2025 Season
Official Rules

Introduction and Purpose

These official rules of the League of Legends EMEA Championship apply to each of the Teams who have qualified to play in the LEC in 2023. 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 organised 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 standardise 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. Standardised 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.emea-competitiveops.com.

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 18 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 18 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. For rules around Player Residency, see LoL Esports Global Policies.

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

- 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.

- The Player who has been on an ERL Team Roster for the majority of applicable Matches in an ERL in no less than three of the last five ERL Splits immediately prior to their participation in the first Game of the applicable competition.

- For LEC players, if the LEC organisation operates an ERL Team Roster: The player was on the Team Roster of an LEC Team for the majority of Competition Weeks in no less than three of the last five LEC 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 Team 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.

- 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.

- A player may acquire LTR status by participating in any regional ERL 1st division split that qualifies for EMEA Masters. Additionally, LTR status may also be obtained by competing in a lower-tier league, provided that the league serves as a qualifying pathway to the 1st division of an ERL and takes place across each of the three splits during the competitive season.

1.2.5.   Temporary grandfathering of LTR Status for 2025 Season:
- A Player who meet the LTR criteria at the end of 2024 Season shall retain their LTR status for the 2025 Winter Split under the 2024 season criteria as follows:
  - The Player who has been on an ERL Team Roster for the majority of applicable matches in an ERL in no less than two of the last three ERL Splits immediately prior to their participation in the first Game of the applicable competition.

  - For LEC players, if the LEC organisation operates an ERL Team Roster: The player was on the Team Roster of an LEC Team for the majority of Competition Weeks in no less than two of the last three LEC Competitive Half-Seasons prior to their participation in the first game of the applicable competition.

- A player who was on an ERL Team Roster for the majority of applicable Matches in any single Split during the 2024 Season shall be eligible to claim LTR status if they subsequently appear on an ERL Team Roster for the majority of applicable Matches in at least one of the two ERL Splits immediately following the Split in which they initially participated. For example:
  - If a Player was on an ERL Team Roster for the majority of applicable Matches in the Spring Split of the 2024 Season,

they would need to be on an ERL Team Roster for the majority of applicable Matches in the Winter Split of the 2025 Season to meet the eligibility requirement.

- ○ If a Player was on an ERL Team Roster for the majority of applicable Matches in the Summer Split of the 2024 Season, they would need to be on an ERL Team Roster for the majority of applicable Matches in either the Winter Split or Spring Split of the 2025 Season to meet the eligibility requirement.

- These provisions apply solely to the 2025 Winter and Spring Split, after which standard LTR criteria as outlined in Section 1.2.5 will resume.

1.2.6. 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.

1.2.7. 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.

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

1.2.9. 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 EMEA 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 analyse 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 expected 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 Members 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.

1.6. Passport Requirement

1.6.1. Team Members who are part of a Team's LEC Roster are required to hold a passport which is valid for a minimum of twelve months at all times. Exceptions to this rule will be granted at the sole discretion of League Officials.

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 organisations and retains an illiquid ownership interest in their previous organisation 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 organisation; 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 in the offseason or during the MSI break.

2.1.7. In order to hold any form of Ownership 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; (iv) the Team has followed the relevant Change Event procedures as outlined in their Team Participation Agreement; and (v) the Team Member consults with the League to understand the restrictions around being associated with another Team that being an owner of the Granting Team entails.

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 ten Players across their LEC & ERL Rosters during the entirety of each LEC Split. If a Team does not have an ERL Roster, their LEC Roster should have a minimum of five players.

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 Veterans as defined in these Rules.

3.1.3. Teams can register up to 20 Team Members across their LEC & ERL Rosters.

3.1.4. For comprehensive ERL roster requirements, please refer to the respective ERL Rulebooks.

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 unless agreed with the Team Member and stated otherwise in their Drop Form.

3.1.6. 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.

3.1.7. A Team will be allowed a Roster of six Players as their Play-Offs Roster. If the Team's Starting Line-up has three Residents and two Non-Residents, and the Team has a substitute, the Team's substitute is required to be a Resident. For the avoidance of doubt, this means that a Team can have five Players on their Play-Offs Roster, but can also add a sixth Player if they choose to do so.

3.1.8. Teams may have up to three Players on their Reserve Roster.

3.1.9. 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 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.

3.1.10. 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, organisation 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 current Season, will have an expiration date that ends the term of the agreement on any of the dates listed in the LoL Esports Global Policy under "Contract End Date". Any agreement or contract signed between the Team Member and Team, other than the Team Member Agreement, shall not have a duration longer than the expiration date of the Team Member Agreement. All contractual obligations between the Team Member and the Team must end on said expiration date with the exception of ongoing financial obligations.
- The Team Member Agreement must be executed in accordance with the legally acceptable signature requirements (for example, wet signature or qualified electronic signature requirements in Germany).
- 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.

3.1.11. 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, the League reserves the right to interpret the Summary Sheet as superseding. As an exception to this rule, see the EMEA Player Loan Policy (Exhibit G).

3.1.12. 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.

3.1.13. 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.

3.1.14. Loans between LEC and ERL Teams are permitted under certain conditions. See Exhibit G for the EMEA Player Loan policy.

3.2. Non-Competitive Language

3.2.1. Teams may not enter into any agreements, arrangements or conduct that have as their object or effect any non-compete, right of first refusal or other similar provision that restricts the Team Member from joining another esports team, organisation, or company after the expiration or termination of the Team Member Services Agreement.

3.2.2. Teams may not enter into an agreement with another team or other third party that results in any party acquiring the ability to influence in employment, performance, or Team Member transfer related matters the independence of any team.

3.3. Team Member Agreements Maximum Contract Length

3.3.1. The maximum contract length for professional League of Legends contracts is four Seasons.

3.4. Roster Modification

    3.4.1. 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.

    3.4.2. The Team Manager will be responsible for Team Roster management and document submissions. The Team Manager is authorised 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.

    3.4.3. 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.

    3.4.4. 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.

    3.4.5. For a Team Member entry to be removed from the Global Contract Database, a Drop Form must be submitted with the relevant details.

    3.4.6. 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.

    3.4.7. Requests to modify the LEC Starting Line-up for a Team's Match on any match day must not be submitted any later than outlined below:

- For the first game of the Competition Week, all Teams are required to submit their Starting Line-up no later than 24 hours before the scheduled start of the first Match of the broadcast day.

- For any other game day of the Competition Week, all Teams are required to submit their Starting Line-up no later than 15 minutes after the conclusion of the last Game on the previous day.

- For their first Game of a Match in the Play-offs Stage, Teams are required to submit their Starting Line-up 24 hours before the scheduled start of the first Match of the broadcast day. In case an LEC Match between either of the teams that will be playing the following day 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.

- 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.

- On-stage coaches must be submitted at the same time as the Starting Line-up for the respective Game.

3.4.8. The Team Manager may request to modify their Team's LEC, ERL and Reserve Roster.

- For the Regular Season, 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.

- For the Play-offs Stage, the request must be submitted to a League Official at least 72 hours before the start of the first Competition Week of the Play-offs Stage and its approval is at the sole discretion of the League. Teams will not be able to modify their rosters until the end of the Split after this deadline.
  - Only Team Members signed prior to the roster modification deadline of the last Week of the Regular Season (72 hours before the start of the last Week) will be eligible to be added to a Team's Play-offs Roster.
  - To avoid confusion, this means that Teams are able to sign new Team Members for Play-offs up until 72 hours before the start of the last Week in any given Split, but can modify their Play-offs Rosters by using Team Members already signed to their Team up until 72 hours before the start of the Play-offs Stage.

3.4.9. New Team Member additions to the Team's ERL Roster may be made until the respective ERL's weekly signing deadline. To clarify, Team Members signed this way will not be eligible to compete in the LEC until the next Competition Week, if they are signed after the respective signing deadline of the upcoming LEC week.

3.4.10. 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.

3.4.11. All Team Roster modifications will be considered effective for the next Competitive Week upon approval by League Officials unless explicitly requested otherwise.

3.4.12. The Team Rosters will be displayed in the Global Contract Database. The Global Contract Database will be updated once authorised 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.

3.4.13. 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 as long as a Summary Sheet or Trade Form has already been submitted. This includes any acquisitions and re-signings to the same Organisation.

3.5. Substitutions

3.5.1. 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.

3.5.2. In the event of an emergency, if the emergency is on the day of the Match, 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.

3.5.3. In the event of an emergency prior to the day of the Match, the Team may also be given up to 48 hours to sign a Player to their Roster. The exact time given will be decided based on the proximity to the Team's Match and will be at the sole discretion of the League Officials. The eligible Players to be signed will be subject to the following restrictions:
- Only Players who were Free Agents on the most recent signing deadline will be eligible to be signed.
- The new addition cannot be a Player who played professionally in the current Split.
- The Player's contract needs to expire before the upcoming Free Agency Opening date, and needs to meet all other contract end date rules.

- A Player signed this way can only compete for as long as the emergency persists. The Team will be responsible for providing necessary proof to the League.

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

3.6. Coaches

3.6.1. 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.

3.6.2. 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.

3.6.3. 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.

3.7. Global Contract Window

3.7.1. The League has established limited periods of time during which new Team Members or Free Agents can be signed. Signings of any kind outside of these specified dates are strictly prohibited outside of the exceptions below. To clarify, contract extensions are always allowed. The start of the Global Contract Window for the next Season will commence on the 17th of November 2025:

LEC Contract Window Closing (18:00:00 CEST)	Global Contract Window Opening (00:00:00 UTC)
July 9, 2025	November 17, 2025

3.7.2. 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.

3.7.3. 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.

3.7.4. 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 LEC Contract Window closes. Contract expirations and mutually agreed upon terminations after the LEC Contract Window closes are allowed.

3.7.5. 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 LEC Contract Window closes and before the Global Contract Window opens with any Organisation 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. To clarify, this does not apply to individuals who have never played, coached, or been contracted to a team in a professional or semi-professional league.

3.7.6. As an exception to the Free Agency restrictions, Coaches' contracts must be set to expire one day after the ending of the World Championship and 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.

3.8. 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 Global Contract Window Opening and must become effective no later than the LEC Contract Window Closing.

3.8.3. EMEA 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 Transfer Approval Request Form. A Transfer Approval Request must include all details of the trade, including copies of all written agreements associated with the trade, which the League may rely on in case of a future dispute. Transfer requests must be approved by the League, in writing, before becoming effective. The responsibility of compliance with applicable law, the Rules and TPA in transfer agreements solely lies with the contracting Teams, and the League reserves its rights in this regard after approval of the trade.

3.9. Summoner Names

3.9.1. 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.

3.9.2. Teams will be permitted a team tag of 2-4 characters to be added to the front of each Player's Summoner Name on the Tournament Realm. These team tags must be a combination of uppercase letters and/or digits. Team tags must be unique globally.

3.9.3. 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.

4. Finance

4.1. Team Compensation

4.1.1. Each Team which participates in the 2025 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:

- **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.

- **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.

- **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.

- **Reserve Players.** Players on the Reserve Roster must earn a minimum of €1,000 per month.

- **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 finalised. 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.

5. Prize Money

At the end of Winter, Spring and Summer Splits, Teams shall have the opportunity to earn prize money based on their performance as outlined below:

5.1. **Winter,**

Position:	Prize:
#1	€40,000
#2	€25,000
#3	€10,000
#4	€5,000

6.   Additional Provisions

6.1.   Publishing

6.1.1.   The League shall have the right to publish a declaration stating that a Team Manager, Team Member and/or Team has been penalised. 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.

6.2.   Streaming Regulations

6.2.1.   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.

6.2.2.   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.

6.3.   Right of modification

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

6.4.   Finality of decisions

6.4.1.   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 10.4 of this Rulebook.

7. Format

7.1. Competitive Season Structure

7.1.1. Each competitive Season will consist of three Splits (Winter Split, Spring Split, Summer Split).

7.2. Winter Split

7.2.1. The Winter Split will consist of a Regular Season and Playoffs.

7.2.2. Regular Season Structure

7.2.3. During the Winter Regular Season, each Team will face every other Team in one Best-of-1 Match.

7.2.4. Side selection for the Regular Season will be randomly assigned by the League prior to the start of the Split. Each team will have a minimum of 4 games on each side.

7.2.5. Standings in the League will be determined by the amount of Matches won. The top eight teams in the standings will advance to the Playoffs stage. In case teams are tied in the standings, see Tiebreakers below.

7.2.6. Playoffs Structure

The matchups are presented for visualisation purposes; The actual matchups and their dates will be decided by the League.

7.2.7. The match order for the first round will be communicated to the Teams at the League's earliest convenience. For clarity, the Match number is for visualisation purposes, and does not always reflect the order in which Matches will be played.

7.2.8. Teams will compete in a Double Elimination Bracket, with Teams split across two sides of the bracket according to the result of the draw at the end of each Regular Season.

- To clarify, all Teams will start in the Upper Bracket, but on different sides based on the side they are drawn into.

7.2.9. All Matches will feature Fearless Draft (see 7.6).

7.2.10. At the conclusion of a Regular Season, the Top 8 Teams in the standings will be split into 4 pools:

- **Pool 1:** seed #1 and #2
- **Pool 2:** seed #3 and #4
- **Pool 3:** seed #5 and #6
- **Pool 4:** seed #7 and #8

7.2.11. Pool 1 Teams will be pre-assigned to the following matches:
- Seed #1 will be assigned to Match 1.
- Seed #2 will be assigned to Match 3.

7.2.12. Each side of the bracket will then get one Team per pool, randomly drawn, starting with Pool 2, progressing until Pool 4.
  - Top-Side Bracket will consist of Match 1 and Match 2.
  - Bottom-Side Bracket will consist of Match 3 and Match 4.
  - The highest seed in each side of the bracket will choose their first opponent from among the two lowest seeds in their side of the bracket.
  - For example, in a side with seeds #1, 3, 5, and 7, seed #1 may choose to face seed #5 or #7.

The bracket will follow the format below:

7.2.13. **Upper Bracket Round One (Best-of-Three):**
- **Match 1 (Top-Side Bracket):** Seed #1 faces their chosen matchup as per 7.2.12.
- **Match 2 (Top-Side Bracket):** Second highest seed in the Top-Side Bracket faces the remaining Team in the Top-Side Bracket.
- **Match 3 (Bottom-Side Bracket):** Seed #2 faces their chosen matchup as per 7.2.12.
- **Match 4 (Bottom-Side Bracket):** The second highest seed in the Bottom-side Bracket faces the remaining team in the Bottom-Side Bracket.
- The match order for Round One may be changed at the discretion of the League and will be communicated to the Teams at its earliest convenience.
- For the first round of Playoffs, the higher seeded Team will have side selection for Game 1.

7.2.14. **Upper Bracket Round Two (Best of Three):**
- **Match 5:** The winner of Match 1 vs. the winner of Match 2.
- **Match 6:** The winner of Match 3 vs. the winner of Match 4.
- The higher seeded Teams will have side selection for Game 1.

7.2.15. **Lower Bracket Round One (Best-of-Three):**
- **Match 7:** The loser of Match 1 vs. the loser of Match 2.
- **Match 8:** The loser of Match 3 vs. the loser of Match 4.
- The Teams losing Matches 7 and 8 will be eliminated.
- The higher seeded Teams will have side selection for Game 1.

7.2.16.   **Lower Bracket Round Two (Best-of-Three):**
- **Match 9:** The loser of Match 5 vs. the winner of Match 8.
- **Match 10:** The loser of Match 6 vs. the winner of Match 7.
- The Teams losing Matches 9 and 10 will be eliminated.
- The loser of Match 5 and the loser of Match 6 will have side selection for Game 1.

7.2.17.   **Upper Bracket Finals (Best-of-Five):**
- **Match 11:** The winner of Match 5 vs. the winner of Match 6.
- The higher seeded Team will have side selection for Game 1.

7.2.18.   **Lower Bracket Semifinals (Best-of-Five):**
- **Match 12:** The winner of Match 9 vs. the winner of Match 10.
- The Team losing Match 12 will be eliminated.
- The higher seeded Team will have side selection for Game 1.

7.2.19.   **Lower Bracket Finals (Best-of-Five):**
- **Match 13:** The loser of Match 11 vs. the winner of Match 12.
- The Team losing Match 13 will be eliminated.
- The loser of Match 11 will have side selection for Game 1.

7.2.20.   **Split Final (Best-of-Five):**
- **Match 14:** The winner of Match 11 vs. the winner of Match 13.
- The winner of Match 11 will have side selection for Game 1.
- The team winning match 14 will be the Split Champion, and the team losing Match 14 will be rewarded second place in the Split.

7.2.21.   **Winter Split Standings**
- **1st place:** Winner of Winter Split Play-offs Finals (Match 14).
- **2nd place:** Loser of Split Play-offs Finals (Match 14).
- **3rd place:** Loser of Match 13 of the Split Play-offs.
- **4th place:** Loser of Match 12 of the Split Play-offs.
- **5th place:** Loser of Match 9 or Match 10 of the Split Play-offs, whoever has the advantage in the head-to-head record.
- **6th place:** Loser of Match 9 or Match 10 of the Split Play-offs, whoever has the disadvantage in the head-to-head record.
- **7th place:** Loser of Match 7 or 8 of the Split Playoffs, whoever has the head-to-head advantage in the head-to-head record.
- **8th place:** Loser of Match 7 or 8 of the Split Playoffs, whoever has the head-to-head disadvantage in the head-to-head record.
- **9th place:** Team with the second lowest number of Match wins in the Regular Season (see Tiebreakers if there is a tie).
- **10th place:** Team with the lowest number of Match wins in the Regular Season (see Tiebreakers if there is a tie).

7.3.   Spring Split

7.3.1.   The Spring Split will consist of a Regular Season and Playoffs.

7.3.2.   All Matches will feature Fearless Draft.

7.3.3.   Regular Season Structure

7.3.4.   Teams will compete in a Single Round Robin of Best-of-Three Matches.

7.3.5.   The six Teams with the highest number of Match wins from the Single Round Robin will proceed to the Play-offs stage.

7.3.6.   In the Spring Regular Season the side selection for the first Game in a series will be randomly assigned by the League prior to the start of the Split. Each team will have a minimum of 4 games on each side.

7.3.7.   For all Games after the first during a Match, the losing Team of the previous Game will have side selection.

7.3.8.   Playoffs Structure
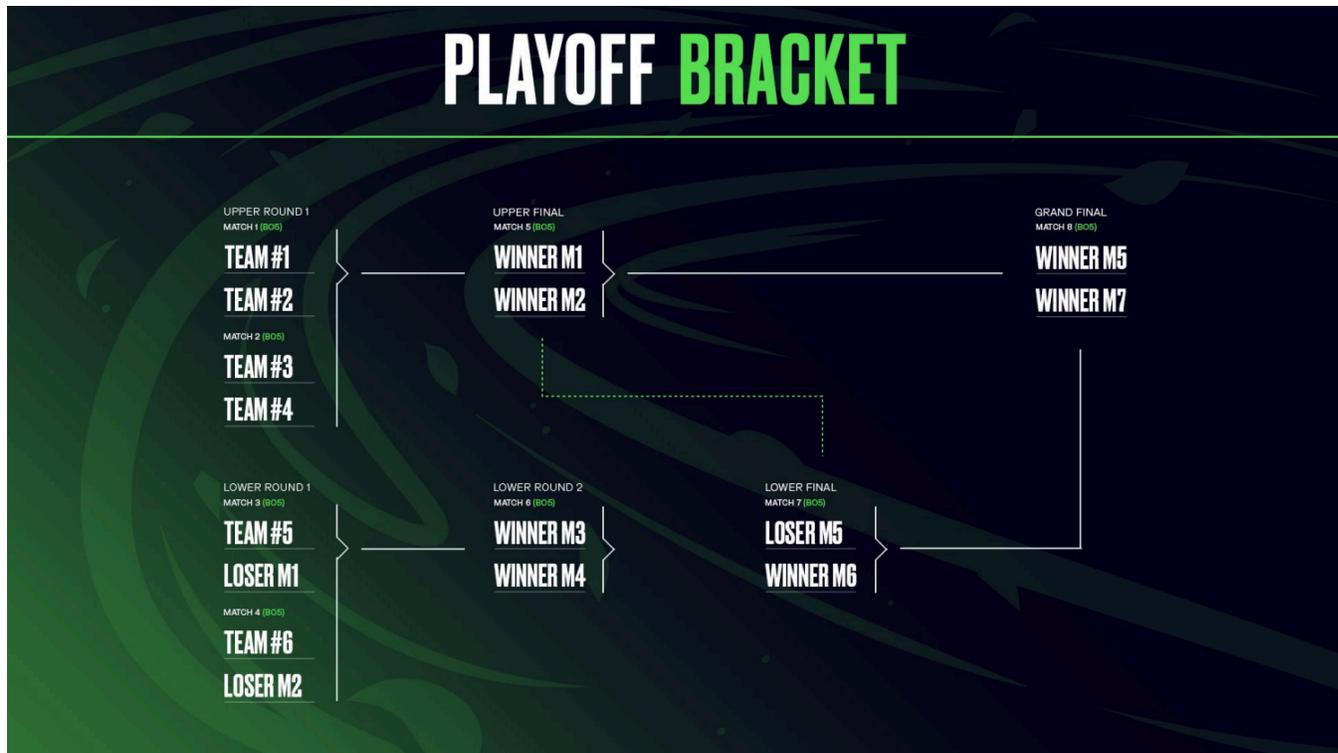
The matchups are presented for visualisation purposes; The actual matchups and their dates will be decided by the League.

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

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

7.3.11. The match order for the first round will be communicated to the Teams at the League's earliest convenience. For clarity, the Match number is for visualisation purposes, and does not always reflect the order in which Matches will be played.

7.3.12. **Upper Bracket 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.
- Side Selection for Game 1 of these series will go to whoever has higher seeding.

7.3.13. **Lower Bracket Round One:**

- **Match 3:** The fifth seed will face the lower seed between the losers of Match 1 and Match 2. The losing team will be eliminated.
- **Match 4:** The sixth seed will face the higher seed between the losers of Match 1 and Match 2. The losing team will be eliminated.
- Side Selection for Game 1 of these series will go to whoever has higher seeding.

7.3.14.   **Upper Bracket Finals:**
- **Match 5:** The winners of Match 1 and Match 2 will face each other.
- Side Selection for Game 1 of this series will go to whoever has higher seeding.

7.3.15.   **Lower Bracket Round Two:**
- **Match 6:** The winners of Match 3 and 4 will face each other.
- Side Selection for Game 1 of this series will go to whoever has higher seeding.
- The Team that loses Match 6 will be eliminated.

7.3.16.   **Lower Bracket Finals:**
- **Match 7:** The winner of Match 6 and the loser of Match 5 will face each other.
- For the purposes of side selection, the Team losing Match 5 will be considered the higher seed in Match 7.
- The Team that loses Match 7 will be eliminated.

7.3.17.   **Split Final:**
- **Match 8:** The winner of Match 5 will face the winner of Match 7.
- The winner of Match 8 will be the winner of the LEC Spring Split, and the loser will be rewarded second place in the Split.
- For the purpose of side selection, the Team winning Match 5 will be considered the higher seed in the Finals.

7.3.18.   **Spring Split Standings**
- **1st place:** Winner of Spring Split Play-offs Finals (Match 8).
- **2nd place:** Loser of Split Play-offs Finals (Match 8).
- **3rd place:** Loser of Match 7 of the Split Play-offs.
- **4th place:** Loser of Match 6 of the Split Play-offs.
- **5th place:** Loser of Match 3 or Match 4 of the Split Play-offs, whoever has the advantage in the head-to-head record.
- **6th place:** Loser of Match 3 or Match 4 of the Split Play-offs, whoever has the disadvantage in the head-to-head record.
- **7th place:** Team with the fourth lowest number of Match wins in the Regular Season (see Tiebreakers if there is a tie).

- **8th place:** Team with the third lowest number of Match wins in the Regular Season (see Tiebreakers if there is a tie).
- **9th place:** Team with the second lowest number of Match wins in the Regular Season (see Tiebreakers if there is a tie).
- **10th place:** Team with the lowest number of Match wins in the Regular Season (see Tiebreakers if there is a tie).

7.4.   Summer Split

7.4.1.   The Summer Split will consist of a Group Stage and Playoffs stage.

7.4.2.   All Matches will feature Fearless Draft.

7.4.3.   Group Stage Structure

7.4.4.   During this stage, teams will be divided into two groups of 5 teams.

7.4.5.   The current Season's winner of the Spring Split will be allocated to Group 1, while the second placed team from the Spring Split will be allocated to Group 2.

7.4.6.   Based on their ranking from the Spring Split, and beginning with the third placed team, Teams will decide which Group they would like to join. Once a Group reaches 5 Teams, all remaining Teams will be allocated to the other Group.

7.4.7.   The Group draft will happen on a day to be assigned by the League, after the Roster Lock for the Summer Split.

7.4.8.   Teams will play a round robin of Best-of-Three matches against the other Teams in their Group.

7.4.9.   For the Summer Split Group Stage, Side Selection for the first game of a series will be randomly assigned by the League prior to the start of the Split. Each team will have a minimum of 2 games on each side.

7.4.10.   The two Teams with the highest number of Match wins in their respective Groups will proceed to the Summer Playoffs.

7.4.11.   The Teams placed third and fourth in their respective Groups will compete in the Cross Play Decider for the two last spots in Playoffs.

7.4.12.   The Teams placed fifth in their respective Groups will be eliminated from Playoffs contention.

7.4.13.   Playoffs Structure

7.4.14. Each Match will be played as a Best-of-Five.

7.4.15. Side selection for the Games beyond Game 1 will be assigned to the loser of the previous Game.

7.4.16.   Cross Play Decider

- **Match 1:** The third placed team from Group A will play against the fourth placed team in Group B.
- **Match 2:** The third placed team from Group B will play against the fourth placed team in Group A.
- The teams that placed third in the Group Stage will have Side Selection for Game 1 of this Match.

7.4.17.   Upper Bracket Round One:

- **Match 3:** The first placed team from Group A will play against the second placed team from Group B.
- **Match 4:** The first placed team from Group B will play against the second placed team from Group A.
- The teams that placed first in their Group will have Side Selection for Game 1 of this Match.

7.4.18.   Lower Bracket Round One:

- **Match 5:** The winner from Match 1 will play against the loser of Match 3.
- **Match 6:** The winner from Match 1 will play against the loser of Match 4.
- Side Selection for the first Game will go to the losers of Match 3 and Match 4.

7.4.19. Upper Bracket Finals:
- **Match 7:** The winner from Match 3 will play against the winner of Match 4.
- Side selection for the first Game will go to the team with the higher seed, and if both teams have the same seeding, it will be decided via coin flip or similar method.

7.4.20. Lower Bracket Round Two:
- **Match 8:** The winner from Match 5 will play against the winner of Match 6.
- Side selection for the first Game will go to the team with the higher seed, and if both teams have the same seeding, it will be decided via coin flip or similar method.

7.4.21. Lower Bracket Finals:
- **Match 9:** The winner from Match 8 will play against the loser of Match 7.
- Side selection for the first Game will go to the loser of Match 7.

7.4.22. Split Final:
- **Match 10:** The winner from Match 7 will play against the winner from Match 9.
- Side selection for the first Game will go to the winner of Match 7.

7.4.23. Summer Split Standings
- **1st place:** Winner of Spring Split Play-offs Finals (Match 10).
- **2nd place:** Loser of Split Play-offs Finals (Match 10).
- **3rd place:** Loser of Match 9 of the Split Play-offs.
- **4th place:** Loser of Match 8 of the Split Play-offs.
- **5th place:** Loser of Match 5 or Match 6 of the Split Play-offs, whoever has the advantage in the head-to-head record.
- **6th place:** Loser of Match 5 or Match 6 of the Split Play-offs, whoever has the disadvantage in the head-to-head record.
- **7th place:** Loser of Match 1 or Match 2 of the Cross-Play Decider, whoever is the higher seed from their respective Group, or if still tied, whoever has the highest Split Game Score. If the

Split Game Score is tied, whichever team had the highest standing in Spring will have the advantage.

- **8th place:** Loser of Match 1 or Match 2 of the Cross-Play Decider, whoever is the lower seed from their respective Group, or if still tied, whoever has the lowest Split Game Score. If the Split Game Score is tied, whichever team had the lowest standing in Spring.

- **9th place:** Team with the second lowest number of Match wins in the Group Stage. If there is a tie, whoever has the highest Split Game Score will have the advantage. If the Split Game Score is tied, whichever team had the highest standing in Spring will have the advantage.

- **10th place:** Team with the lowest number of Match wins in the Group Stage. If there is a tie, whoever has the lowest Split Game Score will take the 10th place. If the Split Game Score is tied, whichever team had the lowest standing in Spring will have the disadvantage.

7.4.24. The teams will qualify for the World Championship based on their final placement after the LEC Summer Split, with the 1st place securing the 1st seed for EMEA, and so on.

7.5. Tiebreakers

Tiebreaker Guidelines

7.5.1. All tiebreaker-games will be played as single Best-of-1 Games.

7.5.2. Tiebreaker-games will be scheduled at the sole discretion of the League.

7.5.3. For all tiebreaker-games the right for side selection will be determined by the head-to-head record of the teams playing the tiebreaker.

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

7.5.5. **Winter Split Tiebreakers**

7.5.6. In the event that two Teams are tied in the standings at the conclusion of the Winter Split Regular Season, the tie will be broken by their head-to-head record (see 7.4.33 for the 8th place exception).

7.5.7. If two teams have the same SoV Score (e.g. in a tie involving three or more teams), the team with the favourable head-to-head has the advantage.

7.5.8. 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. This means that, 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 against each other, the SoV Score will be taken into account, with the Teams with higher/lower SoV Score being granted the higher/lower seeds. After this, a new tiebreaker will be declared amongst the remaining Teams, if any. If any Teams are still tied, Teams will be seeded based on total Victory Time in Games played against each other. If after this process the Teams are still tied, Teams will be seeded based on total Victory Time in Games played during the Regular Season. If after this, the Teams are still tied, then the structures under "Tiebreaker Scenarios" below will be used depending on the number of Teams in the tiebreaker.

7.5.9. As an exception, tiebreaker games will always be played between Teams tied for 8th place.

- If two Teams are tied for 8th place, they will play a tiebreaker game to determine final standings.

- If three Teams are tied for 8th place, Teams will be drawn into a single-elimination bracket where a Team has a bye into the next round. This Team will be determined by using head-to-head records of the teams involved in the tiebreaker. If the head-to-head record is equal between the three teams, then SoV Score will be used. If SoV Score is equal, Victory Times among the three Teams will be used, with the Team who won the fastest getting the bye into the next round.

- If there is a tie between four or more teams that involve the 8th place, all ties for 7th place and above will be resolved using head-to-head record, SoV Score and Victory Time (if necessary), but tiebreaker games will be played to resolve the 2-way-tie or the 3-way-tie involving the remaining teams tied for the 8th place.
  - For example, if 5 Teams are tied for 5th, 6th, 7th, 8th and 9th place and all of them have equal H2H, but different SoV scores, the Teams with the highest SoV score are seeded into 5th, 6th and 7th places. The two Teams with the lowest SoV score play a tiebreaker game for 8th place.

7.5.10. Spring Split Tiebreakers

7.5.11. In the event that teams are tied in the Standings after the conclusion of the Spring Split, the tie will be broken using the following criteria, in order:
- Split Game Score (see below for clarification)
- Head to Head Game Score
- Winter Split Placements
- Strength of Victory (SoV)
- Head to Head Victory Time
- Overall Victory Time
- Coinflip

As an exception, tiebreaker games will always be played between Teams tied for 6th place.

7.5.12. If **two** Teams are tied for 6th place, they will play a tiebreaker game to determine final standings.

If **three** Teams are tied for 6th place, Teams will be drawn into a single-elimination bracket where a Team has a bye into the next round. This Team will be determined by using the same criteria as above:
- Split Game Score (see below for clarification)
- Head to Head Game Score
- Winter Split Placements
- Strength of Victory (SoV)
- Head to Head Victory Time
- Overall Victory Time
- Coinflip

Whichever out of the three teams has an advantage in the metrics listed, starting from above, will have the bye into the next round.

If there is a tie between **four or more** teams that involve the 6th place, all ties for 5th place and above will be resolved using the same metrics above, but tiebreaker games will be played to resolve the tie involving the remaining teams tied for the 6th place.
For example, if 5 Teams are tied for 3rd, 4th, 5th, 6th and 7th place and all of them have equal Split Game Score, but different Head to Head Game Scores, the Teams with the highest Head to Head Game Scores are seeded into 3rd, 4th and 5th places. The two Teams with the lowest Head to Head Game Scores play a tiebreaker game for 6th place.

7.5.13. Summer Split Tiebreakers

7.5.14. In the event that teams are tied in the Standings after the conclusion of the Summer Group Stage, the tie will be broken using the following criteria, in order:

- Split Game Score (see below for clarification)
- Head to Head Game Score
- Winter and Spring combined Split Placements
- Spring Placement
- Strength of Victory (SoV)
- Head to Head Victory Time
- Overall Victory Time
- Coinflip

As an exception, tiebreaker games will always be played between Teams tied for 5th place.

7.5.15. If **two** Teams are tied for 5th place within their group, they will play a tiebreaker game to determine final standings.

If **three** Teams are tied for 5th place within their group, Teams will be drawn into a single-elimination bracket where a Team has a bye into the next round. This Team will be determined by using the same criteria as above:
- Split Game Score (see below for clarification)
- Head to Head Game Score
- Winter and Spring combined Split Placements
- Spring Placement
- Strength of Victory (SoV)
- Head to Head Victory Time
- Overall Victory Time
- Coinflip

Whichever out of the three teams has an advantage in the metrics listed, starting from above, will have the bye into the next round.

If there is a tie between **four or more** teams that involve the 5th place within their group, all ties for third place and above will be resolved using the same metrics above, but tiebreaker games will be played to resolve the 2-way-tie or the 3-way-tie involving the remaining teams tied for the 5th place.

For example, if 5 Teams are tied for 1st, 2nd, 3rd, 4th and 5th place and all of them have equal Split Game Score, equal Head to Head Game Scores, but different Winter and Spring combined Split Placements, the Teams with the highest Winter and Spring combined Split Placements are seeded into 1st, 2nd and 3rd places. The two Teams with the lowest Winter and Spring combined Split Placements play a tiebreaker game for 4th place.

7.5.16. Split Game Score

7.5.17. At the end of the Spring Regular Season and the Summer Group Stage, the Teams shall be ranked based upon how many Games they won and lost.

7.5.18. Winning one Game adds one point to a Team's Game Score, and losing a game subtracts one point. For clarity, this means winning a Bo3 series 2-0 grants Teams two points, and winning a Bo3 series 2-1 grants teams one point.

7.5.19. **Strength of Victory Score (SoV Score)**

7.5.20. At the end of each Regular Season or Group Stage, the Teams shall be ranked from 1 through 10 based upon Match winning percentage, where the highest winning percentage is ranked as 1, and each Team is ranked in descending order of Match winning percentage.

7.5.21. In situations where exactly two Teams have the same Match winning percentage, the team who has the head-to-head advantage will be considered higher in the Strength of Victory Score. In all situations where more than two Teams are tied, the tied Teams shall each be counted at the highest possible position with the next Team who is lower than the tied Teams taking the next available position (e.g. if 3 Teams are tied in 2nd place, they will all be +9 for SoV, and the Team that directly follows them in placement will count as being 5th place, and will have an SoV score of 6).

7.5.22. Once the above order is determined, a victory against a Team is worth a set amount of points as set forth in the table below. To calculate a Team's Strength of Victory, add the SoV Score for each of your Victories.

Standing	SoV Score		Standing	SoV Score
1st	+10		6th	+5
2nd	+9		7th	+4
3rd	+8		8th	+3
4th	+7		9th	+2
5th	+6		10th	+1

Example: If the 3rd placed Team has a victory against the 1st(+10), 2nd(+9) and 8th(+3) team, their Strength of Victory Score would be 22.

Tiebreaker Scenarios

7.5.23. 2-way-tie:

Unless it's a tie for elimination, it will be solved via Head-to-Head. If it's a tie for elimination, a Game will be played between the two teams tied.

7.5.24.   3-way-tie:
Three Teams will be drawn into a single-elimination bracket where the Team with the lowest Victory Time from the Regular Season has a bye into the next round.

7.5.25.   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.

7.5.26.   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.

7.5.27.   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.

7.5.28.   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.

7.5.29.   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.

7.5.30.   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.

7.6. Submission of Side Selection

7.6.1. For the first Game of a Match in Play-offs and Season Finals, 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 between either of the teams that will be playing the following day occurs on the day on which the side selection is due, their side selection deadline will shift to 15 minutes after the conclusion of the last Game on that day.

7.6.2. For all other Games of a Match, the Teams must notify a League Official of their side selection no later than 5 minutes after the conclusion of the previous Game.

7.6.3. For all tiebreaker games, side selection must be submitted five minutes after League Officials announce the tie, following the conclusion of the game which determined the tiebreaker scenario.

7.6.4. League Officials can shift these deadlines at their discretion by informing the affected Teams. If no decision is submitted in time, selection will default to blue side.

7.7. Fearless Draft

7.7.1. Games that are played with Fearless Draft will follow the rules outlined below for their Champion Select process:
- Champions that get selected to be played in any Game of a Match become restricted from being selected again by any Player for the remainder of a Match, regardless of which side selected it.
- For clarity, if a Champion gets picked by Team A in Game 1, it will not be eligible to be picked by either team until the Match concludes.

8. Match Process

8.1. Equipment

8.1.1. 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.

8.1.2. 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.

8.1.3. Players can provide the following equipment and use it during on-site Matches: (1) PC keyboards; (2) PC mice; (3) PC mousepads.

8.1.4. Player-provided equipment must be submitted to League Officials in advance for approval. Approved equipment will remain with League Officials.

8.1.5. 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.

8.1.6. 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.

8.1.7. 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.

8.1.8. All macro programs, including software macros and hardware implemented macros stored in on-board memory of the hardware, external to the League of Legends game client are prohibited.

8.1.9. Voice chat will be provided only via the native system used in league-provided headsets. The League may monitor the Teams' audio.

8.1.10. It is prohibited to use league-provided computers to view or post on any social media or other communication sites.

8.1.11. It is prohibited to connect equipment not listed above to league-provided computers unless explicitly allowed by a League Official.

8.2. Peripheral Regulations

8.2.1. Teams will be required to bring to the studio in the beginning of each Split:
- 5x Primary Keyboards
- 5x Primary Mice
- 1x backup per model of peripheral (e.g if three Players use the same mouse, one backup will be enough)

8.2.2. Teams will be allowed to keep two sets of primary keyboards and mice, and return them to League Officials prior to their next Match. In this case, Teams are responsible for ensuring that the tags placed on the peripherals by League Officials are not removed, damaged or otherwise altered, and that the peripherals are handed over to League Officials immediately upon the Team's arrival in the studio. All other peripherals must stay in the studio, in the Team's respective peripheral locker.

8.2.3. For Roadshows, Players may be asked to leave all of their peripherals in the studio.

8.2.4. Teams that fail to comply with the regulations above will face escalating fines according to the Penalty Index.

8.3. Clothing & Apparel

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

8.3.2. All Players on the Starting Line-up as well must wear closed-toe shoes and matching jerseys & pants. The attire will require approval from the League.

8.3.3. Jerseys may have a collar, a hood, short or long sleeves. Jerseys that are not 100% polyester need to first have their material approved by the League. Jerseys that are below 40% polyester are not allowed. The only blend allowed is polyester (or recycled polyester) and cotton. Exceptions to this rule for legitimate medical reasons will be granted at the discretion of the League on a case-by-case basis.

8.3.4. 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 colours as all other outerwear being worn on stage by the Team and only use official Team colours represented on the Team's approved jersey. A jersey with a hood can be considered a jersey and not outerwear.

8.3.5. 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 libelling any opposing Team or Player or any other person, entity or product

8.3.6. The chest area of the jersey needs to feature the team name/logo and can feature up to three sponsors. The equivalent area on the back of the jersey is reserved for team branding and Summoner Name.

8.3.7. 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.

8.3.8. Long-sleeved shirts of cotton or athletic material may be worn underneath the Team jerseys. The under-jersey apparel must be either Team colours or a neutral colour. Sponsors will only be allowed on this attire if the design has been previously submitted and approved by the League.

8.3.9. Coach attire:
- Unbranded, well-maintained business-professional attire or;
- Well-fitted, and well-maintained team apparel.
    - Tops (such as Jerseys, Polos, or Varsity Jackets) should include sleeves, and fully cover the shoulders, torso, and abdomen of the coaches. Clothing may be layered to satisfy this requirement (for example, a sleeveless shirt worn in conjunction with arm sleeves or a varsity jacket).
    - Pants must be full-length.
    - Clothing manufacturer brands are permitted.

- To avoid confusion of viewers and staff, clothing should not misrepresent the identity of the individual wearing the apparel. (For example, a Coach wearing a Player Jersey).
- In general, in the spirit of the rules, Coaches should wear attire that is work-appropriate and that they are comfortable in.

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

8.3.11.   Hats or any headwear that would block the headset covering the ears are not allowed without prior written approval of the League.

8.3.12.   A Player may not cover their face or attempt to conceal their 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.

8.3.13.   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.

8.3.14.   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.

8.3.15.   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.

8.4. Tournament Realm Accounts

8.4.1. 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.

8.4.2. The use of ward skins and emotes on Tournament Realms is allowed unless usage has been restricted by League Officials.

8.5. Patch

8.5.1. The competitive patch will be updated on the week of a new patch release on the live server. For Regular Season, the most up-to-date patch will be utilized. Play-Offs will start on the most recent patch available, and only one patch will be utilized for the duration of Play-Offs. As an exception, League Officials may choose to utilize an older patch if they conclude, at their discretion, that a new patch's release date on the live server is too close to the start of the Competition Week to ensure operational safety and competitive integrity of the League.

8.5.2. Champions will be automatically restricted from play for their release patch. Champions that have undergone reworks will be enabled at the sole discretion of the league.

8.6. Match Area

8.6.1. 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.

8.6.2. 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.

8.6.3. 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. These devices include but are not limited to cell phones, smart watches and smart rings.

8.6.4. 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.

8.6.5. No food is allowed in the Match Area. Drinks are permitted in League-provided re-sealable containers. Teams are encouraged to use re-usable drinking containers. These have to be submitted to League Officials prior to first use for approval.

8.6.6. 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.

8.6.7. 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.

8.7. Setup Time

8.7.1. 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

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

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

8.7.4. 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.

8.7.5. 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.

8.7.6. Once all ten Players in a Match have confirmed completion of setup, Players will be asked to join the game lobby and may not enter a warm-up game.

8.7.7. 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, Bot, Support.

8.8. Pick-&-Ban Phase

8.8.1. 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. Coaches will be granted on-stage access and will be allowed to communicate with the Players during the Pick-&-Ban Phase.

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. 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.

8.8.2. 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.

8.8.3. Game Settings:
Map: Summoner's Rift
Team Size: 5
Allow Spectators: Lobby Only
Game Type: Tournament Draft

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

8.8.5. 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.

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

8.8.7. 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.

8.8.8. Teams must complete all Champion trades before the 20-second mark during the Trading Phase, or will be subject to penalties.

8.9. Game Start
8.9.1. 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.

8.9.2. 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.

8.9.3. 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.

8.10. Pause

8.10.1. 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 accompanied by another League Official or Referee.

8.10.2. League Officials may order or execute a pause of a Game at their sole discretion.

8.10.3. 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.

8.10.4. 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.

8.10.5. If a League Official observes a condition or behaviour, 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 their 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 Players 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.

8.10.6. 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 unpause the Game.

8.10.7. 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.

8.10.8. 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 unpaused, in order to discuss the Game's conditions.

9.   Chronobreak

9.1.   Definitions

9.1.1.   Chronobreak. The Deterministic Disaster Recovery Tool.

9.1.2.   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.

9.1.3.   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.

9.1.4.   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.

9.1.5.   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.

9.1.6.   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.

9.1.7.   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.

9.1.8. **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).

9.1.9. **"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).

9.1.10. **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.

9.1.11. **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.

9.1.12. **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).

9.2. **Chronobreak Availability and Use.**

9.2.1. If a game experiences a bug at any point during the match, League Officials must first determine whether the player followed the pause protocol (See 8.1.11. Prompt Reporting). 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.

9.3. **Minor Bug.**

9.3.1. 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.

9.3.2. 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.

9.3.3. 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.

9.3.4. 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.

9.4. Critical Bug.
9.4.1. 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.

9.4.2. 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.

9.4.3. 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.

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

9.6.   Remakes Before GOR.

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

9.6.2.   If a player notices that the player's rune, Summoner Spell or GUI settings have not applied correctly due to a bug between the game lobby and match, the player can pause the game to adjust these settings. If the settings cannot be correctly adjusted, then the game may be restarted. The Game will not be restarted if the settings have not applied correctly for game elements that have no significant competitive effect (e.g. ward skins, emotes, etc.).

9.6.3.   If a player does not pick the Summoner Spell Smite due to a player error, the League officials may determine, at their sole discretion, that the game will be restarted before GOR if they believe the mistake was unintentional.

9.6.4.   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).

9.6.5.   Any circumstance which would permit a restart after GOR.

9.7.   Remakes After GOR.

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

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

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

9.8.   Remake Procedure.

9.8.1.   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.

9.8.2.   Controlled Environment. Certain conditions may be preserved in the event of a remade game that has not reached GOR, including, without limitation, picks/bans, runes and Summoner spells. If, however, a match has reached GOR, League Officials shall not retain any settings.

9.8.3. 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). For clarity, settings may be retained in situations where Game of Record has not been established and the bug can be conclusively tied to a specific game element that can be fully removed.

9.9. Hardware Malfunction.

9.9.1. In the case of any hardware malfunctions, League Officials shall determine whether the hardware malfunction constitutes a minor bug (i.e. a monitor loses connectivity 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.

9.10. Reporting Procedure.

9.10.1. 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, behaviour observed, etc) and the decision making process.

9.11. League Discretion

9.11.1. League Officials may utilise 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.

9.12. Awarded Game Victory

9.12.1. 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, at 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. Of the total gold earned in the game, one Team has earned 57.5% or more of that gold. For example, if 10,000 gold has been earned in the game, the leading Team has earned at least 5,750 gold as a team.

- 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.

9.13.   Post-Game Process

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

9.13.2.   Players will inform League Officials of any technical issues.

9.13.3.   Referees may log into Player Accounts to join the next Game's lobby.

9.13.4.   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.

9.13.5.   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.

9.14.   Scheduling

9.14.1.   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.

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

9.15. Referees

9.15.1. 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

9.15.2. 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.

9.15.3. If a Referee makes an incorrect judgement, the judgement 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.

10. Code of Conduct

10.1. Code of Conduct

10.1.1. Each Team Entity shall comply with and ensure that all players, coaches, trainers, team managers, team owners, other team representatives, and any other esports professional registered with Riot (the foregoing collectively, "**Esports Professionals**") of the Team Entity complies with the Riot Games Esports Global Code of Conduct. Each Team acknowledges and agrees that a breach of, or failure to comply with the Riot Games Esports Global Code of Conduct by any Esports Professional shall be deemed a breach of, or failure to comply with the Riot Games Esports Global Code of Conduct by the Team Entity, in each instance even in cases where the Team Entity was not, itself, at fault.

10.2. Disciplinary Action

10.2.1. The League Entity shall be entitled to undertake such disciplinary procedures as it determines in relation to any breach of, or failure to comply with, these regulations, the Riot Games Esports Global Code of Conduct and any other Rules by the Team or Esports Professionals, and to impose such fines, suspensions, disqualifications and other disciplinary actions (or combinations thereof) as the League Entity determines in its sole discretion (collectively, "**Disciplinary Actions**"); and such Disciplinary Actions (i) may be publicly disclosed by the League Entity as determined in its sole discretion, (ii) are reasonable and necessary in order to maintain the competitive integrity of League Games or the goodwill associated with the Game and the League, and (iii) are dealt with in compliance with the Riot Games Esports Global Code of Conduct and all relevant Rules.

10.3. **Team Continuity Protection.** 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.

10.4. Dispute Resolution

10.4.1. 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:

10.4.2. Expedited Review - 24 hours

- The League will form a committee consisting of three non-case-related Rioters.

- 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.

- 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.

- 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.

- 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.

10.4.3. Non-expedited Review

- 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.

- During the Non-expedited Review Team Member penalties will not be suspended.

10.4.4. Any violations 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.

10.4.5. 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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11.   Glossary & Exhibits

Team Member Agreement	The contract between an Organisation and their Team Member.
Competition Week	A Competition Week is defined as the timeframe between Saturday 5:00 PM of any given week and Saturday 4:59 PM of the next week. For weeks where the LEC starts on Friday, this timeframe is between Friday 5:00PM of that week and Friday 4:59PM of the next week. League Officials may, at their sole discretion, define a different time frame for any given competitive week due to special circumstances.
EM	Stands for EMEA Masters, the championship for top ERL teams.
ERL	EMEA Regional Leagues, including the following Leagues: Prime League (Germany, Austria, Switzerland), NLC (UK, Ireland, Iceland, Sweden, Denmark, Finland, Norway), Elite Series (Netherlands, Luxembourg, Belgium), EBL (Albania, Serbia, Croatia, Bosnia and Herzegovina, Montenegro, Slovenia, Hungary, Romania, Bulgaria, North Macedonia), Hitpoint Masters (Czechia and Slovakia), Ultraliga (Poland, Lithuania, Estonia, Latvia), LFL (France), Superliga(Spain), PG Nationals (Italy), LPLOL (Portugal), Greek Legends League (Greece).
EMEA Competitive Region	The EMEA Competitive Region is defined as: Albania, Algeria, Andorra, Armenia, Austria, Azerbaijan, Bahrain, Belarus, Belgium, Bosnia and Herzegovina, Bulgaria, Croatia, Cyprus, Czechia, Denmark, Egypt, Estonia, Finland, France, Georgia, Germany, Greece, Holy See (the), Hungary, Iceland, Iraq, Ireland, Israel, Italy, Jordan, Kazakhstan, Kosovo, Kyrgyzstan, Latvia, Lebanon, Liechtenstein, Lithuania, Luxembourg, Malta, Moldova, Monaco, Mongolia, Montenegro, Morocco, Netherlands, North Macedonia, Norway, Oman, Pakistan, Palestine, Poland, Portugal, Qatar, Romania, Russia, San Marino, Saudi Arabia, Serbia, Slovakia, Slovenia, Spain, Sweden, Switzerland, Tajikistan, Tunisia, Türkiye, Turkmenistan, Ukraine, United Arab Emirates, United Kingdom and Uzbekistan.
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	Link
Global Contract Window Opening Dates	The Global Contract Window opens on the following dates: 2024: Tuesday, November 19 at 00:00 UTC 2025: Tuesday, November 18 at 00:00 UTC 2026: Tuesday, November 17 at 00:00 UTC 2027: Tuesday, November 16 at 00:00 UTC
Global Contract End Dates	The date at which contracts need to expire if they extend past the current Season's World Championship. The dates for the following years are as follows:

	2024: Monday, November 18 at 23:59 UTC 2025: Monday, November 17 at 23:59 UTC 2026: Monday, November 16 at 23:59 UTC 2027: Monday, November 15 at 23:59 UTC 2028: Monday, November 20 at 23:59 UTC
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.
Prohibited Sponsorship	The following is a non-exhaustive list of prohibited sponsors: ● Any Other Video Game, Other Video Game developer, or publisher ● Any video game consoles ● Any esport or Other Video Game tournament, league, or event ● Any other esports team, owner, or affiliate thereof ● Fantasy esports operators (including daily fantasy) ● Any prescription drugs or drugs that are not "over-the-counter" drugs ● Firearms, ammunition or firearm accessories ● Pornography or pornographic products ● Tobacco products or paraphernalia ● Alcohol products (except alcoholic beverages included in the Conditional Category) 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 Riot Games Terms of Service ● Businesses engaged in gambling, wagering, bookmaking, or sports or esports betting, including fantasy sports or esports ● Cryptocurrencies, or any other unregulated financial instruments or markets ● Businesses engaged in offering Contracts for Difference (CFD) trading, or similar trading on margin products ● 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)
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.
Organisation	The entity owning the Team.

Professional Esports Leagues	League of Legends EMEA Championship, League of Legends Championship of The Americas, 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.
Rule Violations	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.

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.

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. |
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	Winter, Spring and Summer Split.
Spring Split	The period from the first Match after the conclusion of the Winter Playoffs until the start of MSI.
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 Member Transfer Agreement	An agreement between two or more teams who compete in any League or Competition regarding the transfer of a Team Member that occurs prior to the expiration or termination of that Team Member's Team Member Agreement.
Team Roster	All Team Members registered to a team in the Global Contract Database. This includes the Starting Line-up, Substitutes, Coaches and the Reserve Roster.
Unintentional Disconnect	A Player losing connection due to issues with the game client, platform, network or PC.
Veteran	A Player who has participated in more than 50% of eligible Matches in a Professional League (LEC, LTA, LPL, LCK etc.) in at least three out of the last five 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 & Winter Split of the following Season.
Winter Split	The period of time between the first LEC game after Worlds and the end of Winter Playoffs.

LEC Rulebook Forms & Other Exhibits

Riot Games: Team Members Privacy Statement (Exhibit C)
LEC Transfer Approval Form (Exhibit D)
LEC Team Member Drop Form (Exhibit E)
LEC Availability Declaration Form (Exhibit F)
League of Legends EMEA Player Loan Policy (Exhibit G)
LEC Sporting Financial Regulations (SFR) Rulebook (Exhibit H)