2020 European Masters - Spring
Official Rules

Introduction and Purpose

These official rules of the European Masters apply to each of the Teams who have qualified to play in the European Masters in 2020. 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 European Championship Limited, a limited liability company registered in the Republic of Ireland, 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: https://eu.lolesports.com/en/about/global-rules.

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 ERL or EM Match before having lived 16 full years. This shall not prevent Teams from signing Free Agents who have lived 15 full years, granted that they may not participate in an ERL Match until they have lived 16 full years.

1.1.2. Any player not having lived 18 full years must have signed permission from a legal guardian to participate in the League.

1.2. Residency & Representation

1.2.1. Teams will be required to have a minimum of three Locally-Trained Representatives (LTR) and three EU Residents (IMP) on their starting lineup at all times.

1.2.2. LTRs are defined as players who have fulfilled one or more of the following criteria:

    1.2.2.1. The player has legally resided and been primarily present in the competitive area of the ERL for no less than 36 out of the last 60 months immediately prior to their participation in the first game of the applicable competition.

    1.2.2.2. The player has played the majority of applicable matches in an ERL in no less than two of the last three EM-qualifying ERL splits immediately prior to their participation in the first game of the applicable competition.

        Additionally, a split will count towards the LTR requirement for a player who has been on an ERL or LEC Roster for the majority of the split, even if the player has not been actively participating in the respective ERL, as long as they have not been participating in any other ERL.

    1.2.2.3. The player has legally resided and been primarily present in the competitive area of the ERL for at least 36 months after their 13th birthday, defined as having lived 13 full years.

1.2.3. If a Player can prove they have not claimed LTR status in any ERL in the past and cannot currently claim LTR status for any ERL using the clauses above, the ERL may grant LTR status to the player at their sole discretion.

1.2.4. A Player may only claim LTR status for the ERL region in which they are currently participating. Upon joining another ERL, the Player will have to prove their LTR status for the respective ERL or become a Non-Representative.

1.2.5.	A Player may only be an LTR of a single ERL at any point in time. A player will not be considered a representative until they have declared themselves as an LTR to the respective ERL.

1.2.6.	Players are not required to claim LTR status and may choose to remain a Non-Representative despite being eligible.

1.2.7.	In order to be deemed a Resident, a Player must qualify under two possible scenarios:

1.2.7.1.	**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 applicable competition.

1.2.7.2.	**New Non-Residents:**
A New Non-Resident is a Player who was not on the Roster of a Team in the Professional or Accredited League nor relocated to that region for the goal of training in those Leagues between May 11th, 2015 and August 1st 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.

1.2.8.	A Player may only be a Resident of a single region at any point in time. Upon joining a Team's 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.

1.2.9.	Players may prove Residency and LTR eligibility 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 have a parent or guardian prove Residency or LTR status on their behalf by first, providing documentary evidence of the parent-/guardian-child relationship (e.g., a birth certificate) and second,submitting documentary evidence belonging to the parent/guardian, as outlined above.

1.2.10. LEC secondary Teams are required to maintain at least four EU Residents on their ERL Roster, resulting in at least seven EU Residents across both LEC and ERL Rosters.

1.3. Work Eligibility

1.3.1. Each Player must submit proof, prior to being added to a Team's ERL Roster, that they will be work-eligible in their respective jurisdiction and/or ERL host country/countries.

1.3.2. For EU states, this requirement means the following:

1.3.2.1. For EU citizens, they must provide a photo or copy of their passport or state issued identity card.

1.3.2.2. For EEA citizens, ensure no additional visas are required.

1.3.3. For non-EU citizens, a valid visa with work-eligibility is required.

1.4. Player & Team Eligibility

1.4.1. All Players may only compete in one ERL at a time. If a player has participated in more than:

1.4.1.1. For League formats - 50% of the matches in an ERL regular split

1.4.1.2. For Tournament/Circuit formats - 50% of the tournaments in the circuit

They will be considered locked into that League. Players that are locked into a League may transfer freely in between splits.

1.4.2. If a player has played more than 50% of eligible regular season games in a Professional League in at least two out of the last three completed splits, then they will be considered a "Veteran" player. An ERL starting lineup cannot include more than two Veteran players at a time.

1.4.3. Players who played in thirteen or more LEC Matches are ineligible to participate in any ERL Regular Season, Playoffs and the EM event for the current Split.

1.4.4. Players contracted to a non-LEC organization in any Professional League, as defined by their ability to qualify for the World Championship Event (LCS, LCK, LPL, etc.), are strictly forbidden from engaging in an ERL.

1.5. Account Vetting (Accredited Leagues only)

1.5.1. Prior to a player being deemed eligible to participate in the ERL, Teams must submit details of all active League of Legends accounts used in the last 6 months, including user/summoner name and server region, to League Officials. Failure to do so may result in penalties.

1.5.2.   The behaviour check will analyze the Player's behaviour record across all accounts on the live servers and determine whether or not they are in line with the standards we expect from Players in the ERL.

1.5.3.   League Officials will inform Teams of their Players' eligibility upon completion of the vetting. This process may take up to 72 hours.

1.5.4.   If a Player is deemed ineligible, a report containing information on why the Player did not pass vetting will be compiled. League Officials may share this report with the Team upon receiving written permission from the Player. The Player may also receive further sanctions depending on the severity of the case.

1.5.5.   Players deemed eligible may still be subject to official sanctions such as warnings, suspensions and/or fines based on the results of the behaviour check.

1.6.   **No Riot Employees**
1.6.1.   Team Owners and Team employees may not be employees of Riot Games Inc. ("RGI") or League of Legends eSports Federation LLC or the respective ERL entities for the league in which they are participating, or any of their respective affiliates. "Affiliate" is defined as any person or other entity which owns 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 ERL Team participating in a European Regional League, as defined below:

An "Interest" in or with a ERL Team means any of the following: (i) a direct or indirect financial interest in, or financial relationship with, such ERL 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 ERL Team, or any other role whereby a person participates, directly or indirectly, in the financing, operation, marketing, or management of such ERL 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 ERL 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. An Organization or Team may only own one ERL Team across all European Regional Leagues.

2.1.3. Organizations or Teams are only allowed to participate in one ERL per split. There will be a one split cooldown should they decide to move to another ERL.

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 ERL. Any person that petitions for ownership into the ERL 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. If 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.

2.2.3. Ownership of a Team competing in an ERL or EM should be clearly indicated by the starting lineup or Organization to ERL officials.

3. Rosters

3.1. Roster Requirements

3.1.1. Each EM Team is required to maintain at least five Players across their Roster during the entirety of the event.

3.1.2. An LEC Secondary Team Player cannot be part of their Team's LEC and ERL Roster at the same time. As an exception to this, Teams will be allowed to designate up to two Players from their ERL Roster for their LEC Roster if those Players are not considered Veterans.

3.1.3. A Team's EM Roster can have a maximum of ten Players. For the offline stages, Team's will be required to designate six players as their Semifinals and Finals roster.

3.1.4. A Team's EM Starting Line-up cannot include more than two Veterans at any given time.

3.1.5. A Team Member will not be allowed to compete for more than one Organization simultaneously and cannot be listed on the Roster of more than one Team.

3.1.6. A Team Member cannot have a contractual or financial arrangement with another Team unless explicitly allowed by the League in writing.

3.1.7. **For Accredited Leagues:** A Team Member can only be contracted to one Team globally and if the Team Member currently has a contract with a Team in another region the Team Member must disclose that information to ERL Officials. To verify that these Team Members are officially under contract, each Team must submit the Summary Sheet from their Coach/Player Agreement for each Team Member they wish to designate as under contract. The Summary Sheet is itself not a Coach/Player Agreement but rather a summary of some key terms needed by the League to verify eligibility and confirm agreement by the Team Member and the Team. In all instances of conflict between the Summary Sheet and the Coach/Player Agreement, where the Coach/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.

3.1.8. **For Accredited Leagues:** All Team Member Agreements have to adhere to the following:

- They must not include any non-compete, right of first refusal or other similar provision that restricts a Team Member from joining another esports team, organization or company after the expiration or termination of the Team Member Agreement.

- They must include an option to terminate the Team Member Agreement on the part of either party in the event that the other party commits a material breach of the Team Member Agreement that is not cured within thirty days of written notice from the non-breaching party.

- They must not include any automatic, deemed renewal, or "renewal by silence" provisions that extend the term of the Team Member Agreement without the express written approval of the Team Member.

- They must include an option to immediately terminate the Team Member Agreement on the part of the Team Member in the event that the respective Team's Team Participation Agreement is terminated by the League; or the Team Member is officially removed from the Team as triggered by removal from the Global Contract Database.

- They must not have a term or duration that is fewer than seven days, and in the event that the term or duration extends beyond the LEC Summer Split Roster Lock for the 2020 season, will have an expiration date that ends the term of the agreement on any of: November 16, 2020, November 15, 2021, or November 21, 2022.

- They must include an exception to any confidentiality restrictions in the Team Member Agreement allowing disclosure of the agreements, and any summary sheet of the agreements, to the League.

3.1.9. All Players on a Team's Roster must have held the peak rating required by their respective ERL or above in 5v5 Summoner's Rift Ranked Solo/Duo or Ranked Flex within the last year.

3.1.10. In the case of extenuating circumstances, such as temporary visa issues, a competitive suspension or a medical emergency the roster requirements may be waived temporarily. Grant of this waiver is at the sole discretion of the League.

3.2. **Roster Modification & Side Selection Submissions**

3.2.1. Teams will be required to complete a team sheet with information on their roster by April 2nd 2020 at 17:00 CEST. The roster submitted at this time will be considered the eligible roster for the EM event. In the case of a verified emergency, a team may add a substitute after this deadline, however, the substitute must meet all of the conditions below:

3.2.1.1. Must not have been on a professional or ERL roster on April 1st

3.2.1.2. Must have been eligible to participate in EM on April 1st

3.2.2. Determination of what constitutes an emergency is at the discretion of League officials.

3.2.3. Each team must appoint a single point of contact which is responsible for the communication between the EM Officials and the team.

3.2.4. Requests to modify a starting lineup for the team's first match on the first day of the Play-In Stage may not be submitted any later than 11:00pm CEST on April 5th 2020. Requests must be made by the designated team POC. Requests to modify a starting lineup for a team's first match on any other day of that stage must be submitted no later than 11:00pm CEST or ten minutes

after the conclusion of the broadcast, whichever is the latest, the day prior to the team's match.

3.2.5. For the Play-In Knockout Stage, teams must submit any changes to their starting lineup by 11:00pm CEST on the day prior to their match (i.e. 11:00pm CEST on April 8th, 2020. In addition, the higher seed will be required to submit their decision for side selection for Game 1 by this deadline. Failure to designate side selection before the deadline will result in a default selection of blue side.

3.2.6. For the Group Stage, requests to modify a starting lineup for the team's first match on the first day may not be submitted any later than 11:00pm local time on April 21st, 2020. Requests must be made by the designated team POC. Requests to modify a starting lineup for a team's first match on any other day of that stage must be submitted no later than 10:00pm local time or an hour after the conclusion of the broadcast, whichever is latest, the day prior to the team's match, unless it is the completion of the week.

3.2.7. For the Knockout Stage (Quarterfinals, Semifinals and Finals), teams will be required to submit their starting lineup for Game 1 no later than 10:00pm local time one day prior to their match. For the sake of clarity, if a team is playing a bracket stage game on Sunday, their roster is due on Friday night at 10:00pm CEST. In addition, the team controlling side selection will be required to submit their decision for side selection for Game 1 by this deadline. Failure to designate side selection before the deadline will result in a default selection of blue side.

3.3. **Substitutions**

3.3.1. If a team wishes to substitute players after the team's first match on a given day, those substitutions must be declared to EM Officials before the start of the next scheduled game, as defined as the start of the pick/ban process. To be clear, the next scheduled game means the next game scheduled to be broadcast, not the next game scheduled for the team wishing to make the change.

3.3.2. A team may substitute a player within a match (i.e. between games of a best-of-three or best-of-five) or between games in the best-of-one rounds given any of the teams participating is playing back to back games. The team must notify an EM official and have the substitution approved immediately following the previous game, no later than 5 minutes after the explosion of the Nexus. For example, if a team wishes to substitute a player in for game 2, then the point of contact must notify an EM official no later than 5 minutes following game 1.

3.3.3. Side selection for best of matches will be decided between games after game 1. Teams with side choice for the next game will have 5 minutes after the nexus explodes to select their side for the next game. This will be at the same time as the substitution declaration. The team poc will inform the EM officials of their selection.

3.3.4.   In the event of an emergency, a Team will be given up to one hour 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.

3.3.5.   Player substitutions have to result in Teams having eligible Rosters.

3.3.6.   For the offline stage (Semi Finals and Finals), teams must have one substitute present at all times.

3.4.   Coaches

3.4.1.   Teams participating in EM are required to have a Coach on-stage for every Game that the Team participates in.

3.4.2.   In the event of a verified emergency, the Team can designate an interim coach. Whether or not an event qualifies as an emergency is determined at the sole discretion of the League.

3.5.   EM Implications

3.5.1.   An ERL Team must retain at least three players from the starting lineup that played in their respective ERL Finals in order to claim any slot in the European Masters event.

3.5.2.   If there are multiple claims for a single slot in the EM, 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.   Summoner Names

3.6.1.   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.

3.6.2.   Teams will be permitted a team tag of 2-4 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.

For Accredited Leagues: Team tags must be unique globally.

3.6.3.   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. 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.

4. Finance

4.1. Sponsors

4.1.1. A Team has the ability to acquire sponsors. Restrictions on sponsorship acquisition are defined by the applicable ERL and EM rules. The Team 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 Prohibited 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 LEC, ERL, EM, or any other Riot-affiliated event.

4.1.2. The Team may only sell or manage sponsorships or brand elements for the Team which they are affiliated with.

4.1.3. No person or entity may hold the naming rights to more than one ERL 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.

4.1.4. **For Accredited Leagues:** Teams cannot have multiple brand names in their Team name unless they comply with the naming restrictions set forth in the Team Name Sponsor Integration Policy.

4.2. Prize Money

4.2.1. The total prize pool for the event is €150,000. The distribution is as follows (per team)

1st	2nd	3rd - 4th	5th - 8th	9th - 12th	13th - 16th
€40,000	€25,000	€13,500	€8,000	€4,000	€2,500

5.   Additional Provisions

5.1.   **Publishing**
5.1.1.   EM Officials 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 EM, ERL, League of Legends European Championship Limited, 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 EM and penalties for misconduct, lie solely with the League, the decisions of which are final.

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. Schedule:
6.1.1. Play-In Groups (April 6th - 7th)
6.1.2. Play-In Knockout (April 9th)
6.1.3. Group Stage (April 22nd - May 2nd)
6.1.4. Quarter Finals (May 4th - 5th)
6.1.5. Semi Finals (May 9th)
6.1.6. Finals (May 10th)

6.2. Play-In Group Stage
6.2.1. The first round of the EM event will be a best-of-one double round robin amongst the four play-in groups. The sixteen qualified play-in teams will be split into four groups of four teams each prior to EM. Each team will play the other three teams in their group twice, non-consecutively.

6.2.2. Each team will have side selection once against each opponent.

6.2.3. Tiebreaker games will be played immediately following the final game of the Play-In Stage for the respective group. Side selection for all tiebreaker games will be determined by cumulative times of all the victories for the individual teams, even in a two-way tiebreaker. The Team with the lowest cumulative victory time will be considered the superior seed, and will be given the selection.

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

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

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

6.2.5.2. One team has an aggregate record of 3-1, the next team is 2-2 and the third team is 1-3. In this case, the teams with the 2-2 and 1-3 records will play one tiebreaker game. The loser of that game

will be awarded the lowest standing being decided by the tiebreaker and the winner of that game will play a single tiebreaker game against the 3-1 team. The winner of that second tiebreaker game will be awarded the highest standing being decided by the tiebreaker, and the loser of the game will be awarded the remaining standing.

6.2.5.3. Two teams have an aggregate record of 3-1 and the third team has an aggregate record of 0-4. The team that is 0-4 is awarded the lowest standing being decided by the tiebreaker and a new tiebreaker is declared amongst the two teams with an aggregate record of 3-1 utilizing the two-way tie procedure set forth above.

6.2.5.4. One team has an aggregate record of 4-0 and the other two teams have an aggregate record of 1-3. The team that is 4-0 is automatically granted the highest seed available in the tiebreaker (therefore winning the tiebreaker), and a new tiebreaker is declared amongst the two teams with an aggregate record of 1-3 utilizing the two-way tie procedure set forth above.

6.2.5.5. One team has an aggregate record of 4-0, the next team has an aggregate record of 2-2 and the third team has an aggregate record of 0-4. The team that is 4-0 is automatically granted the highest seed available in the tiebreaker (therefore winning the tiebreaker), the 2-2 team is awarded the second highest seed available (since it would win the head-to-head tiebreaker against the 0-4 team), and the 0-4 team is awarded the lowest seed available in the tiebreaker.

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

6.3. Play-In Knockout Stage

6.3.1. The top two teams in each of the four groups will advance to the Play-In Knockout Stage. The #1 seed from Group A will face the #2 seed from Group B, the #1 seed from Group B will face the #2 seed from Group A, the #1 seed from Group C will play the #2 seed from Group D and the #1 seed from Group D will play the #2 seed from Group C. These matches will be best-of-three.

6.3.2. The winners of each of these matches (termed Play-In Knockout Matches) will move on to the Group Stage. The losers of each of these matches will be eliminated.

6.4. Group Stage

6.4.1. The four teams advancing from the Play-In stage will join the 12 pre-qualified teams in the Group stage. This stage will be a best-of-one, double round robin. The sixteen Group stage teams will be split into four groups of four teams each upon completion of the Play-In stage. Each team will play the other three teams in their group twice, non-consecutively.

6.4.2. Each team will have side selection once against each opponent.

6.4.3. Tiebreaker scenarios will follow the same process as for the Play-In stage. Please refer to section 6.2 for details.

6.5. Knockout Stage

6.5.1. Following the Group Stage, the top two teams in each group will be drawn into an eight team bracket. Seeding will be determined by placement within each group during the Group Stage. The teams securing the #1 seeds from the Group Stage will play the #2 seeds from different groups, which will be randomly selected through a draw process.

6.5.2. Quarter Finals: Each of the four quarterfinal matches will be played as best-of-three matches. The winners of the Quarterfinal matches on each side of the bracket will face off in the Semifinals.

6.5.2.1. Side selection for all Quarterfinal games will belong to the #1 seed from groups in each match. That team will have side selection for games 1, 3 and 5 and the #2 seed will have side selection for games 2 and 4.

6.5.3. Semi Finals: The Semi finals will consist of two best-of-three matches between the winners of the Quarter finals matches. The winners of each Semi final match will face off in the Finals.

6.5.3.1. Side selection for each Semifinal game will be determined by coin flip. The team winning the coin toss will need to provide their side selection to EM officials immediately upon winning the coin toss. That team will have side selection for games 1, 3 and 5 and the #2 seed will have side selection for games 2 and 4.

6.5.4. Finals: The final round of the tournament will consist of one best-of-five match between the winners of the Semifinals. The winner of the Finals will be considered the 2020 European Masters Spring Champion.

6.5.4.1. Side selection for the Finals will be determined by coin flip. The team winning the coin toss will need to provide their side selection to EM officials immediately upon winning the coin toss. That team will have side selection for games 1, 3 and 5 and the #2 seed will have side selection for games 2 and 4.

7. Match Process

7.1. Equipment

7.1.1. For all online matches, 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.

7.1.2. 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, the EM event or League of Legends.

7.2. Clothing & Apparel

7.2.1. Team Members may wear apparel with multiple logos, patches or promotional language. 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:

7.2.1.1. Containing any false, unsubstantiated, or unwarranted claims for any product or service, or testimonials, the League considers unethical.

7.2.1.2. Advertising any non-"over the counter" drug, tobacco product, firearm, handgun or ammunition.

7.2.1.3. 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.

7.2.1.4. Containing any material that is defamatory, obscene, profane, vulgar, repulsive or offensive, or that describes or depicts any internal bodily functions or symptomatic results of internal conditions, or refers to matters which are not considered socially acceptable topics.

7.2.1.5. Advertising any pornographic website or pornographic products.

7.2.1.6. Containing any trademark, copyrighted material or other element of intellectual property that is used without the owner's consent or that may give rise to, or subject the League or its affiliates to, any claim of infringement, misappropriation, or other form of unfair competition.

7.2.1.7. Disparaging or libeling any opposing Team or Player or any other person, entity or product.

7.2.2. Hats are not allowed.

7.2.3. 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.

7.2.4. 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.

7.2.5. 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.

7.3. Tournament Realm and Live Accounts
7.3.1. Players will be provided Tournament Realm and Live Realm Accounts by the EM Officials. 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
7.4.1. The European Masters Spring event will be played on patch 10.7

7.4.2. Champions which have not been available on the live server for more than one week will be automatically restricted. Champions that have undergone reworks will be enabled at the sole discretion of the League.

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 the EM Officials.

7.5.2. Team Managers are now 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-and-ban phase.

7.5.3. Players are not allowed to have wireless devices in the match area. The EM Officials will collect such devices in the match area and return them at the end of the match (e.g. phones, watches etc.)

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 left to right.

7.5.5. No food is allowed in the match area. Drinks may be permitted if EM Officials provide resealable bottles.

7.5.6. Access to other areas within the venue may be granted by the EM Officials. Access to these areas is also restricted to teams and at the EM Officials' discretion.

7.6. **Setup Time**

7.6.1. Players will have a designated time frame prior to their match to ensure they are properly prepared. EM Officials will inform players and teams of their scheduled preparation time frame as part of their match schedule. EM 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 EM Official or referee and accompaniment by another EM Official or referee. Setup is comprised of the following:

7.6.1.1. Ensuring the quality of all equipment
7.6.1.2. Connecting and calibrating peripherals
7.6.1.3. Ensuring the proper function of the voice chat system
7.6.1.4. Setting up rune pages
7.6.1.5. Adjusting in-game settings
7.6.1.6. Limited in-game warm-up

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

7.6.3. If a player encounters any equipment problems during any phase of the setup process, the player must alert and notify an EM Official immediately.

7.6.4. EM Officials will be available to assist with the setup process and troubleshoot any problems encountered during the pre-match setup period.

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

7.6.6. No fewer than ten minutes before the match is scheduled to begin, an EM Official will confirm with each player that their setup is complete. Once all ten players in a match have confirmed completion of setup, players may not alter their rune pages or enter a warm-up game.

7.6.7. EM Officials will decide how the official game lobby will be created. Players will be directed by EM Officials to join a game lobby as soon as testing has been completed, in the following order of positions: Top, Jungle, Mid, ADC, Support.

7.7. **Pick-&-Ban Phase**

7.7.1.   Once all ten players reported to the official game-lobby, an EM Official will request confirmation that both teams are ready for the pick-and-ban phase. Once both teams confirm readiness, an EM 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-and-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-and-ban phase will be executed through the client's Tournament Draft feature. At the discretion of EM Officials, the pick-and-ban phase may be recorded and the game's start aborted.

7.7.3.   The EM Officials may choose to employ either the Tournament Drat feature or a manual draft at their discretion.

7.7.4.   Restrictions may be added at any time before or during a match if there are known bugs with any gameplay elements or for any reason as determined at the discretion of EM Officials.

7.7.5.   Draft mode proceeds in a snake draft as follows:
Blue Team = A; Red Team = B
Bans: ABABAB
Picks: ABBAAB
Bans: BABA
Picks: BAAB

7.7.6.   IF a player selects a champion by mistake in the pick-and-ban phase, the player must notify an EM Official before the other team has locked in their next selection. In this case, the pick-and-ban phase will be restarted with the same picks and bans up until where the mistake occurred and the player must correct the mistake. In the case the other team has locked in their next selection before the player notifies an EM Official, then the pick-and-ban phase will not be restarted and the mistakenly selected champion stays locked in. 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-and-ban phase is complete unless otherwise stated by an EM Official. At this point, EM 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-and-ban phase.

7.8.2.   If there is an error in the game start, or an EM Official decides to separate the pick-and-ban phase and the game starts, the Blind Pick feature may be used at the discretion of the EM Officials. All players will select Champions in accordance with the valid completed Champion selections.

7.8.3.   If a Bugsplat, 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.

7.9. Pause

7.9.1.   If a player intentionally disconnects without notifying an EM Official or pausing, the EM Official is not required to enforce a pause. During any pause, Players may not leave the Match Area unless authorised by an EM Official.

7.9.2.   EM Officials may order to execute a pause of a game at the sole discretion of the EM Officials.

7.9.3.   Players may only pause a Game immediately following any of the event described below, but must notify an EM 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 an EM 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 such reasonable period of time, then the Player's team shall forfeit the game unless an EM Official determines that the game is subject to an awarded game victory at the EM Officials discretion.

7.9.5.   Players are not permitted to resume the game after a pause. After clearance from an EM 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 unpause the game.

7.9.6.   If a player pauses or unpauses a game without permission from an EM Official, it will be considered unfair play and penalties will be applied at the discretion of the EM Officials. For the fairness of all competing teams during offline play, players are not allowed to communicate with each other or members of their team 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 unpaused, in order to discuss the game's conditions.

7.10. Chronobreak and Remake Procedure

7.10.1. Chronobreak. The Deterministic Disaster Recovery Tool.

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

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

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

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

At their discretion, EM Officials may offer Chronobreak for Bugs under the "inform designation" if, in the sole discretion of EM Officials, the Bug has a high impact on the competitive integrity of the Game. EM Officials will not offer a Chronobreak if, in their sole discretion, they determine that the disadvantaged Player or Team intended to or purposefully triggered the Bug. In a Chronobreak situation, EM Officials shall treat the Play Through Bug as a Minor Bug or Critical Bug, as appropriate, for the execution of the Chronobreak. If Chronobreak is unable to recover the Game or if any Player causes the Bug to reoccur, EM Officials will force a play through with no option of a remake or additional Chronobreak.

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

7.10.6. Critical Bug. A bug (including an Unintentional Hardware Failure) that significantly damages a player's ability to compete in the game situation, significantly alters game stats or gameplay mechanics, or a situation in which

the external environmental conditions become untenable. The determination of whether the bug has damaged a player's ability to compete is up to the sole discretion of EM officials.

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

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

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

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

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

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

7.10.11.   Prompt Reporting. Once a player is aware of a bug (which, as defined, includes presumed hardware failures), the player is required to pause the game as soon as is practical through one of the methods listed below and alert EM officials as to the bug. These methods are:

7.10.11.1.   Pausing the game through the /pause command
7.10.11.2.   Asking a teammate to pause over audible voice communications
7.10.11.3.   Requesting that a referee pause the game.

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

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

● Establishing line-of-sight between players on opposing teams.

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

● Setting foot, establishing vision or targeting skillshot ability in opponent's jungle by either team, which includes either leaving the river or entering brush connected to enemy jungle.

● Game timer reaches two minutes (00:02:00).

7.11.   Chronobreak Availability and Use

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

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

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

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

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

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

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

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

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

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

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

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

● Any circumstance which would permit a restart after GOR.

7.11.6. Restarts After GOR. The following are examples of situations in which a game may be restarted after GOR has been established:
● If a game experiences a Terminal Situation at any point during the match.
● If EM officials determine that there are environmental conditions which are unfair (e.g. excessive noise, hostile weather, unacceptable safety risks).

7.12. **Remake Procedure**

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

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

7.12.3. Champion and Skin Disables. If the remake occurred due to a champion bug, then settings no longer will be retained (including picks and bans) regardless of Game of Record status and the champion may be made ineligible for at least the remainder of the day's matches unless the bug can be conclusively tied to a specific game element that can be fully removed (i.e. a skin that can be disabled). For clarity, settings may be retained in situations where Game of Record has not been established and the bug can be conclusively tied to a specific game element that can be fully removed.

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

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

7.15. **Awarded Game Victory**

7.15.1. In the event of a technical difficulty which leads EM officials to declare a restart, EM officials may instead award a game victory to a team. EM officials, in their sole discretion, may determine that a team cannot avoid defeat to a degree of reasonable certainty. The following criteria may be used (but are not required to be used) in the determination of reasonable certainty.

7.15.2. Game Time. If a game has been played for more than 15 minutes on the game clock (00:15:00).

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

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

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

7.15.6. Remaining Nexus Turret Differential. The difference in the number of remaining nexus turrets between Teams is two (2).

7.15.7. Champion Differential. The difference in alive champions between Teams is at least four (4) with the remaining death timers on all dead champions being at least 40 seconds or higher.

7.15.8. Straight Up GG. At the time of technical difficulty there is no scenario that in the opinion of EM Officials could result in anything other than the victory of one Team.

7.16. Post-Game Process

7.16.1. Results. EM officials will confirm and record game result.

7.16.2. Tech Notes. Players will identify any tech issues with EM officials.

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

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

7.17. Post-Match Process

7.17.1. Results. EM officials will confirm and record the match result.

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

7.17.3. Post-Match Obligations. Players will be informed of any post-match obligations, including, but not limited to, media appearances, interviews, or further discussion of any match matters. Teams will be required to make available to the media for a minimum of 20 minutes at least two players that started any game that day, regardless of team victory or defeat.

7.18. **Scheduling**

    7.18.1. 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.

7.19. **Referees**

    7.19.1. Referees will oversee the EM matches, including the following:

        7.19.1.1. Checking the team's starting line-up before the match

        7.19.1.2. Checking and monitoring player peripherals and match areas.

        7.19.1.3. Announcing the beginning of a game

        7.19.1.4. Ordering pause/resume during a game issuing penalties in response to rule violations during the match.

        7.19.1.5. Confirming the end of a match and its results.

    7.19.2. 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 another individual. If a referee makes an incorrect judgment, the judgment can be subject to reversal. EM 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, EM Officials reserve the right to potentially invalidate the referee's decision. EM Officials will always maintain a final say in all decisions set forth throughout the EM competition.

8. Online Matches

8.1. All Players will be expected to be ready to join the game-lobby at the time specified by the EM Officials. Readiness includes but is not limited to, all five Players on the Starting Line-up having completed client patching, the configuration of in-game settings, and completed Rune Pages.

Tournaments held on a rolling schedule will have estimated Match start times. Teams are required to be available to play their Match up to 90 minutes in advance of their estimated time, or as otherwise directed by EM Officials.

8.2. **Lateness Penalties**

    8.2.1. 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 late penalties. For the 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 time or when 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.

8.3. **Pause Allowance**

    8.3.1. 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 EM Officials. If a team is looking like they are going to use their full allotted time, their opponents can use their pause time to extend the current pause timer.

8.4. **No 4v5 Play**

    8.4.1. 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 to play after the pause allowance is exhausted to attempt to complete the game.

8.5. **Player Equipment Responsibility**

    8.5.1. 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. Only five players per team are allowed in the game lobby. No additional spectators are permitted for any reason.

    8.5.2. Players are not permitted to stream their games publicly or privately on any platform or service.

9.   Code of Conduct

9.1.   **Competitive Integrity**

9.1.1.   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:

9.1.2.   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.

9.1.3.   Hacking, which is defined as any modification of the League of Legends game client.

9.1.4.   Exploiting, which is defined as intentionally using any in-game bug to an advantage.

9.1.5.   Looking at spectator monitors.

9.1.6.   Ringing, which is defined as playing using another Player's account or solicitation to do so.

9.1.7.   The use of any kind of cheating device and/or cheat program, or any similar cheating method.

9.1.8.   Intentional disconnect without a proper and explicitly-stated reason.

9.1.9.   Any other act which violates these rules and/or standards established by the League.

9.1.10. 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.

9.1.11. 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.

9.1.12. 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.

9.1.13. 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.

9.1.14. During the Match, communication by a Player on the Starting Line-up shall be limited to the other Players on their Starting Line-up and League Officials. In addition the Players are allowed to communicate with their on-stage Coach during the Pick-&-Ban Phase.

9.2. **Responsibility under Code**

9.2.1. 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.

9.2.2. 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.

9.2.3. 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.

9.2.4. 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.

9.2.5. 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 interests of the League, Riot Games or its affiliates, or League of Legends, as determined in the sole and absolute discretion of the League.

9.2.6. 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.

9.2.7. 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.

9.2.8. 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.

9.2.9. 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.

9.2.10. No Team Manager/Member may offer or accept any gift or reward to a Player, 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.

9.2.11. No Team Manager/Member or Affiliate of a Team may solicit, lure, or make an offer of employment to any official Coach or Player who is signed to any League Team, nor encourage any such Coach or Player to breach or otherwise terminate a contract with said League Team. A Coach or Player may not solicit a Team to violate this rule. A 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 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 Coach or Player from another Team, Team Managers must contact a Team Manager of the Team that the Player and/or 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.

9.2.12. No Team Manager/Member may refuse or fail to apply the reasonable instructions or decisions of League Officials.

9.2.13. 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.

9.2.14. 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.

9.2.15. 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.

9.3. **Penalties**
9.3.1. 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.

9.3.2. 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)

9.3.3. 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.

9.3.4. Infractions will be governed by the ERL Penalty Index, the LEC Penalty Index and/or the Global Penalty Index for major infractions.

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10.   Glossary & Exhibits

Availability Declaration Form	Exhibit C.
Coach Agreement	The contract between an Organization and their Coach.
Competition Week	A Competition Week is defined as the timeframe between the first scheduled LEC Match of a week and the first scheduled LEC Match of the next week.
Drop Form	Exhibit D.
EM	Stands for European Masters, the championship for ERL winners.
ERL	European Regional Leagues, including the following Leagues: ERL France, ERL DACH, ERL Nordic, ERL Poland, ERL Spain, ERL UK & Ireland, ERL Balkan, ERL Italy, ERL Portugal, ERL Czech Republic & Slovakia, ERL Greece, ERL Benelux, ERL Baltics.
EU Competitive Region	The EU Competitive Region is defined as: 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, Summoner Spells.
Global Contract Database	https://docs.google.com/spreadsheets/d/1Y7k5kQ2AegbuyiGwEPsa62e883FYVtHqr6UVut9RC4o/pubhtml#
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: 19th of November 2019, 17th of November 2020, 16th of November 2021
Global Penalty Index	https://esports-assets.s3.amazonaws.com/production/files/rules/Esports_Global_Penalty_Index.pdf
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.
IMP Resident	Interregional Movement Policy. A Player is classified as a Resident of a region if the Player has obtained residency status as defined in Rule 1.2.5.
LEC	League of Legends European Championship. The highest level of professional competition in Europe.
LEC Penalty Index	To be announced
League	The governing body of the LEC, ERL & EM.
LTR	Locally Trained Representative. A status that can be acquired by players as outlined in 1.2.2.

Prohibited Sponsorship	The following is a non-exhaustive list of prohibited sponsors: ● Any other video game, other video game developer, or publisher ● Any video game consoles ● Any esport or other video game tournament, league, or event ● Any other esports team, owner, or affiliate thereof ● Any prescription drugs ● Firearms, ammunition or firearm accessories ● Pornography or pornographic products ● Tobacco products or paraphernalia ● Betting or gambling providers (bookmakers and betting sites) ● Non-beer/wine Alcohol products (including non-alcoholic beverages marketed by alcohol companies) or other intoxicants the sale or use of which is regulated by Applicable Law ● Sellers of or marketplaces for virtual items known to be counterfeit or illegal ● Seller of or marketplaces for goods or services that violate the LoL Game Terms of Use ● Fantasy esports operators (including daily fantasy) ● Political campaigns or political action committees ● Charities that endorse particular religious or political positions, or are not reputable (by way of example, Red Cross, Stand-Up to Cancer and other similar mainstream charities would be considered reputable) ● Cryptocurrencies, or any other unregulated financial instruments or markets ● Beer and wine 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	League of Legends European Championship, 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	Players on a Team's Roster who are in the process of becoming eligible to be on the LEC or ERL 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.)
Roster	The sum of a Team's Active Rosters, Substitute Rosters and Reserve Roster.
Season	Defined as the entirety of the year between the start of the Free Agency Window in a given year and the start of Free Agency in the year that follows.
Secondary Team	An LEC team's respective ERL team.

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 Substitute Roster.
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 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.
Veteran	A Player who played more than 50% of eligible Regular Season Games in a Professional League in at least two out of the last three completed Splits.
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.