



— PRESENTED BY —



2019 European Masters - Summer Official Rules

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1. Representation & Eligibility

To be eligible to compete in the European Masters (“EM”), each Player must satisfy all of the following:

1.1. Age

- 1.1.1. No player shall be considered eligible to participate in any EM Match before having lived 16 full years. Any player not having lived 18 full years must have signed permission from a legal guardian to participate in EM.

1.2. Representation and Residency

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

Locally-Trained Representatives (LTR) are defined as players who have fulfilled one or more of the following criteria:

- 1.2.1.1. 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 application tournament.
- 1.2.1.2. The player has played the majority of applicable matches in an ERL in no less than two of the last three ERL splits immediately prior to their participation in the first game of the application tournament. Additionally, a split will count towards the LTR requirement for a player who has been on an ERL Team’s 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. A player may only be an LTR of a single ERL at any point in time. A player will be not be considered a representative until they have declared themselves as an LTR to the respective ERL.
- 1.2.3. Players may prove their LTR status by submitting documentary evidence of eligibility to ERL officials.
 - 1.2.3.1. 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 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.

1.2.4. Players who have played in an ERL in 2018 and have not claimed LTR status in any ERL may claim LTR status for the ERL they participated in most recently.

1.2.5. Players may claim LTR status if they have been legally residing and been primarily present in the ERL's competitive area for at least 36 months after their 13th birthday, defined as having lived 13 full years.

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.

1.2.6. In order for a team to participate in an ERL and EM, a maximum of two players can be non-EU-residents, as defined by their IMP status, with EU 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, Ukraine, United Kingdom (UK), Vatican City (Holy See). Additionally, teams may have a maximum of two players on their roster that are not residents within the host country/countries of the respective ERL.

For 2019 the following residency rules will still be applicable as an alternative to the representation regulations outlined in section 1.2:

1.2.7. At least three out of the five players on the starting Line-up of a Team are required to be Residents of Europe, including all substitutes associated with their Team. Europe is defined above in rule 1.2.6.

1.2.8. Players in an ERL must be able to prove current Residency within the host country/countries of the respective European Regional League and within the EU competitive region. A team may have a maximum of two players who are not current Residents within the host country/countries of the respective European Regional League.

1.3. Work Eligibility & Player Contracts

1.3.1. Players must prove that they are 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, ensure no additional visas are required.
- 1.3.3. For non-EU citizens, a valid visa with work eligibility is required.
- 1.3.4. Teams are allowed to contract their Team Members. If they choose to do so, their contract length cannot be longer than two years and the contract needs to end on one of the following Free Agency Openings:
 - November 19, 2019, at 00:00 UTC
 - November 17, 2020, at 00:00 UTC
 - November 16, 2021, at 00:00 UTC
- 1.3.4.1. Players that are contracted to an LEC Team operating in an ERL that has not attained Semi-Professional status are exempt from this requirement.
- 1.3.5. For Semi-Professional Teams:
 - 1.3.5.1. All players must be employed under their respective legal jurisdiction.
 - 1.3.5.2. Player contracts may not include any of the following:
 - Non-compete clauses preventing players from joining other teams after their contract has ended.
 - Right of first refusal clauses, allowing the players' current team to match an offer from a new team and thus forcing the player to remain, regardless of the players desire.
 - Automatic renewal by silence clauses. Players must agree to any contractual extensions or new agreements with the team.
 - Contract length over 2 years.
 - 1.3.5.3. Player contracts must include the following:
 - An option for the player to terminate in the following cases:
 - The team is removed from the ERL.
 - The player is removed from the roster. (Please note, getting removed from the starting lineup does not trigger this.)
 - An exemption to confidentiality (for the purpose of providing a contract outline to the league).

- End dates that align with the Global Contract Window stipulated end dates. E.g 19th Nov 2018, 18th Nov 2019, 16th Nov 2020.

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 roster and starting lineup cannot include more than two Veteran players at a time.

1.4.3. A Player who has played thirteen or more Regular Season Games in the LEC will not be eligible to participate in the ERL Play-offs or European Masters

1.4.4. Current starters in any premier regional league, as defined by their ability to qualify for the World Championship Event (LEC, LCK, LPL, LMS etc.), are strictly forbidden from engaging in an ERL.

1.5. No Riot or ERL/EM Employees

1.5.1. Team Owners and Team employees may not be employees of Riot Games Inc. (“RGI”), League of Legends eSports Federation LLC or ESL Gaming UK Ltd. (“ESL”) 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 and/or ERL 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 EM and ERL play, Teams/Organisations will be prohibited from owning multiple Teams across all European Regional Leagues, including the ERL they are currently participating in.
- 2.1.2. Professional Teams/Organisations may own a maximum of one ERL team across all European Regional Leagues.
- 2.1.3. Teams/Organisations are only allowed to participate in one ERL per split and will have a one split cooldown should they decide to move to another ERL.

2.2. Recognition of Ownership

- 2.2.1. Ownership of a Team competing in an ERL or EM should be clearly indicated by the starting line-up of the Team to ERL officials.
- 2.2.2. The EM and ERL officials 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 EM.

3. Rosters

3.1. Roster Continuity

- 3.1.1. An EM Team must retain at least three players from the roster that played in their respective ERL Finals in order to claim any slot in the European Masters event.

3.2. Roster Requirements

- 3.2.1. Each Team is required to maintain, at all times during EM, five players in the starting lineup.
- 3.2.2. EM Teams can have a maximum of ten players on their roster. The roster is made up of the starting lineup and substitute roster combined.
- 3.2.3. 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.
- 3.2.4. A Player cannot have a contractual or financial arrangement with another Team participating in any ERL unless explicitly allowed by ERL Officials in writing.
- 3.2.5. 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.
- 3.2.6. 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 EM Officials.

3.3. Roster Submissions

- 3.3.1. Teams must fill in a team sheet which must be filled out to completion. Each team must appoint a single point of contact which is responsible for the communication between the EM Officials and the team. Teams must provide their starting line-up for their matches at 12:00 CEST at the start of each match day.
- 3.3.2. Play-In teams, roster submission must be completed by September 5th, 2019 at 19:00 CEST. Roster submissions must be completed by this time and any amendments will not be accepted after the time specified.
- 3.3.3. Group Stage teams, roster submission must be completed by September 11th, 2019 at 19:00 CEST. Roster submissions must be completed by this time and any amendments will not be accepted after the time specified.

3.4. Substitutions

- 3.4.1. Player substitutions have to result in Teams having eligible Rosters. Teams can have up to a maximum of five (5) substitutes which all must reside within Europe. At the LAN finals, teams MUST bring at least one (1) substitute with them with a maximum of three (3).
- 3.4.2. A Team may substitute a Player between Games of a Match. The Team must notify an EM Official and have the substitution approved, no later than 5 minutes after the explosion of the Nexus in the previous Game.
- 3.4.3. 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.
- 3.4.4. Player substitutions have to result in Teams having eligible Rosters.

3.5. Summoner Names & Team Tri-Codes

- 3.5.1. 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.
- 3.5.2. Teams will be permitted a team tag of 2-5 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.
- 3.5.3. All team tags, team names and Summoner Names must be approved by the EM Officials in advance of use in play. Name changes must be approved by EM Officials prior to use in-game. The EM Officials reserve the right to deny a team name if it does not reflect the professional standards sought by the EM and the Team will be required to change their name. If a name is not provided within a reasonable time, EM Officials reserve the right to force a name upon a team.
- 3.5.4. Teams wishing to change their name and tri-code must notify EM Officials at least one week in advance of the proposed change.
- 3.5.5. For Semi-Professional Teams:
 - 3.5.5.1. All Player and Coach Summoner names must be globally unique and may not create confusion with any currently used Professional and Semi-professional player or coach Summoner name from any region.

Any player or coach that changes his/her Summoner name shall lose ownership of the Summoner name that is being abandoned.

- 3.5.5.2. Team tri-codes must be globally unique from any other team tri-code currently in use by any other Professional or Semi-professional team. Any team that changes its team tri-code shall lose ownership of the team tri-code that is being abandoned.

4. Prizing

4.1. Event Prize

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

4.2. Sponsors

4.2.1. No Team may have an agreement with a sponsor which may be deemed objectionable or offensive.

4.2.2. No person or entity may hold the naming rights to more than one EM Team at a time. A sponsor which holds naming rights to a Team may not sponsor other Teams participating in the same EM 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.

4.2.3. For Semi-Professional Teams:

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.

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, 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 EM and penalties for misconduct, lie solely with the EM Officials and Riot Games, the decisions of which are final.

5.3. Right of Modification

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

6. Format

- 6.1.1. Play-Ins: The format is a 7-team, single round-robin group stage. Played over 3 days (September 9th, 10th and 11th). The first-placed team in the group will automatically qualify for the Group Stage. Second to Fifth place will play in the play-offs in a single best-of-three (Bo3) over 1 day (September 12th). The second-place team in the group will select their opponent from either the fourth or fifth-placed team in the group.
- 6.1.2. Group Stage: The format is 4 groups of 4 teams, single round-robin group stage, played over four days (September 16th, 17th, 18th and 19th).
 - 6.1.2.1. The group draw will take place after the final game on September 12th.
 - 6.1.2.2. Teams from each region will be split into three pools as follows:
 - Pool 1: Spain, France, Poland, DACH
 - Pool 2: Baltics, Nordics, UK, Benelux, CZ/SK, Greece, Italy, Portugal
 - Pool 3: Balkans, three teams qualified from play-ins
 - 6.1.2.3. No group can have more than one team from the same region.
 - 6.1.2.4. Each group will contain one team from Pool 1, two teams from Pool 2 and one team from Pool 3.
- 6.1.3. Play-Offs: 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 predetermined.

- 6.1.4. Finals: The finals will consist of two semi-finals which are both played as a best-of-five over 1 day (September 28th). The semi-finals will start at 12:00 CEST. The Grand Final will be played as a best-of-five over 1 day (September 29th). The grand final will start at 17:00 CEST.

6.2. Tiebreakers

- 6.2.1. In the Play-in Stage, ties will be broken in the following way:
 - 6.2.1.1. In the event that two teams are tied in the standings at the conclusion of the Play-ins, the tie will be broken by their head-to-head record.
 - 6.2.1.2. 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 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.
 - 6.2.1.3. If the Teams have an identical amount of Games won, the team with lower Victory Time is automatically granted the higher place.
 - 6.2.1.4. Victory Time is the time it took a team to win their Games in aggregate against all other Teams in the tiebreaker.
 - 6.2.1.5. Tiebreaker games will not be played if their outcome will not have any competitive implications.
- 6.2.2. In the Group Stage, ties will be broken in the following way:
 - 6.2.2.1. Head-to-head record
 - 6.2.2.2. Record against teams ranked higher in the group
 - 6.2.2.3. Tiebreaker Bo1 between all teams involved in the tie after the above Tiebreakers have been applied.
 - 6.2.2.4. If the Tiebreaker Bo1(s) do not resolve the tie, lower Victory Time from these Tiebreaker Bo1s serve as the final tiebreaker.

7. Submission Process

- 7.1.** Side Selection for Play-In and Group Stage will be based on a preference list where teams will state which side they would prefer to start on against each of their opponents. The preference list must be completed by 18:00 CEST the day prior. The sides will be revealed at least 30 minutes prior to the start time of the game.
- 7.2.** For the knockout stage, The higher seed in each matchup will have side selection. If both teams have the same seed, the right for side selection will be determined by the lower Victory Time across all Knockout stage games.
- 7.3.** For Best-of-Three and Best-of-Five matches, the higher seed or team with lower Victory Time will have side selection for the first game in a series. For all Games after the first, the losing Team of the previous Game will have side selection.

8. Match Process

8.1. Equipment

- 8.1.1. 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

- 8.1.2. For all offline matches, EM Officials will provide and Players will exclusively use the following equipment:
 - Computers
 - Monitors
 - Tournament Headset (Noise Cancellation Solution)

- 8.1.3. Players will be expected to provide the following equipment and use it during on-site Matches:
 - Keyboard
 - Mice
 - Mousepad
 - Mouse bungee (where applicable)
 - In-ears

- 8.1.4. EM Officials may disallow the 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 or League of Legends.

- 8.1.5. Players are prohibited from installing their own programs and must use only the programs provided by the EM Officials on-site unless explicitly allowed by an EM Official.

8.2. Clothing & Apparel

- 8.2.1. All decisions in regard to apparel are at the sole discretion of EM Officials. Objectionable or offensive examples below are listed for illustrative purposes only:
 - 8.2.1.1. Containing any false, unsubstantiated, or unwarranted claims for any product or service, or testimonials, the EM Officials consider unethical.

- 8.2.1.2. Advertising any non-"over the counter" drug, tobacco product, firearm, handgun or ammunition.
- 8.2.1.3. 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.
- 8.2.1.4. 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.
- 8.2.1.5. Advertising any pornographic website or pornographic products.
- 8.2.1.6. Containing any trademark, copyrighted material or other elements of intellectual property that is used without the owner's consent or that may give rise to, or subject the EM or its affiliates to, any claim of infringement, misappropriation, or other forms of unfair competition.
- 8.2.1.7. Disparaging or libelling any opposing Team or Player or any other person, entity or product.
- 8.2.2. Hats are not allowed.
- 8.2.3. A Player may not cover their face or attempt to conceal his or her identity from EM Officials. EM 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 EM Officials.
- 8.2.4. EM Officials reserve the right to refuse entry or continued participation in the competition to any Team Member who does not comply with the apparel rules.
- 8.2.5. 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.

8.3. Tournament Realm Accounts

- 8.3.1. Players will be provided Tournament Realm Accounts by 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 EM Officials.

8.4. Patch

- 8.4.1. Matches during the EM will be played on patch **9.17**. Changes to the competitive patch and champion availability will be at the sole discretion of the EM officials.

- 8.4.2. The duration of the event will be played on the same patch, barring any extenuating circumstances.

8.5. Match Area

- 8.5.1. Access for teams to the restricted areas of venues for matches is restricted to the team only unless otherwise approved by the EM Officials.

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.

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.)

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.

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

The warm-up area will consist of a single room for all four teams. In each partition, there will be five PCs for the players and no additional units available for substitutes, coaches or managers. Only the 8 members associated with each team will be allowed access to the warm-up area unless permission is granted by an EM Official.

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.

8.6. Setup Time

- 8.6.1. 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:

- Ensuring the quality of all equipment
- Connecting and calibrating peripherals
- Ensuring the proper function of the voice chat system
- Setting up rune pages

Adjusting in-game settings
Limited in-game warm-up

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.

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

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

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.

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.

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.

8.7. Pick & Ban Phase

8.7.1. 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.

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.

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

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.

Draft mode proceeds in a snake draft as follows:

Blue Team = A; Red Team = B

Bans: ABABAB

Picks: ABBAAB

Bans: BABA

Picks: BAAB

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.

8.8. Game Start

- 8.8.1. 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.

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 selection Champions in accordance with the valid completed Champion selections.

If a Bugspat, 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.

8.9. Pauses

- 8.9.1. 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.

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

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

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.

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.

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, 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 unpaused, in order to discuss the game's conditions.

8.10. Game of Record and Remake Procedure

- 8.10.1. 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 EM Officials. 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 the opponent's jungle by either Team, which includes either leaving the river or entering brush connected to the enemy jungle. Game timer reaches two minutes (02:00).

8.11. Scheduling

- 8.11.1. EM Officials may, at their sole discretion, modify the schedule of Matches. In the event of a schedule modification, EM Officials will notify all Teams at the earliest convenience.
- 8.11.2. Players participating in offline EM matches must arrive on-site no later than the time specified by the EM Officials. Players participating in online EM

matches must arrive in the game-lobby no later than the time specified by EM Officials.

8.12. Referees

- 8.12.1. Referees will oversee the EM matches, including the following:
- Checking the team's starting line-up before the 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 a match and its results.
- 8.12.2. 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.

9. Online Matches

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.

9.1. 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 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 games start of 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.

9.2. 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 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.

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

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

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

10. Code of Conduct

10.1. Competitive Integrity

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

10.2. Collusion

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

10.2.1.1. Soft play, which is defined as any agreement among Players to not play at a reasonable standard of competition in a Game.

- 10.2.1.2. Pre-arranging to split the prize money and/or any other form of compensation
- 10.2.1.3. Sending or receiving signals, electronic or otherwise, from outside sources to/from a Player.
- 10.2.1.4. Deliberately losing a Game for compensation, or for any other reason, or attempting to induce another player to do so.
- 10.2.1.5. Conspiring to predetermine locations for Free Agents and/or conspiring to fix the salaries of contracts for Team Members and/or potential Team Members.

10.3. Hacking

- 10.3.1. Hacking is defined as any modification of the League of Legends game client.
- 10.3.2. The use of any kind of cheating device and/or cheat program or any similar cheating method.

10.4. Exploiting

- 10.4.1. Exploiting is defined as intentionally using any in-game bug to an advantage. Looking at spectator monitors.
- 10.4.2. Intentional disconnect without a proper and explicitly-stated reason.

10.5. Ringing

- 10.5.1. Ringing is defined as playing using another Player's account or solicitation to do so.

10.6. Other

- 10.6.1. Any other act which violates these rules and/or standards established by the EM.
- 10.6.2. A Team Manager/Member may not use language that is obscene, foul, vulgar, insulting, threatening, abusive, libellous, slanderous, defamatory or otherwise offensive or objectionable; or promote or incite hatred or discriminatory conduct, in or near the Match Area, at any time.
- 10.6.3. A Team Manager/Member may not use any facilities, services or equipment provided or made available by EM Officials or its contractors to post, transmit, disseminate or otherwise make available any such prohibited communications.
- 10.6.4. A Team Manager/Member may not use this type of language on social media or during any public-facing events.
- 10.6.5. 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.

- 10.6.6. Abuse of EM 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.
- 10.6.7. 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 EM Officials. During the Match, communication by a Player on the Starting Line-up shall be limited to the Team Members of the Player's Team.

10.7. Responsibility under Code

- 10.7.1. Unless expressly stated otherwise, offences and infringements of these rules are punishable, whether or not they were committed intentionally. Attempts to commit such offenses or infringements are also punishable.
- 10.7.2. 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.
- 10.7.3. 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 favours.
- 10.7.4. 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.
- 10.7.5. 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 EM, Riot Games, or its affiliates, or League of Legends as determined in the sole and absolute discretion of the EM Officials.
- 10.7.6. Teams may receive or may be asked to submit paperwork for approval or visibility throughout the EM event. This paperwork is necessary for maintaining expectations throughout the EM. 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.

- 10.7.7. If the EM officials 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, EM Officials may assign penalties at their sole discretion. If an EM 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 an EM Official creating an obstruction of the investigation then the Team Manager, Team Member and/or Team is subject to punishment.
- 10.7.8. 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 a conviction in any court of competent jurisdiction.
- 10.7.9. A Team Manager/Member may not disclose any confidential information provided by EM Officials or any affiliate of Riot Games, by any method of communication.
- 10.7.10. No Team Manager/Member may offer or accept any gift or reward to a Player, Head Coach, Team Manager, EM Official, Riot Games employee, EM employee or person connected with or employed by another EM 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.
- 10.7.11. 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 EM Team, nor encourage any such Head Coach or Player to breach or otherwise terminate a contract with said EM 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 EM 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 EM Officials before being able to discuss the contract with a Player.
- 10.7.12. No Team Manager/Member may refuse or fail to apply the reasonable instructions or decisions of EM Officials.
- 10.7.13. 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.

- 10.7.14. Documentation or other reasonable items may be required at various times throughout the EM event as requested by EM Officials. If the documentation is not completed to the standards set by EM officials, 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.
- 10.7.15. No Team Manager/Member or EM 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.

10.8. Penalties

- 10.8.1. Any person found to have engaged in or attempted to engage in any act that EM officials believe, 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 EM officials.
- 10.8.2. Upon discovery of any Team Manager/Member committing any violations of the rules, the EM Officials may issue the following penalties:
 - 10.8.2.1. Verbal Warning
 - 10.8.2.2. Loss of Side Selection for current or future Game(s)
 - 10.8.2.3. Loss of Ban(s) for Current or Future Game(s)
 - 10.8.2.4. Fine(s) and/or Prize Forfeiture(s)
 - 10.8.2.5. Game and/or Match Forfeiture(s)
 - 10.8.2.6. Suspension(s)
 - 10.8.2.7. Disqualification(s)
- 10.8.3. Repeated infractions are subject to escalating penalties, up to, and including, disqualification from future participation in the EM event. It should be noted that penalties may not always be imposed in a successive manner. EM Officials, in their sole discretion, can disqualify a Team Manager, Team Member or Team for a first offence if the action of the Team Manager, Team Member or Team is deemed egregious enough to be worthy of disqualification by EM Officials. 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.
- 10.8.4. Infractions will be governed by the Global Penalty Index for major infractions.