspect of a Professional or Semi-Professional League in the most recent Split cannot enter into any new oral or verbal commitment, financial arrangement, or contractual arrangement after the Summer Split Free Agency Signing Deadline closes and before the Global Contract Window opens with any Organization owning a Professional or Semi-Professional Team if that commitment extends past the Global Contract Window, or otherwise impacts the Player's status as a Free Agent once the Global Contract Window opens, before the Global Contract Window has opened with any organization owning a Professional or Semi-Professional Team if that commitment extends past the Global Contract Window or otherwise impacts the player's status as a Free Agent once the Global Contract Window opens, before the Global Contract Window has opened.
- 3.7.6 As an exception to the Free Agency restrictions Teams are able to sign Players to their Reserve Roster between the Spring Split Free Agent Signing Deadline and the Summer Split Free Agent Signing Opening if the respective Player is not participating in an ERL, the ERC or the ERCQ. Players who are added to a Team's Roster in this timeframe are ineligible to play for the Team until the Summer Split Free Agent Signing Opening.

### **3.8 Summoner Names**

- 3.8.1 Summoner Names may include upper-case letters, lower-case letters, digits, underscores, or single spaces between words only. Summoner Names must not exceed 12 characters including spaces. No additional special characters will be allowed for team names, Summoner Names, or tags. Summoner Names and team names may not contain: vulgarities or obscenities; League of Legends Champion derivatives or other similar character names; or derivatives of products or services that may create confusion.
- 3.8.2 Teams will be permitted a team tag of 2-3 characters to be added to the front of each Player's Summoner Name on the Tournament Realm. These team tags must be a combination of uppercase letters and/or digits. Team tags must be unique globally.
- 3.8.3 All team tags, team names and Summoner Names must be approved by League Officials in advance of use in play. Name changes must be approved by League Officials prior to use in-game. Any cosmetic change to team tags, team names, etc. must be made 72 hours in advance of the first EU LCS Game of the Split. League Officials reserve the right to deny a team name if it does not reflect the professional standards sought by the League and the Team will be required to change their name.

### **3.9 Trades**

- 3.9.1 Teams may trade Players on their Roster with other Teams. Trades are not limited in quantity, can be asymmetrical and can involve cash or other considerations as part of the trade.
- 3.9.2 Trades may be made effective as early as the Free Agent Signing Opening and must become effective no later than the Free Agent Signing Deadline.
- 3.9.3 European Players may be traded for any Players within any region and vice-versa.
- 3.9.4 Trade requests must be submitted to League Officials by a Team in advance, in writing, using the Trade Approval Request Form. Trade requests must be approved by the League, in writing, before becoming effective.

## 4. Finance

### 4.1 Team Compensation

- 4.1.1 Each Team which qualified for the 2018 Season shall receive compensation from the League in accordance with their individual Team Participation Agreements.

### 4.2 Team Member Compensation

Each Team shall be responsible for making any and all payments to its Team Members which are required by its Player/Coach Agreements. Teams shall not only meet minimum salary requirements, but also meet all other contractual obligations stated in the respective Player/Coach Agreements:

- 4.2.1 For LCS each Team must pay their Team Members a minimum monthly compensation depending on which Roster the respective Player is on. The Head Coach and Players who have been on the Active Roster in any given month must earn at least 2,000€ gross for that month. Players who have been on the Substitute Roster in any given month must earn at least 450€ gross for that month. Additionally, these Players have to earn 400€ gross for each calendar week in which they played at least one LCS Game. Players who have been on the Reserve Roster in any given month must earn at least 450€ gross for that month.

### 4.3 Sponsors

- 4.3.1 A Team has the ability to acquire sponsors. Restrictions on sponsorship acquisition are defined by the applicable Team Participation Agreement. The Team Manager is obligated to notify the League of the intended acquisition of a new sponsor before the acquisition is finalized. If the sponsorship is classified as a Limited Sponsorship, then the sponsorship may not be displayed by the Players during the use or play of League of Legends, adjacent to League of Legends related material, the LCS, the ERC, or any other Riot-affiliated event.
- 4.3.2 Team Managers may only sell or manage sponsorships or brand elements for the Team which they are affiliated with. Team Owners may not provide any ownership interest in the Team or any brand elements thereof to any third-party person or entity who engages in the business of selling or managing of LCS Teams.
- 4.3.3 No person or entity may hold the naming rights to more than one Team at a time. A sponsor which holds naming rights to a Team may not sponsor other Teams in the League in any capacity. No person or entity acting as an owner, partial or total, or as a corporate officer for one Organization may sponsor a Team of a different Organization through themselves, a direct connection, another Organization they represent, or a proxy.
- 4.3.4 Any person or entity who engages in the sale or management of sponsorships for multiple Teams may not hold a controlling interest in any Team for a period of no less than two years following the last Split during which they represented multiple Teams.

4.3.5 LCS Teams are prohibited from sponsoring another Team, Team Manager or Team Member in a Professional Esports League.

#### 4.4 Prize Money

During the Play-Offs at the end of the Spring Split and the Summer Split Teams shall have the opportunity to earn prize money based on their performance as outlined below:

4.4.1 For LCS:

<b>Position:</b>	<b>Prize:</b>
#1	80,000€
#2	50,000€
#3	30,000€
#4	20,000€
#5 / #6	10,000€



## **5. Additional Provisions**

### **5.1 Publishing**

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

### **5.2 Finality of decisions**

- 5.2.1 All decisions regarding the interpretation of these rules, Player eligibility, scheduling and staging of the LCS and penalties for misconduct, lie solely with the League, the decisions of which are final. If a dispute relates solely and exclusively to a ruling by the League regarding a violation of the rules by a Team Manager or Team Member and the League's ruling results in a fine that is 10,000€ or more or a Team Manager or Team Member suspension, then the Team Owner shall have the option to arbitrate the dispute in an arbitration administered pursuant to the arbitration procedures set forth in the Team Participation Agreement. Any determination as to whether a dispute qualifies for the expedited arbitration procedure is at the sole discretion of the League.

### **5.3 Right of modification**

- 5.3.1 These rules may be amended, modified or supplemented by the League, in order to ensure fair play and the integrity of official League play.

## 6. Format

### 6.1 LCS Regular Season

- 6.1.1 Each Team will face each Team in two Best-of-1s per Split.
- 6.1.2 The right for side selection during the Regular Season will be pre-selected by the League ensuring each Team will have side selection against every opposing Team once.
- 6.1.3 Standings in the League will be determined by the amount of Matches won.
- 6.1.4 A full schedule of dates and Matches will be available at [www.lolesports.com](http://www.lolesports.com).

### 6.2 LCS Play-Offs

- 6.2.1 This phase consists of a three-round single-elimination tournament among the top six Teams from the Regular Season, seeded according to their Regular Season standings. The tournament will feature a third-place Match.
- 6.2.2 In the quarter-final round the third seed will face the sixth seed and the fourth seed will face the fifth seed.
- 6.2.3 In the semi-final round match-ups will be re-seeded so the #1 seed faces the lowest available seed.
- 6.2.4 In the LCS Play-Offs the higher seed will have side selection for odd-numbered Games, while the lower seed will have side selection for even-numbered Games.
- 6.2.5 Each Match will be played as a Best-of-5.

### 6.3 Championship Points

- 6.3.1 A Team will be awarded Championship Points based on the final placement of the Team after the Play-Offs for each LCS Split. The Championship Points will be used as a determining factor for seeding in the World Championship, the Regional Qualifier and the LCS Group Draft. Points will be awarded in the following way:

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

- 6.3.2 The winner of the Summer Split will automatically qualify as the 1st seed for the World Championship for the region.  
The Team which has gained the most Championship Points throughout the Season will qualify as the 2nd seed for the World Championship for the region. This excludes the Team which has already qualified as the top seed for the World Championship.

## 6.4 Regional Qualifier

- 6.4.1 At the completion of the Summer Split Play-Offs, the four Teams which gained the highest amount of Championship Points will be seeded into the bracket of the Regional Qualifier. This excludes the two Teams which have already qualified as the top two seeds for the World Championship.
- 6.4.2 Out of the Regional Qualifier Teams, the two Teams which gained the lowest amount of Championship Points will compete in Match 1. The winner of Match 1 will compete against the second highest seed in Match 2. The winner of Match 2 will compete against the highest seed in Match 3. The winner of Match 3 will represent their region as the 3rd seed at the World Championship.
- 6.4.3 Each Match will be played as a Best-of-5.
- 6.4.4 In the Regional Qualifier the higher seed will have side selection for odd-numbered Games, while the lower seed will have side selection for even-numbered Games.

## 6.5 Tiebreakers

- 6.5.1 In the event that two Teams are tied in the standings at the conclusion of the Regular Season Split, the tie will be broken by their head-to-head record. If those Teams have an identical head-to-head record the tied Teams will play a tiebreaker-game. Side selection will be awarded to the Team with the lower Victory Time in the Regular Season Games between those Teams.
- 6.5.2 If three or more Teams are tied, the head-to-head record of all Teams against all other Teams involved in the tiebreaker will be considered. If one or more Teams have won/lost more than 50% of the Matches in aggregate against every Team in the tiebreaker, they are automatically granted the higher/lower place(s) available in the tiebreaker, and a new tiebreaker is declared amongst the remaining Teams. If the Teams have an identical amount of Games won, the following structures will be used depending on the amount of Teams in the tiebreaker.
- 6.5.3 3-way-tie:  
A single round-robin will be played among the three Teams. If this does not result in hierarchical standings of Teams, then the three Teams will be drawn into a single-elimination bracket where the Team with the lowest Victory Time from the single round-robin tiebreaker games has a bye into the finals.
- 6.5.4 4-way-tie:  
The Teams will be drawn into a two first-round matches (Game 1 and Game 2) based on their Victory Time. 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.

- 6.5.5 5-way-tie:  
The Teams will be drawn into a single-elimination bracket based on their Victory Time, where there is a play-in between the two Teams with the highest Victory Time for the fourth semi-final spot. The tournament will require a 3rd-place Game to determine 3<sup>rd</sup>/4<sup>th</sup> place.
- 6.5.6 6-way-tie:  
The Teams will be drawn into a single-elimination bracket based on their Victory Time, where the two Teams with the lowest Victory Time have a bye into the semi-final round. The tournament will require a 3rd-place Game to determine 3<sup>rd</sup>/4<sup>th</sup> place.
- 6.5.7 7-way-tie:  
The Teams will be drawn into a single-elimination bracket based on their Victory Time, where the Team with the lowest Victory Time has a bye into the semi-final round. The tournament will require a complete loser's bracket to determine seeding for all slots.
- 6.5.8 8-way-tie:  
The Teams will be drawn into a single-elimination bracket based on their Victory Time. The tournament will require a complete loser's bracket to determine seeding for all slots.
- 6.5.9 9-way-tie:  
The Teams will be drawn into a single-elimination bracket based on their Victory Time, where there is a play-in-game between the two Teams with the highest Victory Time. The tournament will require a complete loser's bracket to determine seeding for all slots.
- 6.5.10 10-way-tie:  
The Teams will be drawn into a single-elimination bracket based on their Victory Time, where there are two play-in-games between the four Teams with the highest Victory Time. The tournament will require a complete loser's bracket to determine seeding for all slots.
- 6.5.11 If multiple Teams are tied in Championship Points at the conclusion of the Summer Split, then the Team which gained the most Championship Points in the Summer Split will be considered the higher seed.
- If two Teams gained the same amount of Championship Points in the Summer Split, then their Summer Split Regular Season standings will be the first tiebreaker.
- If two Teams had the same Summer Split Regular Season standings, then their Summer Split Regular Season head-to-head record will be the second tiebreaker.
- If two Teams had the same head-to-head record they will play a tiebreaker-game.
- 6.5.12 All tiebreaker-games will be played as single Best-of-1 Games.
- 6.5.13 For all tiebreaker-games the right for side selection will be determined by the lower Victory Time.
- 6.5.14 If the Victory Time is identical for multiple Teams, the hierarchy will be determined by a coin flip.

- 6.5.15 Tiebreaker-games will not be played if their outcome will not have any competitive implications.

## **6.6 Submission of Side Selection**

- 6.6.1 For the first Game of a Match all Teams are required to submit their side selection two hours before the start of the broadcast day of the respective Match. If no decision is submitted, selection will default to blue side.
- 6.6.2 For all other Games of a Match the Teams must notify a League Official of their side selection no later than 5 minutes after the explosion of the Nexus in the previous Game. If no decision is submitted, selection will default to blue side.

## 7. Match Process

### 7.1 Equipment

- 7.1.1 League Officials will provide and Players will exclusively use the following equipment: (1) PC & monitor; (2) headsets and/or earbuds and/or microphones; (3) table & chair.
- 7.1.2 The following equipment can be provided at the discretion of League Officials if requested by a Player: (1) PC keyboards; (2) PC mice; (3) PC mousepads; (4) cord holders; (5) hand warmers.
- 7.1.3 Players can provide the following equipment and use it during on-site Matches: (1) PC keyboards; (2) PC mice; (3) PC mousepads.
- 7.1.4 Player-provided equipment must be submitted to League Officials in advance for approval. Approved equipment will remain with League Officials.
- 7.1.5 League Officials may disallow use of specific equipment at their sole discretion for reasons relating to tournament security, safety, operational efficiency/effectiveness or if the equipment features a company or brand competing with Riot Games or League of Legends.
- 7.1.6 If there are technical problems with the equipment, Players or League Officials may request a technical review. A League Technician will diagnose and troubleshoot problems. League Technicians may request for equipment to be replaced at the discretion of the League. All player-provided replacements have to be approved by League Officials otherwise the League Officials will provide replacement equipment.
- 7.1.7 Players are prohibited from installing their own programs and must use only the programs provided by the League on-site, unless explicitly allowed by a League Official.
- 7.1.8 Voice chat will be provided only via the native system used in league-provided headsets. The League may monitor the Teams' audio.
- 7.1.9 It is prohibited to use league-provided computers to view or post on any social media or other communication sites.
- 7.1.10 It is prohibited to connect equipment not listed above to league-provided computers unless explicitly allowed by a League Official.
- 7.1.11 **For ERCQ & ERC:**  
Players will be expected to provide all of their own equipment. This includes, but is not limited to: computers, keyboards, mice, and voice programs. As the Matches will not be played on an offline server, Players will also need to account for their own DDOS and other computer protection. Exclusive responsibility for protection will fall upon the Players and Teams. Additionally, the stability of the Player's hardware and internet connection are the responsibility of the Player. In the event that a Game is played on the live server and not the Tournament Realm both Teams will be required to use the default skins for their selected Champions.

### 7.2 Clothing & Apparel

- 7.2.1 Players must wear official Team uniforms during all on-site Matches and pre-/post-match interviews.
- 7.2.2 All Players on the Starting Line-up must wear closed-toe shoes and matching jerseys & pants. The attire will require approval from the League.

- 7.2.3 Jerseys may have a collar, short or long sleeves and need to be polyester-based. Cotton-based or cotton-blend materials are not acceptable. Exceptions to this rule for legitimate medical reasons will be granted at the discretion of the League on a case-by-case basis.
- 7.2.4 Team jackets may be worn in the Match Area, but must be removed from the Match Area by a Team Member prior to the start of Champion Select. No other apparel may be worn over the jersey on stage. All Team apparel must have the same design.
- 7.2.5 Team Members may wear apparel with multiple logos, patches or promotional language. Team logos must be the most prominent mark on all apparel. All decisions in regard to apparel are at the sole discretion of the League. Objectionable or offensive examples below are listed for illustrative purposes only:
- (i)** Containing any false, unsubstantiated, or unwarranted claims for any product or service, or testimonials, the League considers unethical
  - (ii)** Advertising any non-"over the counter" drug, tobacco product, firearm, handgun or ammunition
  - (iii)** Containing any material constituting or relating to any activities which are illegal in any League region, including but not limited to, a lottery or an enterprise, service or product that abets, assists or promotes gambling
  - (iv)** Containing any material that is defamatory, obscene, profane, vulgar, repulsive or offensive, or that describes or depicts any internal bodily functions or symptomatic results of internal conditions, or refers to matters which are not considered socially acceptable topics
  - (v)** Advertising any pornographic website or pornographic products
  - (vi)** Containing any trademark, copyrighted material or other element of intellectual property that is used without the owner's consent or that may give rise to, or subject the League or its affiliates to, any claim of infringement, misappropriation, or other form of unfair competition.
  - (vii)** Disparaging or libeling any opposing Team or Player or any other person, entity or product
- 7.2.6 The chest area of the jersey is reserved for the team name and/or logo. The equivalent area on the back of the jersey is reserved for team branding and Summoner Name. Sponsor logos are not permitted in this space.
- 7.2.7 Sponsor logos may be placed on the shoulders, sleeves, collarbones as well as the area below the chest and the corresponding area on the back of the jersey. No LCS or Riot Games logos may be used on jerseys.
- 7.2.8 Players may wear long-sleeved shirts of cotton or athletic material as under-jerseys. Under-jerseys must be either team colors or a neutral color and cannot feature any sponsors. Under-jerseys may feature team and/or sponsor logos, designs must be submitted to the League for approval.
- 7.2.9 The Head Coach must wear, at a minimum, business casual attire while at the studio. Business casual does not include: athletic wear, sneakers, team-branded apparel.
- 7.2.10 Hats and Hoodies are not allowed.

- 7.2.11 A Player may not cover their 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.
- 7.2.12 The League reserves the right to refuse entry or continued participation in the Match to any Team Member who does not comply with the apparel rules.
- 7.2.13 Headphones must be placed directly on a Player's ears, and must remain there for the duration of the Game. Players shall not obstruct the placement of headphones by any method. This includes placing any item, excluding glasses, between the headphones and the Player's ears.
- 7.2.14 Players may not touch or handle another Player's equipment after a Game has started. Players who require assistance with their equipment have to ask a League Official.



### **7.3 Tournament Realm Accounts**

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

### **7.4 Patch**

Matches during the 2018 Season will be played on the respective patch available on the Live Server, once a sufficient testing period has occurred. Changes to the competitive patch and champion availability will be at the sole discretion of the League:

- 7.4.1 The competitive patch will be updated a full calendar week after its release onto the live server. A patch will not be implemented if a game-week or a Play-offs round has started.
- 7.4.2 Champions which have not been available on the live server for more than one week will be automatically restricted. A Champion will not be made available if a game-week has started. Champions that have undergone reworks will be enabled at the sole discretion of the League. Champions or Champion-reworks released on the Patch utilized during Play-offs will be restricted, even if that Patch is also utilized during the Regular Season.

### **7.5 Match Area**

- 7.5.1 Access for Teams to the restricted areas of venues for Matches is restricted to the Team only, unless otherwise approved by League Officials. Permission to attend League Matches is solely at the discretion of the League.
- 7.5.2 Team Managers are not allowed in the Match Area during the Match. They may be in the Match Area during the Match preparation process but must leave prior to the Pick-&-Ban Phase.
- 7.5.3 Players are not allowed to have wireless devices in the Match Area. League Officials will collect such devices in the Match Area and return them at the end of the Match.
- 7.5.4 Players must sit in the order in which they will join the game-lobby: Top, Jungle, Mid, ADC, Support. This order should be considered from the vantage point of a viewer facing the Players, and read from left to right.
- 7.5.5 No food is allowed in the Match Area. Drinks are permitted in League-provided re-sealable containers.
- 7.5.6 The warm-up area ("Green Rooms") will contain League-provided PCs for Players to practice on before their Matches. The warm-up area is reserved for Teams only and access will be provided at the League Officials' discretion.
- 7.5.7 Access to other areas within the venue may be granted by the League. Access to these areas is also restricted to Teams and at the League Officials' discretion.

## 7.6 Setup Time

7.6.1 Players will have a designated timeframe prior to their Match to ensure they are properly prepared. League Officials will inform Players and Teams of their scheduled preparation timeframe 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 or Referee. Setup is comprised of the following:

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

7.6.2 If a Player encounters any equipment issues during Setup Time, the Player must notify a League Official immediately.

7.6.3 League Technicians will be available to assist during Setup Time and to troubleshoot any problems encountered.

7.6.4 It is expected that Players will resolve any issues during Setup Time within the allotted time and that the Match will begin at the scheduled time. Delays due to setup issues may be permitted, at the sole discretion of League Officials. Penalties for tardiness may be assessed at the discretion of the League.

7.6.5 No fewer than five minutes before the Match is scheduled to begin, a League Official will confirm with each Player that their setup is complete.

7.6.6 Once all ten Players in a Match have confirmed completion of setup, Players may neither alter their Rune Pages until the start of Champion Select nor enter a warm-up game.

7.6.7 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 Setup Time has ended, in the following order of positions: Top, Jungle, Mid, ADC, Support.

## 7.7 Pick-&-Ban Phase

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

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

- 7.7.3 Game Settings:  
Map: Summoner's Rift  
Team Size: 5  
Allow Spectators: Lobby Only  
Game Type: Tournament Draft
- 7.7.4 League Officials may choose to employ either the Tournament Draft feature or a manual draft at their discretion.
- 7.7.5 Restrictions may be added at any time before or during a Match, if there are known bugs with any Gameplay Elements or for any other reason as determined at the discretion of the League.
- 7.7.6 Draft mode proceeds in a snake draft as follows:  
Blue Team = A; Red Team = B  
Bans: ABABAB  
Picks: ABBAAB  
Bans: BABA  
Picks: BAAB
- 7.7.7 If a Player selects a Champion by mistake in the Pick-&-Ban Phase, the Player must notify a League Official before the other Team has locked in their next selection. In this case the Pick-&-Ban Phase will be restarted with the same Picks and Bans up until the mistake occurred and the Player may correct the mistake. In the case the other Team has locked in their next selection, before the Player notifies a League Official, the Pick-&-Ban Phase will not be restarted and the mistakenly selected Champion stays locked in.
- 7.7.8 Teams must complete all Champion trades before the 20-second mark during the Trading Phase, or will be subject to penalties.

## **7.8 Game Start**

- 7.8.1 A Game will start immediately after the Pick-&-Ban Phase is complete, unless otherwise stated by a 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 after the completion of the Pick-&-Ban Phase.
- 7.8.2 If there is an error in Game Start or an LCS Official decides to separate the Pick-&-Ban Phase and the Game Start, the Blind Pick feature may be used at the discretion of the League. All Players will select Champions in accordance with the valid completed Champion selections.
- 7.8.3 If a Bugsploit, disconnect or any other failure occurs which interrupts the loading process and prevents a Player from joining a Game, the Game must be immediately paused until all Players are connected.

- 7.8.4 Once a Game has reached Game of Record status it is considered official and restarts may only be permitted under limited conditions as defined by the League.

Examples of conditions which establish Game of Record include:

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

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

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

Game timer reaches two minutes (02:00).

## 7.9 Pause

- 7.9.1 If a Player intentionally disconnects without notifying a League Official or pausing, the League Official is not required to enforce a pause. During any pause Players may not leave the Match Area unless authorized by a League Official.
- 7.9.2 League Officials may order or execute a pause of a Game at the sole discretion of the League Officials.
- 7.9.3 Players may only pause a Game immediately following any of the events described below, but must notify a League Official immediately and identify the reason:
- Unintentional Disconnect
  - Hardware or software malfunction
  - Physical interference
- 7.9.4 Minor Player illness, injury, or disability is not an acceptable reason for a Player pause. In the case of an underlying and/or pre-declared medical condition the Player may however inform a League Official prior to the Match, who may then grant a pause during the Match in order to evaluate the issue and to determine whether the Player is ready, willing, and able to continue playing within a reasonable period of time, as determined by the League Official, but not to exceed a few minutes. If the League Official determines that the Player is not able to continue playing within such reasonable period of time, then the Player's Team shall forfeit the Game unless a League Official determines that the Game is subject to an Awarded Game Victory at the League's discretion.
- 7.9.5 Players are not permitted to resume the Game after a pause. After clearance from a League Official is issued and all Players are notified and ready, which will be contingent on confirming through in-game chat, the in-client spectators will un-pause the Game.
- 7.9.6 If a Player pauses or un-pauses a Game without permission from a League Official, it will be considered unfair play and penalties will be applied at the discretion of the League.

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

## **7.10 Restart**

All decisions in regard to a Game restart are at the sole discretion of the League. Examples below are listed for illustrative purposes only:

- 7.10.1 Restarts before Game of Record:
- (i)** If a Player notices that the Player's Runes or GUI settings have not applied correctly due to a bug between the game-lobby and Game, the Player can pause the Game to adjust these settings.
  - (ii)** If the settings cannot be correctly adjusted, then the Game may be restarted.
  - (iii)** If a League Official determines that technical difficulties will not allow for the Game to resume as normal.
- 7.10.2 Restarts after Game of Record:
- (i)** If a Game experiences a critical bug at any point during which significantly alters game stats or gameplay mechanics.
  - (ii)** If a League Official determines that there are environmental conditions which are unfair (e.g. excessive noise, hostile weather, unacceptable safety risks).
- 7.10.3 Certain circumstances must be met before a restart may occur: League Officials must determine that the bug is critical and verifiable. For the bug to be considered critical, the bug must significantly damage a Player's ability to compete in the Game. The determination of whether the bug has damaged a Player's ability to compete is at the sole discretion of the League Officials. In order for a bug to be considered verifiable, the bug must be conclusively present and not possibly attributable to Player error. The spectator must then be able to replay the instance in question and verify the bug.
- 7.10.4 If a Player believes they have experienced a critical bug, the Player must pause the Game and alert a Referee immediately. If a Player is attempting to delay reporting of a bug to wait for a possible restart at a more advantageous time, then a restart will no longer be granted.

7.10.5 If League Officials determine that the bug is critical and verifiable and that the Player(s) followed the pause protocol, then all critically disadvantaged Teams will be presented with the option of initiating the restart protocol.

If at least one Team accepts, the restart protocol will be initiated, which includes the utilization of the Deterministic Disaster Recovery Tool to attempt to recover the Game and a potential restart if the recovery attempt fails.

If the Deterministic Disaster Recovery Tool is able to recover the Game, then a point prior to the bug will be selected by the League Officials. The League Officials will attempt to find an appropriate "dead ball" state prior to the bug occurring. A "dead ball" state is a point in the Game when neither Team is heavily engaged on each other, although some minor engagement may still constitute a "dead ball" state. If League Officials determine an appropriate "dead ball" state does not exist, Players may still be placed back to a recovered spot prior to the bug occurring.

If the Deterministic Disaster Recovery Tool is not able to recover the Game, then the Game will immediately be restarted. If the restart occurred due to a Champion bug, settings no longer will be retained (including Picks and Bans) regardless of Game of Record status and the Champion will be made ineligible for at least the remainder of the day's Matches unless the bug can be conclusively tied to a specific Gameplay Element which can be fully removed (i.e. a Skin which can be disabled).

7.10.6 Certain conditions may be preserved in the event of a restart of a Game that has not reached Game of Record status, including, without limitation: Picks and Bans or Summoner Spells. If, however, a Match has reached Game of Record status then League Officials shall not retain any settings.

7.10.7 All Players shall verify they have finalized their intended game settings (including runes, controls, and GUI settings) before Game of Record status is established. Any error in verification is not grounds for a restart after Game of Record status is established.

7.10.8 In the event of a restart, the League may instead award a Game victory to a Team, if a Game has been played for more than 20 minutes on the game-clock and League Officials, at their sole discretion, 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:

Gold Differential - The difference in Gold between Teams is more than 33%.

Turret Differential - The difference in remaining Turrets between Teams is greater than seven.

Inhibitor Differential - The difference in standing Inhibitors between Teams is three.

## **7.11 Post-Game Process**

7.11.1 League Officials will confirm and record the Game's result.

7.11.2 Players will inform League Officials of any technical issues.

7.11.3 Referees may log into Player Accounts to join the game-lobby.

- 7.11.4 League Officials will inform Players of the remaining time before the next Game's Pick-&-Ban Phase. Pick-&-Ban Phase will commence as scheduled even if a Team is not fully present in the Match Area. If only a single Player of a Team is present when the Pick-&-Ban Phase begins, this Player may determine all Picks and Bans for the Team. If no Player from a Team is present in the Match Area when the Pick-&-Ban Phase begins that Team shall be deemed to have forfeited the Game.
- 7.11.5 After a Match Players will be informed of any post-match obligations including, but not limited to, media appearances, interviews, or further discussion of any other matters.

## **7.12 Scheduling**

- 7.12.1 The League may, at its sole discretion, modify the schedule of Matches. In the event of a schedule modification the League will notify all Teams at the earliest convenience.
- 7.12.2 Players participating in a League event must arrive on-site no later than the time specified by the League Officials.
- 7.12.3 Players participating in the ERCQ or ERC must arrive in the game-lobby no later than the time specified by League Officials.

## **7.13 Referees**

- 7.13.1 Referees will oversee the League Matches, including the following:
- Checking the Team's Starting Line-up before a Match
  - Checking and monitoring Player peripherals and Match Areas
  - Announcing the beginning of a Game
  - Ordering pause/resume during a Game
  - Issuing penalties in response to rule violations during the Match
  - Confirming the end of the Match and its results
- 7.13.2 At all times, Referees shall conduct themselves in a professional and impartial manner. No passion or prejudice shall be shown towards any Player, Team, Team Manager, Head Coach or other individual.
- 7.13.3 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. 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 League.

## **7.14 Online Matches**

- 7.14.1 All Players will be expected to be ready to join the game-lobby at the time specified by the League Officials. Readiness includes, but is not limited to, all five Players on the Starting Line-up having completed client patching, configuration of in-game settings, and completed Rune Pages.
- 7.14.2 Tournaments held on a rolling schedule will have estimated Match start times. Teams are required to be available to play their Match up to three hours in advance of their estimated time, or as otherwise directed by League Officials.
- 7.14.3 **Lateness Penalties:**  
Teams that are not ready at the start of the preceding Game (or 30 minutes before the start of the first Match of the day) are subject to lateness penalties. For avoidance of doubt, the start of the Game is defined as a Team entering Summoner's Rift and being visible on the map. A Team will lose their first ban after 5 minutes have elapsed from the preceding Game Start. A Team will lose another ban after 10 minutes have elapsed. A Team will lose all their bans after 15 minutes have elapsed. A Team will be subject to forfeiture if 25 minutes have elapsed since the Game Start or the preceding Game has completed - whichever is longer. Intentionally delaying the game-lobby or Game Start will still subject the Team to the rules set forth in this section.
- 7.14.4 **Pause Allowance:**  
Teams may pause the Game for a maximum of 10 minutes over the course of a single Game, or 20 minutes over the course of a Match. Pausing beyond allowance-time will be considered unfair play and penalties will be applied at the discretion of League Officials.
- 7.14.5 **No 4v5 Play:**  
Teams are required to field a full Team of five Players to start a Match. If a Player disconnects during a Game, a Team may continue play after the pause-allowance is exhausted to attempt to complete the Game.
- 7.14.6 **Player Equipment Responsibility:**  
All Players are responsible for ensuring the performance of their chosen setup, including computer hardware and peripherals, internet connection, and power. A problem with Player equipment is not an acceptable reason for lateness or pausing beyond a Team's allowance, regardless of the root cause of the problem.
- 7.14.7 Only five Players per Team are allowed in the game-lobby. No additional spectators are permitted for any reason.
- 7.14.8 Players are not permitted to stream their Games publicly or privately on any platform or service.



## 8. Code of Conduct

### 8.1 Competitive Integrity

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

- 8.1.1 Collusion, which is defined as cooperation or conspiracy to cheat or deceive others. The cooperation or conspiracy can occur among Players, Teams, and/or Organizations, and can be done to the sole benefit of the parties involved in the cooperation or conspiracy. The list of conspirators is not exhaustive. Collusion includes, but is not limited to, acts such as:
- Soft play, which is defined as any agreement among Players to not play at a reasonable standard of competition in a Game.
  - Pre-arranging to split prize money and/or any other form of compensation
  - Sending or receiving signals, electronic or otherwise, from outside sources to/from a Player.
  - Deliberately losing a Game for compensation, or for any other reason, or attempting to induce another Player to do so.
  - Conspiring to predetermine locations for Free Agents and/or conspiring to fix the salaries of contracts for Team Members and/or potential Team Members.
- 8.1.2 Hacking, which is defined as any modification of the League of Legends game client.
- 8.1.3 Exploiting, which is defined as intentionally using any in-game bug to an advantage.
- 8.1.4 Looking at spectator monitors.
- 8.1.5 Ringing, which is defined as playing using another Player's account or solicitation to do so.
- 8.1.6 The use of any kind of cheating device and/or cheat program, or any similar cheating method.
- 8.1.7 Intentional disconnect without a proper and explicitly-stated reason.
- 8.1.8 Any other act which violates these rules and/or standards established by the League.
- 8.1.9 A Team Manager/Member may not use language that is obscene, foul, vulgar, insulting, threatening, abusive, libelous, slanderous, defamatory or otherwise offensive or objectionable; or promote or incite hatred or discriminatory conduct, in or near the Match Area, at any time. A Team Manager/Member may not use any facilities, services or equipment provided or made available by the League or its contractors to post, transmit, disseminate or otherwise make available any such prohibited communications. A Team Manager/Member may not use this type of language on social media or during any public-facing events.

- 8.1.10 A Team Manager/Member may not take any action or perform any gesture directed at an opposing Team Manager/Member, fan, or official, or incite any other individual(s) to do the same, which is insulting, mocking, disruptive or antagonistic.
- 8.1.11 Abuse of League Officials, opposing Team Managers/Members, or audience members will not be tolerated. Repeated etiquette violations, including but not limited to touching another Player's computer, body or property will result in penalties. Team Managers/Members and their guests (if any) must treat all individuals attending a Match with respect.
- 8.1.12 No Team Manager/Member may touch or otherwise interfere with lights, cameras or other studio equipment. Team Managers/Members may not stand on chairs, tables or other studio equipment. Team Managers/Members must follow all instructions of League Officials.
- 8.1.13 During the Match, communication by a Player on the Starting Line-up shall be limited to the Team Members of the Player's Team.

## **8.2 Responsibility under Code**

- 8.2.1 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.
- 8.2.2 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.
- 8.2.3 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.
- 8.2.4 Team Managers/Members may not offend the dignity or integrity of a country, private person or group of people through contemptuous, discriminatory or denigrating words or actions on account of race, skin color, ethnic, national or social origin, gender, language, religion, political opinion or any other opinion, financial status, birth or any other status, sexual orientation or any other reason.
- 8.2.5 Team Managers/Members may not give, make, issue, authorize or endorse any statement or action having, or designed to have, an effect prejudicial or detrimental to the best interest of the League, Riot Games or its affiliates, or League of Legends, as determined in the sole and absolute discretion of the League.
- 8.2.6 Teams may receive or may be asked to submit paperwork for approval or visibility throughout the League 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 Manager/Member has been told not to release information, as it may undermine the competitive process, and the Team Manager/Member proceeds to release said information, then the Team Manager, Team Member and/or Team will be subject to penalties.

- 8.2.7 If the League or Riot Games determine that a Team, Team Manager or Team Member has violated the Summoner's Code, the League of Legends Terms of Use, or other rules of League of Legends, League Officials may assign penalties at their sole discretion. If a League Official contacts a Team Manager/Member to discuss the investigation, the Team Manager/Member is obligated to tell the truth. If a Team Manager/Member withholds information or misleads a League Official creating an obstruction of the investigation then the Team Manager, Team Member and/or Team is subject to punishment.
- 8.2.8 A Team Manager/Member may not engage in any activity which is prohibited by common law, statute, or treaty and which leads to or may be reasonably deemed likely to lead to conviction in any court of competent jurisdiction.
- 8.2.9 A Team Manager/Member may not disclose any confidential information provided by the League or any affiliate of Riot Games, by any method of communication.
- 8.2.10 No Team Manager/Member may offer or accept any gift or reward to a Player, Head Coach, Team Manager, League Official, Riot Games employee, or person connected with or employed by another League Team for services promised, rendered, or to be rendered in defeating or attempting to defeat a competing Team. The sole exception to this rule shall be in the case of performance-based compensation paid to a Team Manager/Member by a Team's official sponsor or Owner.
- 8.2.11 No Team Manager/Member or Affiliate of a Team may solicit, lure, or make an offer of employment to any official Head Coach or Player who is signed to any League Team, nor encourage any such Head Coach or Player to breach or otherwise terminate a contract with said League Team. A Head Coach or Player may not solicit a Team to violate this rule. A Head Coach or Player may express publicly their desire to leave the Team and encourage any and all interested parties to contact their Manager. But the Head Coach or Player may not entice a Team directly to reach out to their Team Manager or attempt to violate their contractual obligations. Violations of this rule shall be subject to penalties, at the discretion of League Officials. To inquire about the status of a Head Coach or Player from another Team, Team Managers must contact a Team Manager of the Team that the Player and/or Head Coach is currently contracted with. The inquiring Team must provide visibility to League Officials before being able to discuss the contract with a Player. Contracts for Players can be found in the [Global Contract Database](#).
- 8.2.12 No Team Manager/Member may refuse or fail to apply the reasonable instructions or decisions of League Officials.
- 8.2.13 No Team Manager/Member may offer, agree, conspire, or attempt to influence the outcome of a Game or Match by any means that are prohibited by law or these rules.
- 8.2.14 Documentation or other reasonable items may be required at various times throughout the League Season as requested by League Officials. If the documentation is not completed to the standards set by the League, 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.

- 8.2.15 No Team Manager/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 Game/Match globally.

### 8.3 Penalties

- 8.3.1 Any person found to have engaged in or attempted to engage in any act that the League 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 League.
- 8.3.2 Upon discovery of any Team Manager/Member committing any violations of the rules, the League may issue the following penalties:
- Verbal Warning
  - Loss of Side Selection for current or future Game(s)
  - Loss of Ban(s) for Current or Future Game(s)
  - Fine(s) and/or Prize Forfeiture(s)
  - Game and/or Match Forfeiture(s)
  - Suspension(s)
  - Disqualification(s)
- 8.3.3 Repeated infractions are subject to escalating penalties, up to, and including, disqualification from future participation in the League. It should be noted that penalties may not always be imposed in a successive manner. The League, in its sole discretion, can disqualify a Team Manager, Team Member or Team for a first offense if the action of the Team Manager, Team Member or Team is deemed egregious enough to be worthy of disqualification by the League. Penalties that state a listed amount of time for discipline will only apply to competitive months. Competitive months are defined as the months in which League of Legends' professional competition is taking place.
- 8.3.4 Infractions will be governed by the [LCS Penalty Index](#) and/or the [Global Penalty Index](#) for major infractions.

\* \* \*

## 9. Glossary & Exhibits

Active Roster (LCS)	The sum of a Team's Players who are full-time employees and earn at least 2000€ a month.
Availability Declaration Form	Exhibit C.
Drop Form	Exhibit D.
ERC	The championship for ERL and ERCQ winners.
ERCQ	The non-ERL competition qualifying for the ERC.
ERL	European Regional Leagues, including the following Leagues: ERL France, ERL Germany, ERL Nordic, ERL Poland, ERL Spain, ERL UK & Ireland, ERL Balkan, ERL Italy, ERL Portugal, ERL Czech Republic & Slovakia.
EU Competitive Region	The EU Competitive Region is defined as the Council of Europe, minus CIS member states and Turkey. Specifically, Albania, Andorra, Austria, Belgium, Bosnia and Herzegovina, Bulgaria, Croatia, Cyprus, Czech Republic, Denmark, Estonia, Finland, France, Germany, Greece, Hungary, Iceland, Ireland, Italy, Kosovo, Latvia, Liechtenstein, Lithuania, Luxembourg, Macedonia, Malta, Monaco, Montenegro, Netherlands, Norway, Poland, Portugal, Romania, San Marino, Serbia, Slovakia, Slovenia, Spain, Sweden, Switzerland, United Kingdom (UK), Vatican City (Holy See).
Free Agent	A Free Agent is a Player eligible to participate in the League and either (1) has not yet signed a valid written Player Agreement with a Team or (2) has been released from a Team or has had a contract expire without renewal.
Free Agent Signing Approval Request Form	Exhibit B.
Game	An instance of competition on the Summoner's Rift map in League of Legends which is played until a winner is determined by whichever of the following occurs first: (1) Destruction a Nexus (2) Surrendering (3) Forfeiting (4) Awarded Game Victory
Gameplay Elements	Gameplay Elements include but are not limited to Items, Champions, Skins, Runes, Masteries, Summoner Spells.
Global Contract Database	<a href="https://docs.google.com/spreadsheets/d/1Y7k5kQ2AeqbuyiGwEPsa62e883FYVtHqr6UVut9RC4o/pubhtml#">https://docs.google.com/spreadsheets/d/1Y7k5kQ2AeqbuyiGwEPsa62e883FYVtHqr6UVut9RC4o/pubhtml#</a>
Global Contract Window	The date at which contracts need to expire if they extend past the current Season's World Championship. The Global Contract Window opens on the following dates: 21 <sup>st</sup> of November 2017, 21 <sup>st</sup> of November 2018, 19 <sup>th</sup> of November 2019
Global Penalty Index	<a href="https://riot-web-static.s3.amazonaws.com/lolesports/Rule%20Sets/Global_Penalty_Index.pdf">https://riot-web-static.s3.amazonaws.com/lolesports/Rule%20Sets/Global_Penalty_Index.pdf</a>
Intentional Disconnect	A Player losing connection due to the Player's actions. Any actions of a Player leading to a disconnect are considered intentional, regardless of actual intent of the Player.
LCS Penalty Index	<a href="https://esports-assets.s3.amazonaws.com/production/files/rules/EULCS_Penalty_Index.pdf">https://esports-assets.s3.amazonaws.com/production/files/rules/EULCS_Penalty_Index.pdf</a>
League	The governing body of the European LCS & ERC.
Limited Sponsorship	The following is a non-exhaustive list of limited sponsors: gambling websites, non-"over-the-counter" drugs, account sharing/skin selling websites; firearms, handguns, or ammunition providers; websites displaying or related to pornographic imagery or products, products or services from direct competitors, tobacco products.

Match	A set of Games which is played until one Team wins a majority of total Games. The winning Team will either receive a win tally in the League format or advance to the next round in the tournament.
Match Area	The area immediately surrounding any League-provided PCs for the competition. During Matches, presence in the Match Area is restricted to the Starting Line-up.
Organization	The entity owning the Team.
Player Agreement	The contract between an organization and their player.
Professional Esports Leagues	The European League of Legends Championship Series, the North American League of Legends Championship Series, the Garena Premier League/League of Legends Master Series, League of Legends Champions Korea, and the Tencent LoL Professional League, and any other league that represents the highest tier in the region that is eligible to qualify a Team to the League of Legends World Championships are considered Professional Esports Leagues.
Referee	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 a Match.
Reserve Player	A Player on the Reserve Roster.
Reserve Roster (LCS)	Players on a Team's Roster who are in the process of becoming eligible to be on the Active Roster but are not yet (e.g.: Players who are 16, Players who have applied for a visa but have not received it yet, Players currently banned competitively).
Resident	A Player is classified as a Resident of a region if the Player has obtained residency status as defined in Rule 1.2.
Roster	The sum of a Team's Active Roster, Substitute Roster and Reserve Roster.
Semi-Professional Esports Leagues	Any league which qualifies directly into any of the Professional Esports Leagues.
Server Crash	All Players losing connection due to an issue with a game server, Tournament Realm or venue internet instability.
Splits	Spring and Summer Split.
Spring Split	The period from the first Match of a Season until the end of the first Play-Offs/Promotion Tournament (extending to any international League-Events).
Starter	A Player on the Starting Line-up.
Starting Line-up	The five Players actively participating for a Team in a given Game.
Substitute	A Player who is on a Team's Active or Substitute Roster but not on the Starting Line-up.
Substitute Roster (LCS)	The sum of a Team's Players who are at least part-time employees and who earn at least 450€ per month and are subject to a weekly appearance fee.
Summer Off-Season	The period between Spring & Summer Split.
Summer Split	The period from the first Regular Season Match after Spring Play-Offs until the start of Free Agency.
Team Manager	A Team's Owner, Co-Owner, General Manager or other Manager.
Team Member	A Player or Head Coach of a Team.
Trade Approval Request Form	Exhibit A.

Unintentional Disconnect	A Player losing connection due to issues with the game client, platform, network or PC.
Victory Time	The time it took a Team to win their Games in aggregate against all other Teams in the tiebreaker.
Winter Off-Season	The period between one Season's Summer Split & Spring Split of the following Season.



# LCS 2018 Season Official Rules

## Exhibit A

<b>TRADE APPROVAL REQUEST FORM</b>					
LCS Reference Number	Requested By (Last Name, First Name)	Date Requested			
<b>Player Information</b>					
Player Name and Position	Current Team (Pre-Trade)	Current Status Starter/Reserve	Future Team (Post-Trade)	Starter/Reserve	Requested Effective Date
Player 1:		<input type="checkbox"/> S <input type="checkbox"/> R		<input type="checkbox"/> S <input type="checkbox"/> R	
Player 2:		<input type="checkbox"/> S <input type="checkbox"/> R		<input type="checkbox"/> S <input type="checkbox"/> R	
Player 3:		<input type="checkbox"/> S <input type="checkbox"/> R		<input type="checkbox"/> S <input type="checkbox"/> R	
Player 4:		<input type="checkbox"/> S <input type="checkbox"/> R		<input type="checkbox"/> S <input type="checkbox"/> R	
Player 5:		<input type="checkbox"/> S <input type="checkbox"/> R		<input type="checkbox"/> S <input type="checkbox"/> R	
<b>General Managers</b>					
General Manager Name	Team Name	Mobile Phone	Email Address		
GM 1:					
GM 2:					
GM 3:					
GM 4:					
GM 5:					
<b>Signoffs</b>					
Player	Does Player Have Approval Rights Over Trade?		Has Player Approved the Trade?		
Player 1:	<input type="checkbox"/> Yes <input type="checkbox"/> No		<input type="checkbox"/> Yes <input type="checkbox"/> No <input type="checkbox"/> N/A		
Player 2:	<input type="checkbox"/> Yes <input type="checkbox"/> No		<input type="checkbox"/> Yes <input type="checkbox"/> No <input type="checkbox"/> N/A		
Player 3:	<input type="checkbox"/> Yes <input type="checkbox"/> No		<input type="checkbox"/> Yes <input type="checkbox"/> No <input type="checkbox"/> N/A		
Player 4:	<input type="checkbox"/> Yes <input type="checkbox"/> No		<input type="checkbox"/> Yes <input type="checkbox"/> No <input type="checkbox"/> N/A		
Player 5:					
<b>Trade Request Resolution</b>					
Trade Request Decision <input type="checkbox"/> Approved <input type="checkbox"/> Denied		Decision Date		Effective Date	
Decision Made By (name)		Reason for Decision (if denied)			
<b>Other Terms and Conditions</b>					
<p>League of Legends Championship Series (“LCS”) has established rules for the competitive play for League of Legends (“LoL”). Standardized rules benefit all parties who are involved in commercial activities relating to LoL, including the teams, players and general managers referenced above. The General Manager signing below recognizes and agrees that the benefits that accrue from standardized rules only arise if all entities involved in commercial activities relating to competitive play of LoL agree to abide by these rules. Each General Manager further recognizes and agrees that LCS and its affiliates do not establish the terms of player employment and do not restrict competition for players. This Trade Approval Request Form is designed solely to ensure the integrity of the system established by LCS for competitive play of LoL and competitive balance among the teams.</p>					
<b>Authorized Signatures of General Managers</b>					
<p><i>General Manager, by signing below, confirms that the proposed trades specified in this Trade Approval Request Form comply with the terms and conditions of the League of Legends Championship Series Official Rules, any agreements between the teams and players identified above, and applicable law.</i></p>					
<b>GM</b> Authorized Signature: _____ Name (printed): _____ Team Name (printed): _____			<b>GM</b> Authorized Signature: _____ Name (printed): _____ Team Name (printed): _____		
<b>GM</b> Authorized Signature: _____ Name (printed): _____ Team Name (printed): _____			<b>GM</b> Authorized Signature: _____ Name (printed): _____ Team Name (printed): _____		





# LCS 2018 Season Official Rules

## Exhibit B

FREE AGENT SIGNING APPROVAL REQUEST FORM			
LCS Reference Number	Requested By (Last Name, First Name)	Date Requested	
Free Agent Description			
Player Name and Position	Current Status	Future Status Starter/Reserve	Requested Effective Date
Player 1:	Free Agent	<input type="checkbox"/> S <input type="checkbox"/> R	
Player 2:	Free Agent	<input type="checkbox"/> S <input type="checkbox"/> R	
Player 3:	Free Agent	<input type="checkbox"/> S <input type="checkbox"/> R	
Player 4:	Free Agent	<input type="checkbox"/> S <input type="checkbox"/> R	
Player 5:	Free Agent	<input type="checkbox"/> S <input type="checkbox"/> R	
General Manager			
General Manager Name	Team Name	Mobile Phone	Email Address
GM:			
Signoffs			
Player Name	Does Player's Previous Team Have Approval Rights Over the Signing of this Free Agent? (Player is an RFA)	Has Player's Previous Team Approved the Signing?	
Player 1:	<input type="checkbox"/> Yes <input type="checkbox"/> No	<input type="checkbox"/> Yes <input type="checkbox"/> No <input type="checkbox"/> N/A	
Player 2:	<input type="checkbox"/> Yes <input type="checkbox"/> No	<input type="checkbox"/> Yes <input type="checkbox"/> No <input type="checkbox"/> N/A	
Player 3:	<input type="checkbox"/> Yes <input type="checkbox"/> No	<input type="checkbox"/> Yes <input type="checkbox"/> No <input type="checkbox"/> N/A	
Player 4:	<input type="checkbox"/> Yes <input type="checkbox"/> No	<input type="checkbox"/> Yes <input type="checkbox"/> No <input type="checkbox"/> N/A	
Player 5:	<input type="checkbox"/> Yes <input type="checkbox"/> No	<input type="checkbox"/> Yes <input type="checkbox"/> No <input type="checkbox"/> N/A	
Request Resolution (to be completed by LCS)			
Substitution Request Decision <input type="checkbox"/> Approved <input type="checkbox"/> Denied	Decision Date	Effective Date	
Decision Made By (name)	Reason for Decision (if denied)		
Other Terms and Conditions			
<p>League of Legends Championship Series ("LCS") has established rules for the competitive play for League of Legends ("LoL"). Standardized rules benefit all parties who are involved in commercial activities relating to LoL, including the teams, players and general managers referenced above. The General Manager signing below recognizes and agrees that the benefits that accrue from standardized rules only arise if all entities involved in commercial activities relating to competitive play of LoL agree to abide by these rules. Each General Manager further recognizes and agrees that LCS and its affiliates do not establish the terms of player employment and do not restrict competition for players. This Free Agent Signing Approval Request Form is designed solely to ensure the integrity of the system established by LCS for competitive play of LoL and competitive balance among the teams.</p>			
Authorized Signature of General Managers			
<p><i>General Manager, by signing below, confirms that the proposed Free Agent signing transaction specified in this Free Agent Signing Approval Request Form complies with the terms and conditions of the League of Legends Championship Series Official Rules, any agreements between the teams and players identified above, and applicable law.</i></p>			
<b>GM</b>  Authorized Signature: _____ Name (printed): _____ Team Name (printed): _____	Player 1  Authorized Signature: _____ Name (printed): _____		
Player 2  Authorized Signature: _____ Name (printed): _____	Player 3  Authorized Signature: _____ Name (printed): _____		
Player 4  Authorized Signature: _____ Name (printed): _____	Player 5  Authorized Signature: _____ Name (printed): _____		



# LCS 2018 Season Official Rules

## Exhibit C

### Availability Declaration Form

This Availability Declaration Form (this “**Declaration**”) serves as a declaration from the Team Owner identified below that the professional Team Member or Team Coach identified below (the “**Available Party**”), is deemed eligible and available to receive all inquiries and solicitation by any other third parties (the “**Interested Parties**”), in respect of such Available Party’s potential services as a professional League of Legends player or coach, as applicable (such services, the “**Services**”). Capitalized terms not otherwise defined herein shall have the meanings ascribed to them in the League of Legends Team Participation Agreement in effect between Team Owner and the **League of Legends Championship Series LLC** (the “**League**”).

<b>Team Name</b>		
<b>Available Party Name</b>		
<b>Term of Availability (may not extend beyond term of Player Services Agreement or Coach Agreement)</b>	From _____ To _____	
<b>Team(s) player is free to talk to</b>	<input type="checkbox"/> <b>All Teams</b>	<input type="checkbox"/> <b>Only the team(s) listed below</b> 1. _____ 2. _____ 3. _____ 4. _____ 5. _____

The undersigned representative of Team Owner hereby acknowledges and agrees to the following:

1. Team Owner has an enforceable Player Services Agreement with the Team Member, or an enforceable agreement with the Team Coach that is identified above (as may be applicable).
2. Solely for the Term of Availability set forth above, (i) such Available Party shall be available for all inquiries and solicitation by any other third parties in respect of such Available Party’s Services, (ii) such Interested Parties who desire to solicit such Available Party do not need to contact or obtain approval from the Team Owner in advance, and (iii) such Available Party who desires to solicit an Interested Party does not need to contact or obtain approval from the Team Owner in advance.
3. Team Owner waives and releases any and all potential claims or causes of action (if any) against the Available Party, the League, or any Interested Party, or their respective affiliates, with respect to the making of any inquiries of, or otherwise soliciting, directly or indirectly, such Available Party as described above, and Team Owner shall be estopped from bringing any such claims or alleging damages in relation therewith.
4. Nothing in this Declaration shall be construed to create, evidence, or imply: (i) any rights in favor of Team Owner with respect to an Available Party or against any Interested Parties or the League; or (ii) any rights in favor of an Available Party to terminate or disavow, or any rights in favor of an Interested Party to supersede,

any terms of any existing Player Services Agreement or other agreement between an Available Party and Team Owner.

**In witness whereof, I hereby agree to the foregoing Declaration.**

**[Team Owner's Entity Name]**

\_\_\_\_\_

Representative Name: \_\_\_\_\_

Representative Title: \_\_\_\_\_

Date: \_\_\_\_\_

\*\*\*\*\*

**League Acknowledgement**

**The foregoing Declaration is acknowledged and accepted.** On behalf of the League and any other subsidiaries of the League's parent company, Riot Games, Inc., a Delaware corporation, the League acknowledges that any inquiry or solicitation involving an Available Party as described above shall not implicate Rule 8.2.11 or the Interregional Anti-poaching and Anti-tampering Policy. Notwithstanding the foregoing, the League shall retain discretion to administer all matters related to the operation of the League and administration of the League's Rules and other applicable rules.

**League of Legends Championship Series LLC**

**[League Official's Name]**

\_\_\_\_\_

Title: \_\_\_\_\_

Date: \_\_\_\_\_



# LCS 2018 Season Official Rules Exhibit D

## Player/Head Coach Drop Form

This Player/Head Coach Drop Form (this “**Drop Form**”) serves as a declaration from the Team identified below (the “**Team**”) that the professional Team Member identified below (the “**Dropped Party**”), has been released from such Team. In addition, Team represents that any agreement between the Team and such Dropped Party has been validly terminated or has expired by its terms. Capitalized terms not otherwise defined herein shall have the meanings ascribed to them in the League of Legends Team Participation Agreement (the “**Team Agreement**”) in effect between Team and the League of Legends Championship Series LLC.

<b>Team Name</b>	
<b>Dropped Party Name</b>	

The undersigned Team Manager acknowledges and agrees, on behalf of the Team, to the following representations:

1. Team has had an enforceable written contract with the Dropped Party (for a Team Member, a Player Services Agreement) that, as of or prior to the effective date of this Drop Form, has been validly terminated or expired by its terms as further described below:

*(E.g. buyout, mutual termination, termination for cause, termination for convenience. Please provide details.)*

2. Team acknowledges that the Dropped Party is not subject to any non-compete or other restriction that restricts or otherwise impedes the Dropped Party from joining another eSports team, organization, or company (i.e., in accordance with Section 2.5(a) of the Team Agreement with respect to Team Members).
3. Team waives and releases any and all potential claims it may have against any party that relies on this acknowledgment with respect to the Dropped Party.
4. Team acknowledges and agrees that nothing in this Drop Form shall be deemed to release Team from obligations to, or liabilities with respect to, the Dropped Party, and that the Dropped Party shall not be prejudiced in respect of any remedies to which it may be entitled against Team, in law or in equity

**In witness whereof, I hereby agree, on behalf of Team, to the foregoing acknowledgments in this Drop Form.**

By: \_\_\_\_\_

Team Manager Name: \_\_\_\_\_

Team Manager Title: \_\_\_\_\_

Effective Date: \_\_\_\_\_

**I, the undersigned Team Member or Team Coach named below, hereby acknowledge my agreement with Team’s representations set forth in paragraphs 1 and 2 above.**

By: \_\_\_\_\_

Name: \_\_\_\_\_

Date of Signature: \_\_\_\_\_