



2021 Season
Official Rules

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Introduction and Purpose

These official rules of the League of Legends European Championship apply to each of the Teams who have qualified to play in the LEC in 2021. 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://www.lec.gg/rules2020>.

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 LEC Match before having lived 17 full years. This shall not prevent Teams from signing Free Agents who have lived 16 full years, granted that they may not participate in an LEC Match until they have lived 17 full years.

1.2. Residency & Representation

- 1.2.1. All Players shall certify their residency upon participation in the LEC and any connected international events and tournaments by submitting an eligibility form and providing proof of residency. Any Player may redact any sensitive information and the League shall not be responsible for the disclosure of any personal information by the Player to the League. Each Player consents to the processing and/or transfer of any information by the League for administrative purposes. Providing false, misleading or incomplete information resulting in the misclassification of such Player's residency and region is subject to punishment.
- 1.2.2. Players may prove residency by submitting documentary evidence of eligibility. There are two general categories of evidence: government-issued documentation (e.g., government benefits records, military/draft registration papers) and private documentation (e.g., school records, deeds, leases, homeowner association documents, utility bills, bank records/statements, tax returns, insurance documents, medical records & employment records).

Minors may also have a parent or guardian prove residency 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.
- 1.2.3. At least three out of the five Players on the Starting Line-up of a Team are required to be Residents of the EU Competitive Region.
- 1.2.4. All Teams are required to maintain at least three EU Residents on their LEC Roster and at least four EU Residents on their ERL Roster, resulting in at least seven EU Residents across both Team Rosters.

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

Provisional Non-Residents:

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

New Non-Residents:

A New Non-Resident is a Player who was not on the Team Roster of a Team in the Professional or Semi-Professional League nor relocated to that region for the goal of training in those Leagues between May 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.

- 1.2.6. 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 completed Split.
- 1.2.7. Teams will be required to have a minimum of two Locally-Trained Representatives (LTR) and three EU Residents (IMP) on their starting lineup for their ERL Teams at all times. Teams will also be required to have a minimum of three Locally-Trained Representatives (LTR) and four EU Residents (IMP) in their ERL Team Rosters at all times.
- 1.2.8. LTRs are defined as players who have fulfilled one or more of the following criteria:
- 1.2.8.1. 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.

- 1.2.8.2. The player has played the majority of applicable matches in an ERL in no less than two of the last three completed 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.

- 1.2.8.3. 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.
- 1.2.9. 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.
 - 1.2.10. 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.
 - 1.2.11. 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.
 - 1.2.12. Players are not required to claim LTR status and may choose to remain a Non-Representative despite being eligible.

1.3. Work Eligibility

- 1.3.1. Each Player must submit proof, prior to being added to a Team's LEC or ERL Roster, that they will be a legal resident of a country in the EU Competitive Region as per the laws of that country.
- 1.3.2. All Players on a Team's LEC Roster must be work-eligible in Germany.

1.4. Account Vetting

- 1.4.1. Prior to a Team Member being deemed eligible to participate in the LEC, 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.

- 1.4.2. The behaviour check will analyze the Team Member'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 LEC.
- 1.4.3. League Officials will inform Teams of their Team Members' eligibility upon completion of the vetting. This process may take up to 72 hours.
- 1.4.4. If a Team Member is deemed ineligible, a report containing information on why the Team Member did not pass vetting will be compiled. League Officials may share this report with the Team upon receiving written permission from the Team Member. The Team Member may also receive further sanctions depending on the severity of the case.
- 1.4.5. Team Member deemed eligible may still be subject to official sanctions such as warnings, suspensions and/or fines based on the results of the behaviour check.

1.5. No Riot Employees

- 1.5.1. Team Owners and Team employees may not be employees of Riot Games Inc. ("RGI") or League of Legends Esports Federation LLC or any of their respective affiliates. "Affiliate" is defined as any person or other entity which own or controls, is under the ownership or control of, or is under common ownership or control with, the named Riot entities above. "Control" shall mean the power, through any means, to determine the policies or management of an entity, whether through the power to elect, appoint or approve, directly or indirectly, the directors, officers, managers or trustees of such entity or otherwise.

2. Ownership

2.1. Ownership Restrictions

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

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

- 2.1.2. Notwithstanding the foregoing, it shall not be considered a violation of Rule 2.1.1 for a Team Manager to have ownership in a common entity or venture that is not a Professional Esports Team, with another Team Manager (a “Common Undertaking”) that would otherwise constitute an Interest subject to this rule; provided, however, that such Interest comprises (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.
- 2.1.3. Any Team Manager who changes organizations and retains an illiquid ownership interest in their previous organization may request a waiver from the prohibition set forth in 2.1.1 prior to obtaining a conflicting interest, so long as they meet the following criteria: (i) their original Interest is a solely passive ownership interest; (ii) such Interest was obtained in connection with good-faith full-time employment for longer than 12 months; (iii) such Interest does not exceed five percent (5%) of the outstanding ownership interests of the previous organization; and (iv) the Team Manager commits to transfer or sell the original Interest as soon as reasonably possible. The Team Manager must submit a request for this waiver to the League prior to obtaining a conflicting ownership interest and granting the waiver is at the sole discretion of the League.

- 2.1.4. No Team Manager/Member of a Team who played in the LEC may purchase or otherwise attempt to own/control another Team in the LEC without a complete LEC Split having taken place since their last point of participation in the LEC.
- 2.1.5. An Organization may only own one LEC and one secondary Team in an ERL.
- 2.1.6. Changes in ownership and sponsors with naming rights may only occur between Splits.
- 2.1.7. In order to hold any form of Ownership or interest in a Team, a Team Member needs to satisfy the following: (i) the Team Member has been registered in the Global Contract Database to the same Team for 3 consecutive Seasons. This 3-Season window resets if the Team Member joins another Team and pauses if they leave their current team. The pause can be resumed if the Team Member re-joins the same team without joining another. (ii) the Team Member seeks outside legal counsel or representation to assist them in reviewing the Interest contract; (iii) the contract must include a clause allowing the Team Member to divest immediately upon termination of the Team Member Agreement if the Team Member is joining another Team; and (iv) the Team has followed the relevant Change Event procedures as outlined in their Team Participation Agreement.

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 LEC. Any person that petitions for ownership into the LEC can be denied admission at the sole discretion of the League. Team Owners agree that they will not contest any final determination of the League in connection therewith.
- 2.2.2. A Team is considered professional while participating in the LEC. If an Owner or affiliate of an Owner is found to have any financial interest or benefit or any level of influence in another Team, the Owner will be required to immediately divest said interest in one of the two Teams and may be subject to punishment by the League.

3. Rosters

3.1. Roster Requirements

- 3.1.1. Each LEC Team is required to maintain & keep under contract one Team Manager, one Head Coach and at least eleven Players across their LEC & ERL Rosters during the entirety of each LEC Split.
- 3.1.2. No individual may simultaneously hold two or more of the roles listed above and a 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. Teams can register up to 20 Team Members across their LEC & ERL Rosters.
- 3.1.4. A Team's ERL Roster can have a maximum of ten Players.
- 3.1.5. If a Team Member is removed from their Team's Roster, the Team Member is also removed from the Team, which is defined as the Team Member no longer having a contractual obligation to the Team and becoming a Free Agent.
- 3.1.6. A Team's LEC Roster needs to include at least 5 Players.
- 3.1.7. A Team's ERL Roster needs to include at least 6 Players.
- 3.1.8. Players on the LEC Roster who are not submitted on the LEC Starting Line-up will be considered their Team's LEC Substitutes for that Competition Week.
- 3.1.9. A Team's ERL Starting Line-up cannot include more than two Veterans at any given time.
- 3.1.10. A Team will be allowed a Roster of six or seven Players as their Play-Offs Roster. A Team is required to maintain a seventh Player if the Team's Starting Line-up is comprised of three Residents and two Non-Residents and the Team's Substitute is a Non-Resident.
- 3.1.11. For Play-Offs, Teams will be required to have their Substitutes physically present for all Matches.
- 3.1.12. Teams may have up to three Players on their Reserve Roster.

- 3.1.13. All Team Members on a Team Roster must have a written contract with the Team they are playing for. For Team Members on the LEC or ERL Roster this has to be in the form of an employment contract. Assignments of written contracts must be in writing. The written contract must represent the entirety of obligations between the Team Member and the Organization. Any obligation outside of the contract which has not been submitted to the League will not be recognized by the League.
- 3.1.14. 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 League of Legends World Championship for the 2021 season, will have an expiration date that ends the term of the agreement on any of: November 15, 2021, November 21, 2022, or November 20, 2023.
 - 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.

- 3.1.15. A Team Member is only allowed to compete for the one Organization they have a contract with. A Team Member will not be allowed to compete for more than one Organization simultaneously and cannot be listed on the Team Roster of more than one Team. A Team Member cannot have a contractual or financial arrangement with another Team unless explicitly allowed by the League in writing. 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 verify that these Team Members are officially under contract, each Team must submit the Summary Sheet from their Team Member Agreement for each Team Member they wish to designate as under contract. The Summary Sheet is itself not a Team Member 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 Team Member Agreement, where the Team Member Agreement is compliant with the requirements outlined in the Team Participation Agreement, the League reserves the right to interpret the Summary Sheet as superseding.
- 3.1.16. All Players on a Team Roster must have held a peak rating of Diamond 3 or above in 5v5 Summoner's Rift Ranked Solo/Duo or Ranked Flex at the end of the last ranked Season or in the current Season.
- 3.1.17. 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

- 3.2.1. At a time designated by League Officials before the start of each Split, each Team must submit their LEC & ERL Rosters. Teams must submit an Eligibility Form and Summary Sheet for each Team Member at that time. If a Team Manager intends to modify a Team Roster, the Team Manager must submit requests in compliance with these rules. The request must be submitted in advance of the proposed effective date of any such change, at the earliest possible date and time. A Team will not be allowed to start a Player for the first week of the respective Split that is not on a Team Roster that was declared on this date.
- 3.2.2. The Team Manager will be responsible for Team Roster management and document submissions. The Team Manager is authorized to make changes to the Team Roster using one of the following methods: (1) Trading Players with other Teams; (2) Signing Free Agents; (3) Releasing Players from the Team Roster; (4) Adding Players from the Reserve Roster to the LEC or ERL Roster and vice versa; (5) Shifting Players between the LEC Roster and the ERL Roster.

- 3.2.3. If a request is submitted too late for the League to make reasonable arrangements for a new Team Member's travel to a Match, the League may, at their discretion, hold the Team responsible for the incremental costs of the Team Member's travel, regardless of any other rules to the contrary. The League reserves the right to approve or deny any such request.
- 3.2.4. No discretionary Player substitution which violates any provision of a Player Agreement shall be effective, and the Team Manager of the Team attempting to trade, or Head Coach attempting to shift a Player, shall have the responsibility to ensure that all proper approvals are sought and procured before the substitution would be considered to take effect.
- 3.2.5. For a Team Member to be removed from a Team Roster, the respective Team Member's Team Member Agreement must be terminated.
- 3.2.6. Any Team Member who is dropped from a Team's Roster may not rejoin that Team's Roster until a minimum of three weeks have elapsed after the effective date of the Team Member's prior removal from the Team's Roster.
- 3.2.7. Requests to modify the LEC Starting Line-up for a Team's Match on any Regular Season day must not be submitted any later than outlined below:
 - 3.2.7.1. For Friday's Regular Season Games all Teams are required to submit their Starting Line-up 24 hours before the start of the Competition Week.
 - 3.2.7.2. For Saturday's Regular Season Games all Teams are required to submit their Starting Line-up no later than 18 hours before the start of the first scheduled Match of the broadcast day or no later than 15 minutes after the conclusion of the last Game on the previous day, whichever is later.
 - 3.2.7.3. For Sunday's Regular Season Games all Teams are required to submit their Starting Line-up no later than 19 hours before the scheduled start of the first Match of the broadcast day or no later than 15 minutes after the conclusion of the last Game on the previous day, whichever is later.

- 3.2.7.4. For the first Game of a Match in Play-offs Teams are required to submit their Starting Line-up 24 hours before the scheduled start of the first scheduled Match of the broadcast day. In case an LEC Match occurs on the day on which Starting Line-ups are due, the Starting Line-up deadline will shift to 15 minutes after the conclusion of the last Game on that day.
- 3.2.7.5. League Officials can shift this deadline at their discretion by informing affected Teams. If no decision is submitted in time, the Starting Line-up will default to the Starting Line-up used in the Team's last official Match.
- 3.2.7.6. On-stage coaches must be submitted at the same time as the Starting Line-up for the respective Game.
- 3.2.8. The Team Manager may request to modify their Team's LEC, ERL and Reserve Roster. The request must be submitted to a League Official at least 72 hours before the start of the Competition Week and its approval is at the sole discretion of the League. As an exception to the above, shifts between the LEC and ERL Roster may be requested up until 24 hours before the start of the Competition Week.
- 3.2.9. Changes must be submitted to League Officials in writing and contain the following information: (1) Team's name (2) Team Manager's name (3) Team Members' names and roles (4) Players' Roster status (5) Requested effective date.
- 3.2.10. All Team Roster modifications will be considered effective for the next Competitive Week upon approval by League Officials unless explicitly requested otherwise.
- 3.2.11. The Team Rosters will be displayed in the Global Contract Database. The Global Contract Database will be updated once authorized Team Roster changes have been confirmed by League Officials. The Team Rosters in the Global Contract Database will be considered the most up-to-date roster and Teams are responsible to notify League Officials if their current Team Rosters is not accurately reflected.
- 3.2.12. Teams are restricted from announcing any Roster changes needing League approval as final until they have been approved. However, announcements can state that the Roster change is under review from the League. This includes any acquisitions and re-signings to the same Organization.

3.3. Substitutions

- 3.3.1. A Team may substitute a Player between Games of a Match. The Team must notify a League Official and have the substitution approved, no later than 5 minutes after the conclusion of the previous Game. A Team may also change their on-stage coaches by notifying a League Official and having the change approved, no later than 5 minutes after the conclusion of the previous Game.
- 3.3.2. 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. A Team's ERL Roster will be considered emergency Substitutes for the purpose of this rule.
- 3.3.3. Player substitutions have to result in Teams having eligible Rosters.

3.4. Coaches

- 3.4.1. Teams are required to register a Head Coach with the League. In addition Teams may register up to three other Coaches as either ERL Coaches, LEC Coaches, Strategic Coaches, Assistant Coaches or Performance Coaches.
- 3.4.2. Teams are required to have a Coach on-stage for every Game that the Team participates in. Additionally, Teams can have an optional second Coach on-stage for their Games. The second Coach can either be a registered Coach or an LEC substitute for the Team.
- 3.4.3. If the submitted coaches are unable to attend a Game, the Team Manager must assign another registered Coach to be on-stage instead and inform the League prior to the respective Starting Line-up submission deadline. In the event of an emergency, the interim coach can be a Team Manager. Whether or not an event qualifies as an emergency is determined at the sole discretion of the League.

3.5. EM & ERL Implications

- 3.5.1. In their first Match, every EM Team must have at least three Players from the qualifying Roster on their Starting Line-up. 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.
- 3.5.2. Players who played in thirteen or more LEC Matches are ineligible to participate in any ERL Regular Season, Play-offs and the EM event for the current Split.

3.6. Free Agents & Free Agency

- 3.6.1. The League has established limited periods of time during which Free Agents can be signed. Signings of any kind outside of these specified dates are strictly prohibited outside of the exceptions below. The start of the Free Agency period for the next Season will commence on the 17th of November 2020:

	Free Agent Signing Opening (00:00:00 UTC)	Free Agent Signing Deadline (17:00:00 UTC)
Spring Split	November 17 th , 2020	March 9 th , 2021
Summer Split	May 24 th , 2021	July 27 th , 2021

- 3.6.2. A Free Agent is a Team Member eligible to participate in the LEC and who either has not yet signed a valid written Team Member Agreement with a Team or has been released from a Team or has had a contract expire without renewal.
- 3.6.3. Free Agent signing requests must be submitted to League Officials by a Team in advance, in writing. Free Agent signing requests must be approved by the League, in writing, before becoming effective.
- 3.6.4. An intended acquisition must be declared to League Officials at least 72 hours before the Team wants the Team Member to be added to the Team Roster.
- 3.6.5. If a Team intends to drop a Team Member from the Team Roster during the Split, the Team has to submit the Drop Form for that Team Member at least 72 hours before the Free Agent Signing Deadline of that Split. Contract expirations and mutually agreed upon terminations after the Free Agent Signing Deadline are allowed.
- 3.6.6. Team Members who have participated in any aspect of a Professional or Semi-Professional League in the most recent Split cannot enter into any new oral or verbal commitment, financial arrangement, or contractual arrangement after the Summer Split Free Agency Signing Deadline closes and before the Global Contract Window opens with any Organization owning a Professional or Semi-Professional Team if that commitment extends past the Global Contract Window, or otherwise impacts the Team Member's status once the Global Contract Window opens.

- 3.6.7. As an exception to the Free Agency restrictions Teams are able to sign Players to their Reserve Roster between the Spring Split Free Agent Signing Deadline and the Summer Split Free Agent Signing Opening if the respective Player is not participating in an ERL or EM. Players who are added to a Team's Roster in this timeframe are ineligible to play for the Team until the Summer Split Free Agent Signing Opening.
- 3.6.8. As an additional exception to the Free Agency restrictions, Teams are able to sign Coaches starting the day after the conclusion of the World Championship. To clarify, this only includes individuals who have participated in any aspect of a Professional or Semi-Professional League in the most recent Split as a Coach.

3.7. Summoner Names

- 3.7.1. Summoner Names may include upper-case letters, lower-case letters, digits, underscores, or single spaces between words only. Summoner Names must not exceed 11 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.
- 3.7.2. Teams will be permitted a team tag of 2-3 characters to be added to the front of each Player's Summoner Name on the Tournament Realm. These team tags must be a combination of uppercase letters and/or digits. Team tags must be unique globally.
- 3.7.3. All team tags, team names and Summoner Names must be approved by League Officials in advance of use in play. Name changes must be approved by League Officials prior to use in-game. Any cosmetic change to team tags, team names, etc. must be made 96 hours in advance of the first LEC Game of the Split. League Officials reserve the right to deny a team name if it does not reflect the professional standards sought by the League and the Team will be required to change their name.

3.8. Trades

- 3.8.1. Teams may trade Players on their Team Roster with other Teams. Trades are not limited in quantity, can be asymmetrical and can involve cash or other considerations as part of the trade.
- 3.8.2. Trades may be made effective as early as the Free Agent Signing Opening and must become effective no later than the Free Agent Signing Deadline.
- 3.8.3. European Players may be traded for any Players within any region and vice-versa.

- 3.8.4. Trade requests must be submitted to League Officials by a Team in advance, in writing, using the Trade Approval Request Form. Trade requests must be approved by the League, in writing, before becoming effective.

4. Finance

4.1. Team Compensation

- 4.1.1. Each Team which participates in the 2021 Season shall receive compensation from the League in accordance with their individual Team Participation Agreements.

4.2. Team Member Compensation

- 4.2.1. Each Team shall be responsible for making any and all payments to its Team Members which are required by its Team Member Agreements. Teams shall not only meet minimum salary requirements, but also meet all other contractual obligations stated in the respective Team Member Agreements.
- 4.2.2. Each LEC Team must pay their Team Members a minimum compensation depending on the position they hold within the Team. These amounts are as follows:
 - 4.2.2.1. **Head Coach.** The Head Coach of an LEC Team must earn at least €5,000 gross per month. If they have held the position for the same Team in 18 or more Regular Season Matches in a single Season, the Head Coach must earn a total of at least €60,000 gross during that Season.
 - 4.2.2.2. **Coaches.** Registered ERL Coaches, LEC Coaches, Strategic Coaches, Assistant Coaches and Performance Coaches must earn at least €1,500 in every month in which they have been the designated on-stage Coach for at least one of their Team's Games.
 - 4.2.2.3. **LEC Players.** Players on the LEC Roster of a Team must earn a minimum of €1,000 gross per month. If the Player has participated in an LEC Match during any given month, this number increases by €1,000 gross for every week the Player has played that month. If a Player has participated in 18 or more Regular Season Matches for the same Team during a single Season, the Player must earn a total of at least €60,000 gross during that Season.
 - 4.2.2.4. **Reserve Players.** Players on the Reserve Roster must earn a minimum of €1,000 per month.
 - 4.2.2.5. **ERL Players.** Players on the ERL Roster must be paid in compliance with the applicable regulations and within the respective jurisdiction of the ERL they are competing in.

4.3. Sponsors

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

4.4. Prize Money

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

- 4.4.1. For LEC:

Position:	Prize:
#1	80,000€
#2	50,000€
#3	30,000€
#4	20,000€
#5	12,500€
#6	7,500€

5. Additional Provisions

5.1. Publishing

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

5.2. Streaming Regulations

- 5.2.1. Team Members are prohibited from streaming on any platform during the LEC Broadcast - defined as starting with the expiration of the LEC countdown and ending with the conclusion of the broadcast. This includes publicly participating in any other company's or individual's platform unless approved by the League in writing at its sole discretion.
- 5.2.2. Teams' other staff that currently is or has at any point been directly involved with League of Legends in a professional capacity are prohibited from streaming League of Legends, or co-commentating on the LEC broadcast on any platform during the LEC Broadcast unless approved by the League in writing at its sole discretion.

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.

5.4. Finality of decisions

- 5.4.1. All decisions regarding the interpretation of these rules, Team Member eligibility, scheduling and staging of the LEC and penalties for misconduct, lie solely with the League, the decisions of which are final. As an exception, rule violations which are classified as Critical will be governed by the procedures outlined in the Team Participation Agreement and disputes which are classified as Major will be governed by the procedures outlined in section 9.4 of this Rulebook.

6. Format

6.1. LEC Regular Season

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

6.2. LEC Play-Offs

- 6.2.1. This phase consists of a three-round seeded tournament among the top six Teams from the Regular Season. Teams are seeded according to their Regular Season standings for the Spring Split and based on their total Championship Points for the Summer Split.

6.2.2. Round One:

- **Match 1:** The first seed will choose to face either the third or fourth seed.
- **Match 2:** The second seed will face the third/fourth seed which has not been chosen.
- **Match 3:** The fifth seed will face the sixth seed. The losing team will be eliminated.

The first seed will be required to submit their choice of opponent no later than five minutes after the conclusion of the final game of the Regular Season. If the first seed is playing in that final game, the deadline will be extended to 15 minutes after the conclusion of that game.

The match order for the first round may be changed at the discretion of the League and will be communicated to the Teams at its earliest convenience.

6.2.3. Round Two:

- **Match 4:** The lower seed between the losers of Match 1 and Match 2 will face the winner of Match 3.
- **Match 5:** The Winners of Match 1 and Match 2 will face each other.
- **Match 6:** The higher seed among the losers of Match 1 and Match 2 will face the winner of Match 4.

Both the Teams losing Match 4 and Match 6 will be eliminated.

6.2.4. **Round Three:**

- **Match 7:** The team losing Match 5 will face the winner of Match 6.
- **Finals:** The winner of Match 7 will face the winner of Match 5.

For the purposes of side selection, the Team losing Match 5 will be considered the higher seed in Match 7 and the Team winning Match 5 will be considered the higher seed in the Finals.

6.2.5. In the LEC Play-Offs the higher seed 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.

6.2.6. Each Match will be played as a Best-of-5.

6.3. Championship Points

- 6.3.1. A Team will be awarded Championship Points based on the final placement of the Team after the Play-Offs for the Spring Split and based on standings at the end of the Regular Season including tiebreakers for the Summer Split. The Championship Points will be used as a determining factor for seeding in the Summer Split Play-Offs. Points will be awarded in the following way:

Place	Spring Split	Summer Split
1 st	90	120
2 nd	70	90
3 rd	50	70
4 th	30	50
5 th	20	30
6 th	10	20

- 6.3.2. The teams will qualify for the World Championship based on their final placement after the Play-offs for the Summer Split, with the 1st place securing the 1st seed for Europe, and so on.

6.4. Tiebreakers

- 6.4.1. In the event that two Teams are tied in the standings at the conclusion of the Regular Season Split, the tie will be broken by their head-to-head record. If those Teams have an identical head-to-head record, the tie will be broken by wins in the second half of the Split, with the Team having more wins in the second half of the Split being granted the higher place. If after this the teams are still tied, the Teams will play a tiebreaker-game. Side selection will be awarded to the Team with the lower Victory Time in the Regular Season Games between those Teams.
- 6.4.2. If three or more Teams are tied, the head-to-head record of all Teams against all other Teams involved in the tiebreaker will be considered. If one or more Teams have won/lost more than 50% of the Matches in aggregate against every Team in the tiebreaker, they are automatically granted the higher/lower place(s) available in the tiebreaker, and a new tiebreaker is declared amongst the remaining Teams. If the Teams have an identical amount of Games won, the wins in the second half of the Split will be taken into account, with the Teams having more wins in the second half of the Split being granted the higher seeds. If after this the Teams are still tied, then the following structures will be used depending on the amount of Teams in the tiebreaker.

- 6.4.3. 3-way-tie:
A single round-robin will be played among the three Teams. If this does not result in hierarchical standings of Teams, then the three Teams will be drawn into a single-elimination bracket where the Team with the lowest Victory Time from the single round-robin tiebreaker games has a bye into the finals.
- 6.4.4. 4-way-tie:
The Teams will be drawn into two first-round matches (Game 1 and Game 2) based on their Victory Time. The winners of Game 1 and Game 2 will then face off in Game 3 while the losers face off in Game 4. The winner of Game 3 will be awarded the highest standing being decided by the tiebreaker, and the loser of Game 3 will be awarded the next highest standing being decided by the tiebreaker. The winner of Game 4 will be awarded the next highest standing being decided by the tiebreaker and the loser of Game 4 will be awarded the lowest standing being decided by the tiebreaker.
- 6.4.5. 5-way-tie:
The Teams will be drawn into a single-elimination bracket based on their Victory Time, where there is a play-in between the two Teams with the highest Victory Time for the fourth semi-final spot. The tournament will require a 3rd-place Game to determine 3rd/4th place.
- 6.4.6. 6-way-tie:
The Teams will be drawn into a single-elimination bracket based on their Victory Time, where the two Teams with the lowest Victory Time have a bye into the semi-final round. The tournament will require a 3rd-place Game to determine 3rd/4th place.
- 6.4.7. 7-way-tie:
The Teams will be drawn into a single-elimination bracket based on their Victory Time, where the Team with the lowest Victory Time has a bye into the semi-final round. The tournament will require a complete loser's bracket to determine seeding for all slots.
- 6.4.8. 8-way-tie:
The Teams will be drawn into a single-elimination bracket based on their Victory Time. The tournament will require a complete loser's bracket to determine seeding for all slots.
- 6.4.9. 9-way-tie:
The Teams will be drawn into a single-elimination bracket based on their Victory Time, where there is a play-in-game between the two Teams with the highest Victory Time. The tournament will require a complete loser's bracket to determine seeding for all slots.

- 6.4.10. 10-way-tie:
The Teams will be drawn into a single-elimination bracket based on their Victory Time, where there are two play-in-games between the four Teams with the highest Victory Time. The tournament will require a complete loser's bracket to determine seeding for all slots.
- 6.4.11. If multiple Teams are tied in Championship Points at the conclusion of the Summer Split, then the Team which gained the most Championship Points in the Summer Split will be considered the higher seed.
- If two Teams gained the same amount of Championship Points in the Summer Split, then their Summer Split Regular Season standings after the tiebreaker games will be used to break the tie.
- 6.4.12. All tiebreaker-games will be played as single Best-of-1 Games.
- 6.4.13. Tiebreaker-games will be scheduled at the sole discretion of the League.
- 6.4.14. For all tiebreaker-games the right for side selection will be determined by the lower Victory Time throughout the Regular Season of the applicable Split.
- 6.4.15. If the Victory Time is identical for multiple Teams, the hierarchy will be determined by a coin flip.
- 6.4.16. Tiebreaker games will not be played if their outcome will not have any competitive implications.
- 6.4.17. If exactly two Teams are tied for fifth place after the conclusion of the Regular Season no tiebreaker-game will be played and the fifth place will be awarded to the Team with the lower Victory Time.

6.5. Submission of Side Selection

- 6.5.1. For Friday's Regular Season Games all Teams are required to submit their side selection 24 hours before the start of the Competition Week.
- 6.5.2. For Saturday's Regular Season Games all Teams are required to submit their side selection no later than 18 hours before the scheduled start of the first Match of the broadcast day or no later than 15 minutes after the conclusion of the last Game on the previous day, whichever is later.

- 6.5.3. For Sunday's Regular Season Games all Teams are required to submit their side selection no later than 19 hours before the scheduled start of the first Match of the broadcast day or no later than 15 minutes after the conclusion of the last Game on the previous day, whichever is later.
- 6.5.4. For the first Game of a Match in Play-offs Teams are required to submit their side selection 24 hours before the scheduled start of the first scheduled Match of the broadcast day. In case an LEC Match occurs on the day on which the side selection is due, the side selection deadline will shift to 15 minutes after the conclusion of the last Game on that day.
- 6.5.5. For all other Games of a Match the Teams must notify a League Official of their side selection no later than 5 minutes after the conclusion of the previous Game.
- 6.5.6. For all tiebreaker-games side selection must be submitted five minutes after the conclusion of the game which determined the tiebreaker scenario.
- 6.5.7. League Officials can shift these deadlines at their discretion by informing affected Teams. If no decision is submitted in time, selection will default to blue side.

7. Match Process

7.1. Equipment

- 7.1.1. League Officials will provide and Players will exclusively use the following equipment: (1) PC & monitor; (2) headsets and/or earbuds and/or microphones; (3) table & chair.
- 7.1.2. The following equipment can be provided at the discretion of League Officials if requested by a Player: (1) PC keyboards; (2) PC mice; (3) PC mousepads; (4) cord holders; (5) hand warmers.
- 7.1.3. Players can provide the following equipment and use it during on-site Matches: (1) PC keyboards; (2) PC mice; (3) PC mousepads.
- 7.1.4. Player-provided equipment must be submitted to League Officials in advance for approval. Approved equipment will remain with League Officials.
- 7.1.5. League Officials may disallow use of specific equipment at their sole discretion for reasons relating to tournament security, safety, operational efficiency/effectiveness or if the equipment features a company or brand competing with Riot Games or League of Legends.
- 7.1.6. If there are technical problems with the equipment, Players or League Officials may request a technical review. A League Technician will diagnose and troubleshoot problems. League Technicians may request for equipment to be replaced at the discretion of the League. All player-provided replacements have to be approved by League Officials otherwise the League Officials will provide replacement equipment.
- 7.1.7. Players are prohibited from installing their own programs and must use only the programs provided by the League on-site, unless explicitly allowed by a League Official.
- 7.1.8. Voice chat will be provided only via the native system used in league-provided headsets. The League may monitor the Teams' audio.
- 7.1.9. It is prohibited to use league-provided computers to view or post on any social media or other communication sites.
- 7.1.10. It is prohibited to connect equipment not listed above to league-provided computers unless explicitly allowed by a League Official.

7.2. Clothing & Apparel

- 7.2.1. Players must wear official approved Team jerseys during all LEC Matches and approved Team branded apparel during all pre-/post-match interviews.

- 7.2.2. All Players on the Starting Line-up must wear closed-toe shoes and matching jerseys & pants. The attire will require approval from the League.
- 7.2.3. Jerseys may have a collar, a hood, short or long sleeves and need to be polyester-based. Cotton-based or cotton-blend materials are not acceptable. Exceptions to this rule for legitimate medical reasons will be granted at the discretion of the League on a case-by-case basis.
- 7.2.4. Outerwear, including hoodies and jackets may only be worn onstage if they are official Team gear, have official Team branding on the front, are the same colors as all other outerwear being worn on stage by the Team and only use official Team colors represented on the Team's approved jersey. A jersey with a hood can be considered a jersey and not outerwear.
- 7.2.5. 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:
- (i) Containing any false, unsubstantiated, or unwarranted claims for any product or service, or testimonials, the League considers unethical
 - (ii) Advertising any non-"over the counter" drug, tobacco product, firearm, handgun or ammunition
 - (iii) Containing any material constituting or relating to any activities which are illegal in any League region, including but not limited to, a lottery or an enterprise, service or product that abets, assists or promotes gambling
 - (iv) Containing any material that is defamatory, obscene, profane, vulgar, repulsive or offensive, or that describes or depicts any internal bodily functions or symptomatic results of internal conditions, or refers to matters which are not considered socially acceptable topics
 - (v) Advertising any pornographic website or pornographic products
 - (vi) Containing any trademark, copyrighted material or other element of intellectual property that is used without the owner's consent or that may give rise to, or subject the League or its affiliates to, any claim of infringement, misappropriation, or other form of unfair competition.
 - (vii) Disparaging or libeling any opposing Team or Player or any other person, entity or product

- 7.2.6. The chest area of the jersey needs to feature the team name/logo and can feature up to two sponsors. The equivalent area on the back of the jersey is reserved for team branding and Summoner Name.
- 7.2.7. Sponsor logos may be placed on the shoulders, sleeves, collar bones as well as the area below the chest and the corresponding area on the back of the jersey. No LEC or Riot Games logos may be used on jerseys except for the spaces dictated by the League.
- 7.2.8. Long-sleeved shirts of cotton or athletic material may be worn underneath the Team jerseys. The under-jersey apparel must be either Team colors or a neutral color. Sponsors will only be allowed on this attire if the design has been previously submitted and approved by the League.
- 7.2.9. Coaches must wear, at a minimum, business casual attire while at the studio. Business casual is defined as clothing suitable for the environment. Examples of this include simple polo t-shirts with a Team logo, buttoned shirts, suit jackets, jeans, trousers. Business casual does not include: athletic wear and team- and sponsor-branded apparel, beyond what is specifically mentioned above.
- 7.2.10. All apparel must conform to the League Branding and Style Guide.
- 7.2.11. Hats are not allowed.
- 7.2.12. 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.
- 7.2.13. 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.
- 7.2.14. Headphones must be placed directly on a Player's ears, and must remain there for the duration of the Game. Players shall not obstruct the placement of headphones by any method. This includes placing any item, excluding glasses, between the headphones and the Player's ears.
- 7.2.15. Players may not touch or handle another Player's equipment after a Game has started. Players who require assistance with their equipment have to ask a League Official.

7.3. Tournament Realm Accounts

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

7.4. Patch

- 7.4.1. Matches during the 2021 Season will be played on the respective patch available on the Live Server, once a sufficient testing period has occurred. Changes to the competitive patch and champion availability will be at the sole discretion of the League.
- 7.4.2. The competitive patch will be updated a full calendar week after its release onto the live server. A patch will not be implemented if a game-week or a Play-offs round has started.
- 7.4.3. Champions which have not been available on the live server for more than two weeks will be automatically restricted. A Champion will not be made available if a Competitive Week has started. Champions that have undergone reworks will be enabled at the sole discretion of the League. Champions or Champion-reworks released on the Patch utilized during Play-offs will be restricted, even if that Patch is also utilized during the Regular Season.

7.5. Match Area

- 7.5.1. Access for Teams to the restricted areas of venues for Matches is restricted to the Team only, unless otherwise approved by League Officials. Permission to attend League Matches is solely at the discretion of the League.
- 7.5.2. Team Managers are not allowed in the Match Area during the Match. They may be in the Match Area during the Match preparation process but must leave prior to the Pick-&-Ban Phase.
- 7.5.3. Players are not allowed to have wireless devices in the Match Area. League Officials will collect such devices in the Match Area and return them at the end of the Match.
- 7.5.4. Players must sit in the order in which they will join the game lobby: Top, Jungle, Mid, Bot, Support. This order should be considered from the vantage point of a viewer facing the Players, and read from left to right.
- 7.5.5. No food is allowed in the Match Area. Drinks are permitted in League-provided re-sealable containers.

- 7.5.6. The warm-up area ("Green Rooms") will contain League-provided PCs for Players to practice on before their Matches. The warm-up area is reserved for Teams only and access will be provided at the League Officials' discretion.
- 7.5.7. Access to other areas within the venue may be granted by the League. Access to these areas is also restricted to Teams and at the League Officials' discretion.

7.6. Setup Time

- 7.6.1. Players will have a designated time frame prior to their Match to ensure they are properly prepared. League Officials will inform Players and Teams of their scheduled preparation time frame as part of their Match schedule. League Officials may change the schedule at any time. Setup Time is considered to have begun once Players enter the Match Area, at which point they are not allowed to leave without permission of the on-site League Official or Referee. Setup is comprised of the following:
- Ensuring the quality of all League-provided equipment
 - Connecting and calibrating peripherals
 - Ensuring proper function of the voice chat system
 - Setting up rune pages
 - Adjusting in-game settings
 - Limited in-game warm-up
- 7.6.2. If a Player encounters any equipment issues during Setup Time, the Player must notify a League Official immediately.
- 7.6.3. League Technicians will be available to assist during Setup Time and to troubleshoot any problems encountered.
- 7.6.4. It is expected that Players will resolve any issues during Setup Time within the allotted time and that the Match will begin at the scheduled time. Delays due to setup issues may be permitted, at the sole discretion of League Officials. Penalties for tardiness may be assessed at the discretion of the League.
- 7.6.5. No fewer than two minutes before the Match is scheduled to begin, a League Official will confirm with each Player that their setup is complete.
- 7.6.6. Once all ten Players in a Match have confirmed completion of setup, Players will be asked to join the game lobby and may not be asked to join the game lobby and may not enter a warm-up game.
- 7.6.7. League Officials will decide how the official game lobby will be created. Players will be directed by League Officials to join a game lobby, as soon as Setup Time has ended, in the following order of positions: Top, Jungle, Mid, BotBot, Support.

7.7. Pick-&-Ban Phase

- 7.7.1. Once all ten Players have reported to the official game lobby, a League Official will request confirmation that both Teams are ready for the Pick-&-Ban Phase. Once both Teams confirm readiness, a League Official will instruct the game lobby owner to start the Game. The Coaches will be granted on-stage access and will be allowed to communicate with the Players during the Pick-&-Ban Phase. The Coaches will exit the stage to a designated position once the countdown timer has reached five seconds during the Trading Phase and will be muted once the timer has reached zero seconds.
- 7.7.2. The Pick-&-Ban Phase will be executed through the Client's Tournament Draft feature. At the discretion of League Officials the Pick-&-Ban Phase may be recorded and the Game's start aborted.
- 7.7.3. Game Settings:
 - Map: Summoner's Rift
 - Team Size: 5
 - Allow Spectators: Lobby Only
 - Game Type: Tournament Draft
- 7.7.4. League Officials may choose to employ either the Tournament Draft feature or a manual draft at their discretion.
- 7.7.5. Restrictions may be added at any time before or during a Match, if there are known bugs with any Gameplay Elements or for any other reason as determined at the discretion of the League.
- 7.7.6. Draft mode proceeds in a snake draft as follows:
 - Blue Team = A; Red Team = B
 - Bans: ABABAB
 - Picks: ABBAAB
 - Bans: BABA
 - Picks: BAAB
- 7.7.7. If a Player picks or bans a Champion by mistake in the Pick-&-Ban Phase, the Player must notify a League Official of their intended selection before the other Team has locked in their next selection. In this case the Pick-&-Ban Phase will be restarted with the same Picks and Bans up until the mistake occurred and the Player may correct the mistake. In the case the other Team has locked in their next selection, before the Player notifies a League Official, the Pick-&-Ban Phase will not be restarted and the mistakenly selected Champion stays locked in.
- 7.7.8. Teams must complete all Champion trades before the 20-second mark during the Trading Phase, or will be subject to penalties.

7.8. Game Start

- 7.8.1. A Game will start immediately after the Pick-&-Ban Phase is complete, unless otherwise stated by a League Official. At this point, League Officials will remove any printed materials from the Match Area, including any notes written by Team Members. Players are not allowed to quit a Game after the completion of the Pick-&-Ban Phase.
- 7.8.2. If there is an error in Game Start or an LEC Official decides to separate the Pick-&-Ban Phase and the Game Start, the Blind Pick feature may be used at the discretion of the League. All Players will select Champions in accordance with the valid completed Champion selections.
- 7.8.3. If a 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 a League Official or pausing, the League Official is not required to enforce a pause. During any pause Players may not leave the Match Area unless authorized by a League Official or a Referee and accompaniment by another League Official or Referee.
- 7.9.2. League Officials may order or execute a pause of a Game at the sole discretion of the League Officials.
- 7.9.3. Players may only pause a Game immediately following an Unintentional Disconnect, hardware/software malfunction or physical interference and must notify a League Official immediately and identify the reason.
- 7.9.4. Minor Player illness, injury, or disability is not an acceptable reason for a Player pause. In the case of an underlying and/or pre-declared medical condition the Player may however inform a League Official prior to the Match, who may then grant a pause during the Match in order to evaluate the issue and to determine whether the Player is ready, willing, and able to continue playing within a reasonable period of time, as determined by the League Official, but not to exceed a few minutes. If the League Official determines that the Player is not able to continue playing within such reasonable period of time, then the Player's Team shall forfeit the Game unless a League Official determines that the Game is subject to an Awarded Game Victory at the League's discretion.

- 7.9.5. If a League Official observes a condition or behavior, is notified by a team or otherwise has a good faith belief that leads the official to believe that a player is medically unfit to play or continue play, the League Official may, in his/her sole discretion, grant a pause, not to exceed ten minutes, in order to evaluate the identified player.

If League Officials determine that a player needs to be examined by medical officials, such player must receive medical clearance to play or continue play.

Such player may refuse medical exam or care, but in such a situation they will lack requisite medical clearance and will not be able to play or continue to play.

If a player is rendered unable to play or continue to play because of a lack of medical clearance, or if the team is unable to field a roster that is compliant with these Rules, the team shall forfeit the game unless a League Official, at their sole discretion, determines that the game is subject to an Awarded Game Victory.

- 7.9.6. Players are not permitted to resume the Game after a pause. After clearance from a League Official is issued and all Players are notified and ready, which will be contingent on confirming through in-game chat, the in-client spectators will un-pause the Game.
- 7.9.7. If a Player pauses a Game without a valid reason as outlined above, or un-pauses a Game without permission from a League Official, it will be considered unfair play and penalties will be applied at the discretion of the League.
- 7.9.8. For the fairness of all competing Teams, Players are not allowed to communicate with each other during a pause. For the avoidance of doubt, Players may communicate to the Referee, but only in order to identify and remedy the cause for the pause. If a pause extends long enough, Referees may, at their discretion, allow Teams to talk before the Game is un-paused, in order to discuss the Game's conditions.

8. Chronobreak

8.1. Definitions

- 8.1.1. **Chronobreak.** The Deterministic Disaster Recovery Tool.
- 8.1.2. **Bug.** An error, flaw, failure or fault that produces an incorrect or unexpected result, or causes a game or hardware device to behave in unintended ways.
- 8.1.3. **Minor Bug.** A bug (including a hardware failure) that is, at worst, inconvenient to players. This may include bugs that alter game stats or gameplay mechanics in a manner that, while not optimal, can be played through if necessary. For the avoidance of doubt, in a case where Chronobreak is not available, these bugs would not result in a remade game.
- 8.1.4. **Play Through Bug.** A bug that does not significantly alter the competitive integrity of the game. This may mean that there are mitigation steps available for an otherwise difficult to play around bug (like restarting the game client or computer). Alternatively, this may include situations where the impact of the bug can be mitigated through other in-game functions.

This category also includes bugs provided under the “inform designation” - i.e. those bugs that are provided to teams in advance of games (usually champion, item or environment interactions and persistent effects) for which no Chronobreak or remake will be offered. These effects or interactions cannot be avoided or mitigated through any means other than disabling of the offending champions, skins or items and thus Chronobreak and remakes are not available for these bugs, which must be played through.
- 8.1.5. **Unintentional Hardware Failure.** The failure of any piece of hardware, including server failure, monitor or PC failure or player peripheral failure. This does not include any hardware failure that is player induced, including the intentional damage to, or destruction of, a player peripheral, damage to the monitor or a player interfering with a PC. The determination of whether a hardware failure is unintentional is up to the sole discretion of League Officials.
- 8.1.6. **Critical Bug.** A bug (including an Unintentional Hardware Failure) that significantly damages a player’s ability to compete in the game situation, significantly alters game stats or gameplay mechanics, or a situation in which the external environmental conditions become untenable. The determination of whether the bug has significantly damaged a player’s ability to compete is up to the sole discretion of League officials.
- 8.1.7. **Verifiable Bug.** A bug or critical bug that is conclusively present and not attributable to player error. The spectator must be able to replay the instance in question and verify the bug or critical bug.

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

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

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

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

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

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

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

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

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

- Establishing line-of-sight between players on opposing teams.
- Any attack or ability is landed on minions, jungle monsters, 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).

8.2. Chronobreak Availability and Use.

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

8.3. Minor Bug.

- 8.3.1. If the bug is a minor bug and is not a Play Through Bug, League officials must determine what the appropriate dead-ball state would be and whether there is a cost associated with the use of 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.
- 8.3.2. In the case of a minor bug with no cost, League Officials must determine (i) whether Chronobreak can restore the game; and (ii) whether reverting the game to an earlier state will fix the bug or avoid the trigger condition for the bug. If Chronobreak cannot restore the game or reverting the game to an earlier state will not fix or avoid the bug, or in the case of any play through bug, Chronobreak shall not be used and the players will be instructed to play through the bug.
- 8.3.3. If League Officials determine to the use of Chronobreak is appropriate, League Officials shall determine whether either or both teams were significantly disadvantaged by the minor bug, and any significantly disadvantaged team will be offered the opportunity to Chronobreak the game, although such team will not be told what dead-ball state will be utilized. If both teams are significantly disadvantaged, either team requesting a Chronobreak will trigger the use of Chronobreak.
- 8.3.4. If any significantly disadvantaged team requests a Chronobreak, League Officials will utilize Chronobreak to restore the game to the appropriate dead-ball state. If an appropriate dead-ball state does not exist, players may still be placed back to a recovered spot prior to the bug occurring at the discretion of League Officials.

8.4. Critical Bug.

- 8.4.1. In the case of a critical bug (where such critical bug is not a play through bug), League Officials must determine (i) whether Chronobreak can restore the game; and (ii) whether reverting the game to an earlier state will fix the bug or avoid the trigger condition for the bug.
- 8.4.2. If Chronobreak cannot restore the game, or reverting the game to an earlier state will not fix or avoid the bug, then the bug constitutes a Terminal Situation.
- 8.4.3. In the case of a critical bug, League Officials will determine whether either or both teams were significantly disadvantaged by the critical bug, and any significantly disadvantaged team will be offered the opportunity to Chronobreak the game, although such team will not be told what dead-ball state will be utilized. If any significantly disadvantaged team requests a Chronobreak, League Officials will attempt to find an appropriate dead-ball state prior to the bug occurring. If an appropriate dead-ball state does not exist, players may still be placed back to a recovered spot prior to the bug occurring at the discretion of League Officials.

8.5. Terminal Situation.

- 8.5.1. In the case of a Terminal Situation, League Officials shall follow the remake procedure (below).

8.6. Remakes Before GOR.

- 8.6.1. The following are examples of situations in which a game may be remade if GOR has not been established:
 - 8.6.2. If a player notices that player's rune, Summoner Spell or GUI settings have not applied correctly due to a bug between the game lobby and match, player can pause the game to adjust these settings. If the settings cannot be correctly adjusted, then the game may be restarted.
 - 8.6.3. If League Officials determine that technical difficulties will not allow for the game to resume as normal (including a team's ability to be in proper position for certain game events, such as minion spawn).
 - 8.6.4. Any circumstance which would permit a restart after GOR.

8.7. Restarts After GOR.

- 8.7.1. The following are examples of situations in which a game may be restarted after GOR has been established.
 - 8.7.2. If a game experiences a Terminal Situation at any point during the match.
 - 8.7.3. If a League Official determines that there are environmental conditions which are unfair (e.g. excessive noise, fan gank, hostile weather, unacceptable safety risks).

8.8. Remake Procedure.

- 8.8.1. Terminal Situation. League Officials will determine whether either or both teams were significantly disadvantaged by the bug, and any significantly disadvantaged team will be offered the opportunity to remake the game. If any significantly disadvantaged team accepts a remake, the game will immediately be restarted as per this section. Significant disadvantage is a prerequisite to a remake offer.
- 8.8.2. Controlled Environment. Certain conditions may be preserved in the event of a remade game that has not reached GOR, including, without limitation, picks/bans or Summoner spells. If, however, a match has reached GOR then League Officials shall not retain any settings.

- 8.8.3. 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).

8.9. Hardware Malfunction.

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

8.10. Reporting Procedure.

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

8.11. League Discretion.

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

8.12. Awarded Game Victory

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

- Game Time. If a game has been played for more than 15 minutes on the game clock (00:15:00).
- Gold Differential. The difference in gold between the Teams is more than 33%.
- Remaining Turret Differential. The difference in the number of remaining turrets between the Teams is more than seven (7).
- Remaining Inhibitor Differential. The difference in the number of standing inhibitors between the Teams is more than two (2).
- Remaining Nexus Turret Differential. The difference in the number of remaining Nexus turrets between the Teams is two (2).

- Champion Differential. The difference in alive champions between the Teams is at least four with the remaining death timers on all dead champions being at least 40 seconds or higher.
- Straight Up GG. At the time of technical difficulty there is no scenario that in the opinion of League Officials could result in anything other than the victory of one Team.

8.13. Post-Game Process

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

8.14. Scheduling

- 8.14.1. 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.
- 8.14.2. Players participating in a League event must arrive on-site and on-stage no later than the time specified by the League Officials.

8.15. Referees

8.15.1. Referees will oversee the League Matches, including the following:

- Checking the Team's Starting Line-up before a Match
- Checking and monitoring Player peripherals and Match Areas
- Announcing the beginning of a Game
- Ordering pause/resume during a Game
- Issuing penalties in response to rule violations during the Match
- Confirming the end of the Match and its results

8.15.2. 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, Coach or other individual.

8.15.3. If a Referee makes an incorrect judgment, the judgment can be subject to reversal. League Officials, at their discretion, may evaluate the decision during or after the Match to determine if the proper procedure was implemented. If the proper procedure was not followed, League Officials reserve the right to potentially invalidate the Referee's decision. League Officials will always maintain final say in all decisions set forth throughout the League.

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 that potentially threatens the actual or perceived integrity of competition or that is otherwise 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 Team Members, 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 Team Members 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 Team Member.
 - Deliberately losing a Game for compensation, or for any other reason, or attempting to induce another Team Member 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 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 Coaches 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 or successfully. 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 interest 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. Furthermore, if a Team Manager/Member has committed rules violations, League Officials reserve the right to impose additional sanctions on that Team Manager/Member's Team if it determines the Team was complicit or otherwise associated with the misconduct in question. 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. This includes but is not limited to the use of substances prohibited by law in Germany and other potentially applicable 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 be involved with the offering, giving, acceptance, or receipt of a bribe, gift, or any type of consideration, financial or otherwise, that could result in the improper influencing or manipulation of any esports tournament or match globally or any portion or aspect of such competition. Performance-based compensation paid to a Team Manager/Member by a Team's official sponsor or owner is permitted under this rule.
- 9.2.11. No Team Manager/Member or Affiliate of a Team may solicit, lure, or make an offer of employment to any official Team Member who is signed to any League Team, nor encourage any such Team Member to breach or otherwise terminate a contract with said League Team. A Team Member may not solicit a Team to violate this rule. A Team Member may express publicly their desire to leave the Team and encourage any and all interested parties to contact their Manager. But the Team Member 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 Team Member from another Team, Team Managers must contact a Team Manager of the Team that the Team Member 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 engage in any action that could improperly influence or manipulate any esports tournament or esports match globally or any portion or aspect of such competition. Additionally, no Team Manager/Member or League Official may instruct, permit, cause, or enable other individuals to engage in such actions.
- 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 may engage, nor attempt to engage, in any legal or illegal gambling activity relating in any way to any global esports tournament or event. This rule applies to all esports gambling activities including, without limitation, those available in any physical retail location or those conducted via the internet. Gambling activity is defined as placing anything of value – including real currency, virtual currency, or other digital assets – at risk in connection with a bet or wager. Additionally, no Team Manager/Member, League Official, or Riot Games employee may instruct, permit, cause, or enable other individuals to

engage, nor attempt to engage, in any legal or illegal gambling activity relating in any way to any global esports tournament or event.

- 9.2.16. No Team Manager/Member may take part, either directly or indirectly, in any legal or illegal season-long or daily fantasy contests related to any esports tournament or match globally which rewards anything that has real-world value, monetary or otherwise. Fantasy contests or daily fantasy contests are defined as any online or peer-to-peer contests in which the real-world performance of esports participants determines the virtual performance and/or point total of a fictional team assembled by game participants.
- 9.2.17. No Team Manager/Member may request or disclose, directly or indirectly, any non-public information that could potentially provide an advantage in gambling activities to any person that does not have a legitimate need to know such non-public information. Individuals may violate this provision whether they know or reasonably should know that the non-public information in question could be used for the purposes of gambling activity. Examples of such information include, but are not limited to, team lineups, transactions, team strategy, schedule changes, and the results of pre-recorded matches that are broadcast or live streamed to audiences at a later date. Similarly, no Team Manager/Member, League Official, or Riot Games employee may request or support any such provision of knowledge or other information, whether for their own gain or for the gain of others.
- 9.2.18. All individuals subject to these rules are under a duty to report to Riot Games and the League, without undue delay and unprompted at the first available opportunity, via email, any witnessed, attempted, suspected, or known violation of these rules. Individuals are obligated to report such activity whether they were directly involved in the matter or should have reasonably been aware of the matter. Failure to report such information constitutes a rules violation in itself. Retaliation against any individual who, in good faith, reports such a matter is strictly prohibited.

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 LEC Penalty Index and/or the Global Penalty Index for major infractions.

9.4. Dispute Resolution

- 9.4.1. Upon the League's determination of a Major Rules Violation by a Team Member, Team Entity or Owner, then the Team implicated by such Major Rules Violation will have the right to invoke a review of the League's determination of the Major Rules Violation using one of the following methods at the Team's discretion:
- 9.4.2. **Expedited Review - 24 hours**
- 9.4.2.1. The League will form a committee consisting of three non-case-related Rioters.

- 9.4.2.2. The affected Team will be allowed to send a Team representative to observe the process; however, the Team representatives inability to attend shall not impact the committee's process in the interest of the 24 hour turnaround time.
 - 9.4.2.3. The Expedited Review Committee will only consider the evidence upon which the League made its determination of a Major Rules Violation and shall not accept new evidence or arguments from the parties.
 - 9.4.2.4. The Expedited Review Committee can overturn the determination of the League of a Major Rules Violation if two out of the three Expedited Review Committee members are in favor of overturning the determination.
 - 9.4.2.5. If for whatever reasons, the Expedited Review Committee cannot finalise its review within 24 hours, the League will suspend the penalty until the committee comes to a conclusion, which may not exceed 72 hours in total.
- 9.4.3. **Non-expedited Review**
- 9.4.3.1. The League will form a committee which will consist of a Representative of the affected Team, a League Representative and an agreed-upon third party, but will otherwise function like the expedited review committee.
 - 9.4.3.2. During the Non-expedited Review Team Member penalties will not be suspended.
- 9.4.4. Any violations governed by the Global Penalty Index which occur or are discovered by the League on the game-day may be exempt from the penalty suspension provision of the Expedited Review process at the sole discretion of the League.
- 9.4.5. Any challenges issued on the game-day may be exempt from the penalty suspension provision of the Expedited Review process at the sole discretion of the League.

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10. Glossary & Exhibits

Availability Declaration Form	Exhibit F.
Team Member Agreement	The contract between an Organization and their Team Member.
Competition Week	A Competition Week is defined as the timeframe between Friday 6:00 PM of any given week and Friday 5:59 PM of the next week. League Officials may, at their sole discretion, define a different timeframe for any given competitive week due to special circumstances.
Drop Form	Exhibit E.
EM	The championship for top ERL teams.
ERL	European Regional Leagues, including the following Leagues: Prime League (Germany, Austria, Switzerland), NLC (UK, Ireland, Iceland, Sweden, Denmark, Finland, Norway), Baltic Masters (Lithuania, Estonia, Latvia), Dutch and Belgian Leagues (Netherlands, Luxembourg, Belgium), EBL (Albania, Serbia, Croatia, Bosnia and Herzegovina, Montenegro, Slovenia, Hungary, Romania, Bulgaria, North Macedonia), Hitpoint Masters (Czech Republic and Slovakia), Ultraliga (Poland), LFL (France), Superliga Orange (Spain), PG Nationals (Italy), LPLOL (Portugal), Greek Legends (Greece).
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.
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 of 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/1Y7k5kQ2AegbuyiGwEPsa62e883FYVtHgr6UVut9RC4o/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: 17 th of November 2020, 16 th of November 2021, 22 nd of November 2022, 21 st of November 2023

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.
LEC Penalty Index	To be announced
League	The governing body of the LEC & EM.
Prohibited Sponsorship	<p>The following is a non-exhaustive list of prohibited sponsors:</p> <ul style="list-style-type: none"> ● Any other video game, other video game developer, or publisher ● Any video game consoles ● Any esports 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 ● Businesses engaged in offering Contracts for Difference (CFD) trading, or similar trading on margin 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.
Professional Esports Leagues	League of Legends European Championship, the North American League of Legends Championship 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 judgements 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.)
Resident	A Player is classified as a Resident of a region if the Player has obtained residency status as defined in Rule 1.2.
Roster	The sum of a Team's Active Rosters, Substitute Rosters and Reserve Roster.
Rule Violations	<p>Minor: If there is a Rules Violation Dispute that results in: (i) a fine of EUR 10,000 or less; (ii) the suspension of a Team Member, Coach or General Manager for one (1) regular Season League Game; and/or (iii) any in-game penalties, including loss of bans or forfeits, then in each case it will be resolved by the League Entity, in its sole discretion as the sanctioning body of League and the decision of the League Entity will be final and binding.</p> <p>Major: If there is a Rules Violation Dispute that results in: (i) a fine of more than EUR 10,000 but less than EUR 50,000; or (ii) the suspension of a Team Member, Coach or General Manager for more than one (1) League Games or any Play-Off League Games, then it will be resolved using the procedures set forth in the Rulebook.</p> <p>Critical: If there is a Rules Violation Dispute that results in: (i) a fine of EUR 50,000 or more; or (ii) the expulsion of a Team Member, Coach, or General Manager from the League, then it will be resolved using the arbitration procedures set forth in the Team Participation Agreement.</p>
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.
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 of the Season (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.

Team Roster	All Team Members registered to a team in the Global Contract Database.
Trade Approval Request Form	Exhibit D.
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.

**TEAM MEMBER AGREEMENT
SUMMARY SHEET**

Team Member Name	Last, First		Summoner Name	Date Signed:
Address	Street		City	Prov/State/Code Country
Personal / Contact	Date of Birth: (dd/mm/yyyy)	Age	Phone: () -	Email

Team Name				Team Owner Representative	Last, First
Team Address	Street			City	Prov/State Postal/Zin Code
	City	Prov/State/Code	Country	Phone: () -	Email
Team Member Agreement Signature Page	<input type="checkbox"/> Signed and attached <input type="checkbox"/> Not attached		Team Member Eligibility & Release Form	<input type="checkbox"/> Signed and attached <input type="checkbox"/> Not attached	

Term: Note that all Team Member Agreements must have a Start Date and an End Date, which must be added below. The term of a Team Member Agreement may not be less than seven (7) days. In the event that the term extends beyond the League of Legends World Championships for the 2021 Season, such term must end on any of November 15, 2021, November 21, 2022 or November 20, 2023 at 23:59 UTC.

Start Date (dd/mm/yyyy):		End Date (dd/mm/yyyy):	
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Team Member Termination Rights	Can the Team Member terminate the agreement without cause by paying the team owner a buyout fee?	<input type="checkbox"/> Yes <input type="checkbox"/> No
Team Owner Termination Rights:	Can the team owner release or cut the Team Member without cause and without paying the Team Member a buyout fee?	<input type="checkbox"/> Yes <input type="checkbox"/> No
	Can the team owner terminate the agreement without cause by paying the Team Member a buyout fee?	<input type="checkbox"/> Yes <input type="checkbox"/> No
Trades and Assignment:	Can the team owner trade the Team Member and assign their agreement to another team?	<input type="checkbox"/> Yes <input type="checkbox"/> No
	Can the team owner trade the Team Member without Team Member's consent?	<input type="checkbox"/> Yes <input type="checkbox"/> No
Supplemental Provisions:	Are there any other agreements between the team owner and the Team Member relating to the release, trade, termination, trade or assignment of the Team Member?	<input type="checkbox"/> Yes <input type="checkbox"/> No

If the answer to any of the above question is YES, please explain:

Team Member Termination Rights cont.	Can the Team Member terminate the agreement if the team is no longer in the League due to expiration or termination of the Team Participation Agreement?	<input type="checkbox"/> Yes <input type="checkbox"/> No
	Can the Team Member terminate the agreement if the team drops him or her from the roster?	<input type="checkbox"/> Yes <input type="checkbox"/> No
Noncompetition cont.	Is the Team Member restricted from joining another esports team or company after termination or expiration of the agreement?	<input type="checkbox"/> Yes <input type="checkbox"/> No
	Does the team retain a right of first refusal for the Team Member's services after the expiration of the agreement?	<input type="checkbox"/> Yes <input type="checkbox"/> No
Material Breach	Is there any restriction that prevents a party from terminating in the event of material breach after a 30 day cure period (to the extent breach is curable)?	<input type="checkbox"/> Yes <input type="checkbox"/> No
Automatic Renewal	Does the term of the agreement renew automatically or without express approval of the Team Member?	<input type="checkbox"/> Yes <input type="checkbox"/> No

Compensation Summary			
Type of Compensation		Please describe (i) amounts and/or percentages and (ii) cadence (i.e., per month, per Split, etc.)	Guaranteed or not guaranteed?
Base Compensation	<input type="checkbox"/> None		<input type="checkbox"/> Y / <input type="checkbox"/> N
Sponsorship Money:	<input type="checkbox"/> None		<input type="checkbox"/> Y / <input type="checkbox"/> N
Streaming Revenue	<input type="checkbox"/> None		<input type="checkbox"/> Y / <input type="checkbox"/> N
Prize Money	<input type="checkbox"/> None		<input type="checkbox"/> Y / <input type="checkbox"/> N
Other:	<input type="checkbox"/> None		<input type="checkbox"/> Y / <input type="checkbox"/> N
If any of the compensation above is listed as NOT guaranteed, please explain under what circumstances such compensation is paid out:			

Agent Information		
Is the Team Member represented by an agent?	<input type="checkbox"/> Y / <input type="checkbox"/> N	If the answer is "No", leave the rest of this table blank
Name of the agent		
Agent's compensation (will be kept confidential by the League)		
Law applicable to the agency agreement		
Is the agent contractually bound to comply with the applicable law?	<input type="checkbox"/> Y / <input type="checkbox"/> N	
Any other significant contract terms (optional):		

Instructions: Please sign the form in the space provided below to acknowledge the foregoing and send a PDF of it by email to Maximillian Peter Schmidt (mschmidt@riotgames.com) and Deniz Gunay (dgunay@riotgames.com). The team owner must submit the Summary Sheet to the League for acceptance before the Team Member can participate in tournament events.

The undersigned Team Member and Team Manager each represents and warrants to the League that they have read this Summary Sheet and that it accurately reflects the terms and conditions of their binding Team Member services agreement.

IMPORTANT: In the event of a conflict between any term of this Summary Sheet and the terms of the Team Member Agreement between the parties, this Summary Sheet shall prevail and control for the purposes of the League (except with respect to “Supplemental Provisions” above).

Team Member

Team Member’s Signature:

Name (printed):

Parent or Guardian Signature*:

** If the Team Member is under 18*

Name (printed):

I am the parent or legal guardian of the minor named above. I have the legal right to consent to and, by signing above, I hereby do consent to the terms and conditions of this Summary Sheet and applicable corresponding Team Member agreement.

Team Manager

Team Name:

Owner’s Signature:

Name (printed):

Mobile Telephone Number: (____)



TEAM MEMBER ELIGIBILITY AND RELEASE FORM

Name	Last, First		Summoner Name		Date:
Address	Street		City	Prov/State/Code	Country
	Date of Birth: (DD/MM/YYYY)	Age	Phone: () -	Email	
Team Member	<input type="checkbox"/> Player <input type="checkbox"/> Coach				
Residency Status (Players only)	<input type="checkbox"/> EU <input type="checkbox"/> Other (See Section 1.2 of the Rules)				
LTR Status (Players only)					
Starting Season					

PLEASE READ CAREFULLY -- THIS IMPACTS YOUR CERTAIN LEGAL RIGHTS

1. PURPOSE: I have agreed to join a professional esports team (“**Team**”) and to play for or coach the Team in the Starting Season and subsequent seasons as agreed upon in the respective Team Member Agreement with the Team (such Starting Season and subsequent Seasons of participation in LEC referred to in this Eligibility and Release Form as the “**Seasons**”) of the League of Legends European Championship (“**LEC**”) , operated by League of Legends European Championship Limited (“**League**”). I would like the opportunity to participate in League-sponsored competitions, tournaments, exhibitions and related events (including associated marketing, advertising sponsorship and promotional activities) (all of which together form the “**League Events**”) as a member of the Team and to have the right to access the League of Legends online video game (the “**Game**”). I understand that the Team will not be eligible to participate in the Seasons, and I will not have the right to participate in the League Events, unless I agree to be bound by the terms and conditions in this Eligibility and Release Form (“**Eligibility Form**”).

2. PLAY BY THE RULES: I agree to: (a) abide and be bound by all League Event rules, the LEC Rules, the Summoner’s Code, the Game’s Terms of Service and all League policies (collectively, the “**Rules**”); (b) observe and comply with all written and verbal instructions of the League or its affiliates regarding my conduct during and immediately before and after League Events and access to, and use and security of, any related facilities, hardware, software and equipment;; and (c) avoid any conduct or arrangements that are inconsistent with applicable law, this Eligibility Form, the Rules and/or the standards of good conduct, fair play and good sportsmanship. I acknowledge that I have access to the Rules (the LEC Rules are viewable at <https://eu.lolesports.com/en/about>) and understand that they are subject to change in accordance with their terms.

3. ELIGIBILITY: I represent and warrant to the League on an ongoing basis that: (a) I am and will remain an eligible entrant, as defined in the Rules; (b) I have entered into a binding Team Member Agreement with the Team Owner, in compliance with all League requirements and which has been countersigned by my parent or legal guardian if I was under 18 or otherwise a minor at the time of signing; (c) my residency status as described above is true and accurate; (d) I am and will remain legally able to travel to the countries where the League Events are held and remain and work in such countries for the entire duration of my participation in the League Events; and (e) any statements made by me to the League, whether written or oral, will be true, accurate, complete and not misleading.

4. LIMITATION OF LIABILITY: I agree that the aggregate liability of the League, its affiliates and each of their respective sponsors, officers, directors, shareholders, employees, agents, representatives, assigns and successors-in-interest (individually, a “**Riot Party**” and jointly or collectively, the “**Riot Parties**”) to me for all harm, damages, injury or loss of any kind shall not exceed twenty-five thousand Euros (EUR25,000.00), and this shall be my only remedy regardless of what legal theory is used to determine that any Riot Party was liable for the harm, damages, injury or loss. I further agree the Riot Parties

will not be liable to me for any loss of profits, charges or expenses, any loss of business opportunity, reputational loss or harm, or any special, indirect or consequential loss or damage or disruption of any kind, in any case, whether based on breach of contract, tort (including negligence or breach of statutory duty), misrepresentation, restitution or otherwise whether or not I have been advised of the possibility of such damage. I understand and agree that: (a) this Eligibility Form, and particularly this Section 4, shall apply to and protect the Riot Parties and shall be binding on my heirs, administrators, custodians, trustees, agents and successors; (b) the Team Owner is not an agent, partner or employee of any Riot Party; (c) no Riot Party has any fiduciary obligations to me; and (d) compensation and prize money, if any, will come directly from the Team Owner and not from any Riot Party. Nothing in this Eligibility Form purports to limit or exclude any party's liability for fraud, fraudulent misrepresentation or willful misconduct or exclude or limit liability for death or personal injury caused by that party's negligence or to the extent otherwise not permitted by law.

I AM AWARE OF THE RISKS, DANGERS AND HAZARDS ASSOCIATED WITH GAME PLAY AND THE LEAGUE EVENTS AND I FREELY ACCEPT AND FULLY ASSUME ALL SUCH RISKS, DANGERS AND HAZARDS.

5. USE OF MY NAME AND LIKENESS:

5.1 Licence Rights. I hereby grant to the League and its affiliates a worldwide, non-exclusive, royalty-free, transferable, sublicensable and irrevocable licence during the Seasons to use, alter, edit, modify, display, publish, distribute and otherwise exploit my Biographical Materials (defined below), each in whole or in part in any and all present and future media, worldwide, in connection with: (a) the LEC, the Game, any League Events and any print or online advertising or promotional activities of any of the foregoing; (b) exploitation of League Events media rights, including in relation to the broadcast, stream, webcast or other distribution and advertising of League Events footage or content; (c) the creation and exploitation of additional content featuring myself and/or the Team, including POV streaming, reality or documentary-style programming and training sessions; (d) team, player and other team member destination pages created by or on behalf of the Riot Parties and/or their commercial partners; (e) websites and mobile apps (including without limitation standalone video games or fantasy league or collectible card apps) and associated social media outlets (e.g. Facebook, Twitter and YouTube); (f) press releases, newsletters, email alerts, online announcements and postings and other editorial content together with general advertising, marketing and promotion of the Riot Parties and their partners, the Game, the LEC and the League Events; (g) League merchandise; (h) in-Game items and digital products released by or on behalf of the Riot Parties, including fantasy games, premium viewership offerings or league companion applications; (i) outdoor and indoor posters, signs and displays; (j) sponsorships in relation to the Riot Parties, the Game, LEC and League Events; (k) product catalogues, point-of sale materials, hang-tags and product packaging; and (l) any other activities related to the Riot Parties, the Game, LEC, League Events and any other activities conducted under or otherwise in connection with the Rules ((a) through (l) together forming the "**Marketing**"). If the League proposes additional use cases for the Biographical Materials then I will not unreasonably withhold my approval of such proposed uses and upon such approval such use cases will be included in the term "**Marketing**" and be fully licensed hereunder. The above licence will remain in effect indefinitely to the extent necessary so that: (i) the Riot Parties may continue to sell merchandise created prior to the end of the Seasons; and (ii) the Riot Parties are able to create new derivative works or compilations of any works of authorship or copyrighted materials that were created prior to the end of the Seasons (e.g. a new video that features past champions); and (iii) Riot Parties are able to create new works featuring or documenting LEC, League Events, Team or Team Member life (e.g. collectibles, almanacs, documentaries).

5.2 Good Ideas. I may from time to time provide suggestions, comments or other feedback to the Riot Parties regarding new features or functionality for the Game and/or improvements to the League Events or competitive Game play ("**Feedback**"). I acknowledge and agree my Feedback, even if I designate it as confidential, shall not create any confidentiality obligation for the Riot Parties. Furthermore, the Riot Parties shall be free to use, disclose, reproduce, license or otherwise distribute and exploit my Feedback as it sees fit, entirely without obligation (financial or otherwise) or restriction to me of any kind on account of intellectual property rights, moral rights, confidentiality obligations or otherwise.

5.3 Ownership. I agree that the League will own all: (a) Marketing, together with the results of any such Marketing (including all assets, documents, videos, photographs, products, software, apps and materials of any kind and in any form), including all intellectual property rights, exploitation rights and economic rights in the same but excluding the Biographical Materials which I will continue to own ("**Marketing Property**"); and (b) Feedback (including all intellectual property rights, exploitation rights and economic rights in it), and I hereby assign (by way of future assignment where necessary) to the League absolutely with full title guarantee all right, title and interest I have or may have in the Marketing Property and Feedback. In addition, I permanently and irrevocably waive and release any claim (whether existing or future and whether known or unknown) in respect of, and agree not to assert, any moral, personal, publicity or other equivalent rights anywhere in the world in relation to the Marketing,

Marketing Property and Feedback, including without limitation the right to be identified, the right of integrity and the right against false attribution. If for any reason the Marketing Property and/or Feedback is not assignable to the League then I hereby grant to the League an exclusive, royalty-free, permanent, irrevocable, sub-licensable, transferable and worldwide right and licence over the Marketing Property and/or Feedback as applicable and I agree not to carry out any exploitation, usage or enforcement of the same without the League's prior written consent.

5.4 No Approval Rights. I hereby release the Riot Parties from any and all liability associated with any Marketing, Marketing Property and Feedback. I agree that I will have no right to inspect or approve any Marketing, Marketing Property or Feedback and I understand and agree that I will not receive compensation, fees, royalties, or any other form of payment for use of my Biographical Materials or Feedback. Nothing herein requires the League to make use of any of the rights granted above.

In this section "**Biographical Materials**" means my name, tag, nickname, aliases, initials, likeness, image (including graphic, photographic or digital depictions), picture, animation, persona, autograph/signature, voice, voice line, statistics, avatars, emojis, biographical information, life story, backstory and/or any and all other personal indicia, identifying characteristics or information supplied by me, in each case to the extent capable of constituting property.

6. PROMOTIONAL RESTRICTIONS AND COMMITMENTS:

6.1 Other Gaming Events. I agree that during the Seasons I will not participate or compete in any video gaming competitions, tournaments, exhibitions, demonstrations or other video gaming events anywhere in the world other than the League Events without first obtaining the League's prior written consent.

6.2 Personal Sponsorships. I agree that I have not and will not enter into any agreement or arrangement with any person or entity under which the name, logo or trademark of such person or entity or a third party will be used or displayed in connection with, or otherwise associated or identified with, myself, the Game, the League, the LEC or any League materials, League Events, or Marketing ("**Sponsorship Agreement**") without the prior written consent of the League in each instance (which may be subject to, or contingent upon, the satisfaction by me of conditions or stipulations specified by the League); provided however that for Sponsorship Agreements that relate to products or services on 'Permitted Categories' list, only prior notice to the League shall be required, subject to Section 6.3 below. Copies of the League's 'Permitted Categories' list are made available by the League to the Team Owner on request and may be updated by the League from time to time.

6.3 Sponsorship Restrictions. In addition to the provisions of Section 6.2 above, in order to preserve the business reputation of the League, LEC and the Game, I agree that I will not without first obtaining the League's prior written consent: (a) enter into any Sponsorship Agreement with any person or entity that the League reasonably determines conducts business in any product or services category that is on the League's 'Prohibited Categories', 'Protected Categories' or 'League Exclusive Categories' lists; or (b) market or promote products or services within the categories on the League's 'Prohibited Categories', 'Protected Categories' or 'League Exclusive Categories' lists; or (c) Sponsorship Restricted List made available to Team Owner by the League, as may be updated from time to time upon notice to me. In order to preserve the integrity of competition in the LEC, I will not enter into any Sponsorship Agreement with any sponsor engaged in the business of sports betting, bookmaking or gambling (whether related to the on Game gameplay, Game competition (including fantasy esports). The above restrictions apply even if the Sponsorship Agreement does not involve or explicitly refer to the Game, the League, or any League materials, League Events, or Marketing. Copies of the League's 'Prohibited Categories', 'Protected Categories' and 'League Exclusive Categories' lists are made available by the League to the Team Owner on request and may be updated by the League from time to time. In addition, all Sponsorship Agreements must: (a) comply with the Rules, including the 'League Branding and Style Guide'; (b) not conflict with or breach the terms of any Team sponsorship agreement; and (c) not suggest any official sponsorship or endorsement between a sponsor and the Game, the League or League Events.

6.4 Breach Consequences. I hereby understand and agree that if I breach any provision of this Section 6 I will at the League's discretion: (a) be required to immediately terminate the applicable Sponsorship Agreement at the League's request (without obligation or liability to the League); (b) be subject to fines/penalties; and/or (c) need the League's prior written consent for any future Sponsorship Agreements of any kind.

7. BE NICE: I agree that I will not: (a) make, publish or communicate to any person or entity in any online or other public forum any defamatory or disparaging remarks, comments or statements; or (b) act in any manner which adversely impacts the image or reputation of, in each case in relation to the LEC, the Riot Parties and their commercial partners, the Team (including myself), other teams (including their players, coaches and other personnel), the Game or any other software, products or services of the Riot Parties.

8. LIMITATIONS ON MY REMEDIES: To the extent permitted by law, I agree that: (a) no lawsuit or any other legal proceeding against the Riot Parties relating to or arising out of the Seasons, LEC, Marketing, Marketing Property, Feedback, League Events, the Game or this Eligibility Form shall be brought or filed by me or my guardians or representatives more than one (1) year after the incident giving rise to the claim occurred; and (b) I will not bring any class action lawsuit or collective legal action or similar proceedings (or authorize my guardians or representatives bring any class action lawsuit) against any Riot Party or be a representative plaintiff or plaintiff class member in any such lawsuit.

9. TAXES AND BENEFITS: I acknowledge and agree that I am solely responsible for any and all taxes in relation to my involvement with the Team and participation in the LEC, including any income tax, national and social security contributions, withholding taxes, unemployment and similar taxes imposed on me as a consequence of the payments I may receive from the Team Owner or otherwise. I further acknowledge that: (a) I am not an employee of any Riot Party and accordingly I am not entitled to participate in any of their employee benefit plans, including any retirement or health insurance plan of any Riot Party; and (b) I have joined the Team and wish to participate in the LEC as a business and not as a consumer.

10. BEING A GOOD TEAM MEMBER; FINES AND SUSPENSIONS: I acknowledge that, in order to maintain the integrity of the Game and LEC, the League has the right to impose fines, suspensions, disqualifications, and other disciplinary action on myself and the Team as detailed in the Rules.

11. USE OF OTHER PEOPLE'S STUFF: As a professional player of the Game or coach in connection with the LEC, I acknowledge that I may have access to confidential information of the Riot Parties, including information relating to the LEC and the Game. I agree not to: (a) disclose any confidential information to any other person or entity (other than my professional advisors) without the League's prior consent; and (b) use any such confidential information for any purpose, other than for the purpose of carrying out my obligations as a professional player or coach in the LEC. In addition, I agree that I will not use or display the League Materials (as defined below) on or in connection with any products, services or otherwise without the prior written consent of the League in each instance. As used herein, the term "**League Materials**" means (a) the name, logos and trade marks of the Riot Parties, the Game and the LEC, including the marks LEAGUE OF LEGENDS®, RIOT GAMES®, and their associated logos; and (b) the Game, including all versions, improvements, derivatives and sequels thereof.

12. TEAM MEMBER AGREEMENT: I acknowledge that I will not be permitted to play in League Events unless I have a written agreement with my Team Owner, in compliance with all League requirements ("**Team Member Agreement**"). I acknowledge that the Team Member Agreement is legally binding on me and that it is my responsibility to ensure that the Team Member Agreement meets my particular business needs and complies with applicable law.

13. OTHER TERMS: (a) I agree to the collection, storage and use of my data as detailed in the Team Member Privacy Statement at Exhibit C below. I also explicitly consent to the collection, storage and use of any special category data (such as medical information – e.g. allergies and medical conditions) as further detailed in such Team Member Privacy Statement. (b) This Eligibility Form and any dispute or claim in connection with it will be governed by the law of the Republic of Ireland, without giving effect to its principles or rules of conflicts of laws, and under the exclusive jurisdiction of the High, Circuit or District courts of the Republic of Ireland (depending on the value of the dispute). Each party waives, to the fullest extent permitted by applicable law, any objection to such choice of exclusive governing law and jurisdiction and any claim that any such action or proceedings brought in such court has been brought in an inconvenient forum. (c) This Eligibility Form shall be effective and binding upon my heirs, next of kin, executors, administrators, assigns and representatives. (d) If any provision of this Eligibility Form or the application of any such provision to any person, entity or circumstance shall be held invalid, illegal, or unenforceable in any respect, such invalidity, illegality, or unenforceability shall not affect any other provision of this Eligibility Form. I intend that all grants of rights, limitations of liability and exclusions of damages in this Eligibility Form shall be upheld and applied to the maximum extent permitted by law. (e) No failure or delay by a party to exercise any right under this Eligibility Form or at law will be a waiver of that right. (f) In entering into this Eligibility Form I am not relying on any oral or written statements or representations made by any person with respect to the Seasons, the League Events, the Game or this Eligibility Form. (g) This Eligibility Form may not be amended except by a written amendment signed by both parties.

I HAVE READ THIS ELIGIBILITY AND RELEASE FORM. I UNDERSTAND ITS CONTENTS AND LEGAL SIGNIFICANCE, AND I AGREE TO BE BOUND BY ITS TERMS. IF I AM UNDER 18 YEARS OF AGE, I UNDERSTAND THAT MY PARENT OR LEGAL GUARDIAN MUST SIGN.

Team Member's Signature: _____

Parent or Guardian Signature: _____

Date: _____

I am the parent or legal guardian of the minor named above. I have the legal right to, and, by signing above, I hereby do consent to, the terms and conditions of this Eligibility and Release Form

Riot Games: Team Members Privacy Statement

Last Modified: [15th of November 2019]

League of Legends European Championship Limited (“**Riot**”, “**we**”, “**us**”) is committed to protecting the privacy and security of your personal information. This document (“**Privacy Statement**”) describes how we collect and use personal information about you during and after your working relationship with us as a professional player or coach (“**Professional(s)**”, “**you**”) in the League of Legends European Championship (“**LEC**”). We are only describing our own practices, including various Riot Parties. This statement does not apply to third parties we don’t own or control, including other companies you might interact with during your time as Professionals, including the teams you are contracted to.

The Riot Games Privacy Notice (<https://euw.leagueoflegends.com/en/legal/privacy>) also applies to you and information collected under this Privacy Statement, so please ensure you have reviewed it in full too. If you have any questions or concerns about this Privacy Statement, please contact us at: lec-privacy@riotgames.com.

1. Information We Collect and How We Collect It.

In addition to the information detailed in the Riot Games Privacy Notice, we need to collect some extra information from you because of your participation in the LEC. We will collect some of this information from you directly, but we may also obtain information about you from third parties (e.g. your team). You don’t have to share info when we ask you for it, but if you decline you might not be able to participate in the LEC. The additional information we collect may include:

- Personal details which you submit to us as part of your Team Member Summary Sheets and Eligibility and Release Forms (e.g. your name, address and date of birth).
- Documentation needed to determine your identity or eligibility to be a Professional (e.g. your passport, bank statements, utility bills, letter of registration, visa information).
- Information about you contained within your contractual arrangements with your team (e.g. compensation, prize money).
- Information about your performance as a professional (e.g. game statistics).
- Photographs and video footage of you in your capacity as a Professional (e.g. from tournament streams).
- Information linked to any disciplinary, grievance or other action.
- Communication data sent to us or provided to us, such as emails, Skype logs or other communications between you and us or other third parties (e.g. when we carry out investigations).
- Medical information (e.g. allergies or other medical conditions for catering in the studio or during roadshows).

2. How We Use and Share Information.

In addition to the examples detailed in the Riot Games Privacy Notice, we may use and share your info to fulfil obligations such as: (a) running the LEC and other tournaments and events; (b) carrying out background checks; (c) providing organisational, technical and administrative support; (d) making travel and accommodation arrangements; (e) monitoring and enforcing compliance with the LEC rules; (f) defending or pursuing legal or regulatory action, including litigation; (g) obtaining and maintaining insurance; (h) ensuring compliance with governmental agencies, including tax agencies; and (i) improving the LEC and our services more generally.

The legal bases for us doing so include: (i) as is necessary to perform our obligations to you under our contractual obligations; (ii) with your consent; (iii) in your and our legitimate interests (such as safety and security); (iv) to comply with legal obligations; (v) to protect your vital interests, or those of others; (vi) when necessary in the public interest; and (vii) where necessary for the purposes of Riot’s or a third party’s legitimate interests. If we process any of your special category data (e.g. health data), this will be done with your explicit consent.

We’re a global gaming company with operations around the world. As a result, during and after your time as a Professional, your info may be processed anywhere we (including via our different affiliates and subsidiaries) or our partners and service providers

do business, including the United States. You can find further details regarding international data processing in the Riot Games Privacy Notice.

Any info you provide to us will be retained as long as is necessary to perform any contracts with you and for our legitimate interests, including complying with our legal obligations, resolving disputes, enforcing our contracts and terms, preventing fraud and managing internal books and records.

3. Your Rights and Choices.

If you're concerned with the way we're handling your info, or would like to update or delete any personal info, then please contact us at the address below. You can also request to have a copy of the personal information we hold on you.

4. Updates and Revisions.

We may need to update this Privacy Statement from time to time to make sure it reflects changes in technology, law, business operations or any other reason we determine is necessary or appropriate (e.g. changes in the LEC). When we do make changes, we'll update the "Last Modified" date at the top of the policy and these changes will become automatically effective. Where we make material changes we'll also send you a copy of the updated Privacy Statement.

5. Other Terms.

Please make sure you review in particular the Riot Games Privacy Notice terms on International Data Processing and Security which are also applicable to information collected under this Privacy Statement. Medical information, if any, obtained from you is subject to heightened security measures and is deleted when no longer necessary.

6. Contact Us.

If you have any questions or concerns about this Privacy Statement, please contact us at: lec-privacy@riotgames.com.

League of Legends European Championship

Trade Approval Request Form

Teams Involved in Trade	Date Submitted to Riot
1.	
2.	

Trade Request Description

Player	Current Team (Pre-Trade)	LEC Starter/ERL Starter/Reserve/Not Applicable	Future Team (Post-Trade)	LEC Starter/ERL Starter/Reserve/Not Applicable	Requested Trade Effective Date
Player 1 (name):		<input type="checkbox"/> LEC <input type="checkbox"/> ERL <input type="checkbox"/> R <input type="checkbox"/> N/A		<input type="checkbox"/> LEC <input type="checkbox"/> ERL <input type="checkbox"/> R <input type="checkbox"/> N/A	
Player 2 (name):		<input type="checkbox"/> LEC <input type="checkbox"/> ERL <input type="checkbox"/> R <input type="checkbox"/> N/A		<input type="checkbox"/> LEC <input type="checkbox"/> ERL <input type="checkbox"/> R <input type="checkbox"/> N/A	
Player 3 (name):		<input type="checkbox"/> LEC <input type="checkbox"/> ERL <input type="checkbox"/> R <input type="checkbox"/> N/A		<input type="checkbox"/> LEC <input type="checkbox"/> ERL <input type="checkbox"/> R <input type="checkbox"/> N/A	
Player 4 (name):		<input type="checkbox"/> LEC <input type="checkbox"/> ERL <input type="checkbox"/> R <input type="checkbox"/> N/A		<input type="checkbox"/> LEC <input type="checkbox"/> ERL <input type="checkbox"/> R <input type="checkbox"/> N/A	

General Managers			
General Manager	Team Name	Mobile Phone	Email Address
GM 1 (Team 1):			
GM 2 (Team 2):			
Signoffs			
Player	Does Player Have Approval Rights Over Trade?	Has Player Approved the Trade?	
Player 1 (name):	<input type="checkbox"/> Yes <input type="checkbox"/> No	<input type="checkbox"/> Yes <input type="checkbox"/> No <input type="checkbox"/> N/A	
Player 2 (name):	<input type="checkbox"/> Yes <input type="checkbox"/> No	<input type="checkbox"/> Yes <input type="checkbox"/> No <input type="checkbox"/> N/A	
Player 3 (name):	<input type="checkbox"/> Yes <input type="checkbox"/> No	<input type="checkbox"/> Yes <input type="checkbox"/> No <input type="checkbox"/> N/A	
Player 4 (name):	<input type="checkbox"/> Yes <input type="checkbox"/> No	<input type="checkbox"/> Yes <input type="checkbox"/> No <input type="checkbox"/> N/A	
Trade Request Resolution			
Trade Request Decision <input type="checkbox"/> Approved <input type="checkbox"/> Denied	Decision Date	Trade Effective Date	
Decision Made By (name)	Reason for Decision (if denied)		

Authorized Signatures of General Managers or Other Authorized Party

Each General Manager, by signing below, confirms that the proposed trades specified in this Trade Approval Request Form comply with the terms and conditions of the league they are participating in and its rules, any agreements between the teams and players identified above, and applicable law.

Authorized Signature: _____

Name/Title (printed): _____

Team Name (printed): _____

Authorized Signature: _____

Name/Title (printed): _____

Team Name (printed): _____

Team Member Drop Form

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

Team Name	
Dropped Party Name	

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

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

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

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

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

By: _____

Team Manager Name: _____

Team Manager Title: _____

Effective Date: _____

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

By: _____

Name: _____

Date of Signature: _____

Availability Declaration Form

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

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

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

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

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

[Enter Team Owner Entity Name]

Representative Name: _____

Representative Title: _____

Date: _____