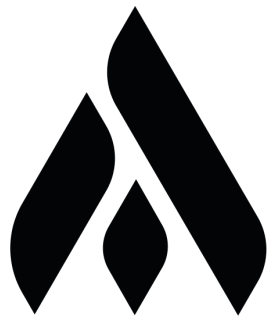




**League
Championship
Series**



**LCS
Academy**

2022 Official Rules (v. 22.0)

LCS and LACS

These Official Rules (“**Rules**”) of the League of Legends Championship Series (“**LCS**”) and League of Legends Academy Championship Series (“**LACS**”, together with the LCS, the “**League**”) apply to each of the teams participating in the League in 2022 (each, a “**Team**”), as well as their professional players signed to a Team’s official roster (each, a “**Player**”), owners, LCS Coaches, LACS Coach, managers (collectively with Players, “**Team Members**”), and other employees. These Rules apply only to official League play and not to other competitions, tournaments or organized play of League of Legends (“**LoL**”) as administered by employees, contractors or agents of the League (“**League Officials**”).

1. League Structure

1.1. Definition of Terms

- 1.1.1. **Game.** An instance of competition on the Summoner’s Rift map that is played until a winner is determined by one of the following methods, whichever occurs first: (a) completion of the final objective (destruction of a nexus), (b) one Team surrendering the Game, (c) a Team forfeiting, or (d) Awarded Game Victory.
- 1.1.2. **Match.** A set of Games that is played until one Team wins a majority of the total Games (e.g., winning two Games out of three (“**best-of-three**” or “**Bo3**”); winning three Games out of five (“**best-of-five**” or “**Bo5**”). For clarity, a Match that concludes with a Team winning three Games out of five will be considered a “Bo5 Match”. The winning Team will either receive a win tally in a league format or advance to the next round in a tournament format. In a “**best-of-one**” (“**Bo1**”) format, the terms Game and Match may be used interchangeably.
- 1.1.3. **Split.** Scheduled league play that will occur over an approximately three-month period of time. The 2022 Season will be divided into two splits (Spring and Summer). The Spring split will consist of two phases: (a) Regular Season, and (b) Spring Playoffs, which will occur at the conclusion of the Regular Season. The Summer split will consist of two phases: (a) Regular Season, and (b) the LCS Championship, which will occur at the conclusion of the Regular Season.

1.2. LCS Schedule (All Dates 2022)

- 1.2.1. LCS Lock In (January 14 - January 30)
- 1.2.2. Spring Split Regular Season (February 5 - March 27)
- 1.2.3. Spring Roster Lock (March 15 at 5pm PT)
- 1.2.4. Spring Playoffs Roster Lock (March 29 at 5pm PT)
- 1.2.5. Spring Playoffs (April 2 - April 24)
- 1.2.6. Rosters Unlock (May 30 at 5pm PT)
- 1.2.7. Summer Week 1 Roster Lock (June 14 at 5pm PT)
- 1.2.8. Summer Split Regular Season (June 18 - August 7)
- 1.2.9. Season Roster Lock (July 26 at 5pm PT)
- 1.2.10. LCS Championship Roster Lock (August 16 at 5pm PT)

1.2.11. LCS Championship (August 20 - September 11)

1.3. LCS Phase Overviews

1.3.1. **LCS Lock In.** This phase consists of a tournament among all ten Teams. Teams will draft into two groups of five teams in a snake order. Each of the two groups will play a single round robin within their group consisting of Bo1 Matches. The top four (4) finishers in each group will proceed to the Quarterfinals. The winner of the Bracket Stage will be the LCS Lock In Champion. The Quarterfinals will consist of Bo3 Matches. The Semifinals and Finals will consist of Bo5 Matches.

1.3.2. **Regular Season.** This phase consists of ten Teams, each playing 45 Games per Season against opponents from the League. Each Team will face each of their opponents five times per season. A full schedule of dates and Matches can be found at www.lolesports.com.

1.3.3. **Spring Playoffs.** This phase consists of a tournament among the top six (6) Teams from the Spring Split Regular Season, seeded according to their Spring Split Regular Season rank determined by Match winning percentage. Seeds #1 through #4 will play in the Winners Bracket. Seeds #5 and #6 will start in the Losers Bracket. The loser of each round in the Winners Bracket will fall to the Losers Bracket. The winner of the Winners Bracket and the winner of the Losers Bracket will play in the Spring Finals. Each round will consist of Bo5 Matches. Prizes will be awarded to the top finishers.

1.3.4. **LCS Championship.** This phase consists of a tournament among the top eight (8) Teams from the Regular Season, seeded according to their Regular Season rank determined by Match winning percentage. Seeds #1 through #6 will play in the Winners Bracket. Seeds #7 and #8 will start in the Losers Bracket. The loser of each round in the Winners Bracket will fall to the Losers Bracket. The winner of the Winners Bracket and the winner of the Losers Bracket will play in the LCS Championship Finals. Each round will consist of Bo5 Matches. Prizes will be awarded to the top finishers.

1.3.5. **International Tournament Qualification.** The Team that finishes in first place at the conclusion of the Spring Finals will represent the LCS at the Mid-Season Invitational (“MSI”). At the conclusion of the Summer Split, the first, second and third place Teams from the LCS will advance to the World Championship Event (the “WCE”).

1.4. LACS Schedule (All Dates 2022)

1.4.1. Spring Regular Season (January 19 - March 11)

1.4.2. Spring Week 1 Roster Lock (January 17 at 5pm PT)

- 1.4.3. Spring Roster Lock (March 15 at 5pm PT)
- 1.4.4. Spring Proving Grounds Roster Lock (March 21 at 5pm PT)
- 1.4.5. Spring Proving Grounds (March 16 – April 15)
- 1.4.6. Rosters Unlock (May 30 at 5pm PT)
- 1.4.7. Summer Week 1 Roster Lock (June 6 at 5pm PT)
- 1.4.8. Summer Regular Season (June 9 - July 29)
- 1.4.9. Season Roster Lock (July 26 at 5pm PT)
- 1.4.10. Summer Proving Grounds Roster Lock (August 1 at 5pm PT)
- 1.4.11. Summer Proving Grounds (August 3 – August 31)

1.5. LACS Phase Overviews

- 1.5.1. **Regular Season.** This phase consists of ten Teams, each playing 36 Games per split, in a league format against opponents within the League. Each Team will face each of their opponents twice per split in “**best-of-two**” (**Bo2**) Matches. A full schedule of dates and Matches can be found at www.lolesports.com.
- 1.5.2. **Proving Grounds.** This phase consists of a single-elimination Play-In Stage leading into a double-elimination Main Event tournament. All ten (10) LACS Teams from the Regular Season Split will qualify for Proving Grounds, seeded according to their Regular Season rank determined by Match winning percentage. The top six (6) LACS teams will proceed directly to the Main Event, while the bottom four (4) LACS teams will begin in the Play-In Stage. The top six (6) Amateur Teams qualifying from the North America Amateur Season will proceed directly to the Main Event, while the next four (4) Amateur teams will begin in the Play-In Stage. Each round of Proving Grounds, unless otherwise specified, will consist of Bo3 Matches. The Losers Quarterfinals, Losers Semifinals, Losers Finals, Winners Finals, and Grand Finals will consist of Bo5 Matches.

2. Team Member Eligibility

2.1. Player Age

- 2.1.1. **LCS.** No Player shall be considered eligible to participate in any LCS-affiliated Match before their 17th birthday, defined as having lived 17 full years.
- 2.1.2. **LACS.** No Player shall be considered eligible to participate in any LACS-affiliated Match before their 16th birthday, defined as having lived 16 full years.

2.2. Regional Residency Requirement

- 2.2.1. **Resident Defined.** A Player is considered a “**Resident**” if the Player is either (i) a citizen, lawful permanent resident, or the holder of other special status (e.g., refugee or asylum status) in the United States of America, Canada, or Oceania (Australia, Papua New Guinea, New Zealand, Fiji, the Solomon Islands, Vanuatu,

New Caledonia (France), Samoa, Kiribati, the Federated States of Micronesia, Tonga, the Marshall Islands, Cook Islands (NZ), Wallis and Futuna (France), Tuvalu, Nauru, Niue (NZ), Tokelau (NZ), the Pitcairn Islands (UK), Heard Island, and the McDonald Islands), collectively the “**Region**”, based upon the legal status in the Region; or (ii) part of a limited group of grandfathered non-Resident Players who were granted status as a Resident in 2014 (“**IMP Residents**”).

- *Note:* If a Player becomes a lawful permanent resident during the course of the LCS Competitive Season, the League will recognize the Player as a Resident as of the next Weekly Roster Designation (see [Section 4.1](#)).

2.2.2. **Recognition as an IMP Resident.** A Player may apply to League Officials to be recognized as an IMP Resident if that player: (i) between May 11, 2015, and August 1, 2016, was on the roster of a Team in the LCS or North America Challenger Series or relocated to North America for the goal of training in those leagues, and (ii) has started in at least 50% of regular season Matches within the Region for 8 of the last 12 splits.

- *Note:* If a Player becomes eligible as an IMP Resident mid-split (i.e. when they have started more than 50% of the Games in their eighth split), their status as an IMP Resident will not become effective until the start of the following split. The League considers the [guidance published in August 2016](#) to be controlling. See [Appendix A](#) for a full list of IMP Residents

2.2.3. **Certification of Residency.** All Players shall certify their residency upon participation in MSI, the WCE, the LCS, and the LACS by submitting an eligibility form, and providing proof of residency as defined in [Section 2.2.4](#).

2.2.4. **Proof of Residency.** In order to be certified as a Resident, Players must prove lawful permanent residency in the Region. IMP Residents do not need to demonstrate lawful permanent residency status.

2.2.5. **Single Residency Status.** A Player may only be a Resident of a single region at any point in time.

2.2.6. **Dual Citizens.** A Player who has lawful permanent resident status in multiple regions (e.g. dual-citizens) cannot be a Resident of two regions simultaneously. Once a Player declares residency in one region in which they are eligible, in order to switch residency to the other region, they must have participated in at least 50% of regular season Matches of their Team within that region in its most recent split.

2.2.7. **Renouncing IMP Resident Status.** If a Player has qualified and declared as an IMP Resident, they may switch back to being a resident of their home region

(assuming they continue to hold citizenship and/or resident status in such region), without a cool down or qualification period, but they forever waive their IMP Resident status.

2.2.8. **Residence Requirement Violations.** Each Team is responsible for ensuring that its Players meet the residency requirements in this [Section 2.2](#). It shall be a violation of these Rules, by both the Team and the Player, if a Player (or their parent or guardian) provides false, misleading or incomplete information resulting in the misclassification of such Player’s residency and region. Such a violation will subject the Team and/or Player to disciplinary measures as outlined in the LCS Penalty Index.

2.2.9. **Emerging Region Status.** For the purpose of the residency policy, an “**Emerging Region Player**” is defined as a Player who is a lawful permanent resident of (i) Mexico or any country in Central or South America, other than Brazil (LLA); (ii) Brazil (CBLOL); (iii) Armenia, Azerbaijan, Belarus, Georgia, Kazakhstan, Kyrgyzstan, Moldova, Russia, Tajikistan, Turkmenistan, Ukraine or Uzbekistan (CIS); or (iv) Turkey (TCL). Players who have established permanent residency in one of these emerging regions in the five (5) years preceding their debut as a player with Emerging Region Status shall have their residency reviewed by the League. To the extent the League concludes, in its sole and absolute discretion, that a player established residency in an emerging region for the purpose of obtaining status as an Emerging Region Player, the League shall deny the player Emerging Region Status and treat such player as a non-Resident player.

2.3. **Work Eligibility**

Each Player must submit proof, prior to being added to an Active Roster ([Section 3.5](#)), that they are work-eligible in the United States. For the 2022 Season, Players who are physically located in Canada and who have submitted proof that they are work eligible in Canada, will be eligible to compete remotely in all LACS regular season and Proving Grounds matches.

2.4. **Solo Queue Ranking Requirement**

All Players on the Full Team Roster (as that term is defined [herein](#)) must have held a peak solo queue ranking within the last year of Diamond 1 or above.

2.5. **GM/Coach as Player**

The GM, LCS Coaches and the LACS Coach may not be on the Full Team Roster ([Section 3.6](#)).

2.6. **No Riot Employees**

Members of the Full Team Roster ([Section 3.6](#)) may not be employees of Riot Games Inc. (“**RGI**”), North America League of Legends Championship Series LLC (“**NALCS LLC**”), the League of Legends eSports Federation LLC or any of their respective affiliates at the start of or at any point during the LCS Competitive Season ([Section 3.1](#)). “**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, an owner. “**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.

3. Roster Formation Rules

3.1. Roster Enforcement Period

Teams are required to maintain a Minimum Roster ([Section 3.5](#)) and have a registered GM ([Section 3.4](#)) and at least one LCS Coach ([Section 3.2](#)) at all times between (i) the LCS Lock-In Roster Lock date listed above in [Section 1.2.1](#) and the Team’s last competitive Match of the Spring Split (including the Spring Playoffs); and (ii) the Summer Split Week 1 Roster Lock date listed above in [Section 1.2.7](#) and the Team’s last competitive Match of the Summer Split (including the LCS Championship). These two periods are referred to together herein as the “**LCS Competitive Season.**” Teams that qualify for MSI or WCE must continue to maintain a Minimum Roster during their participation in those events pursuant to the rules of each of those events.

- *Note:* Teams are encouraged to refer to the MSI/WCE rulebooks for specifics about their roster requirements for those events.

3.2. LCS Coaches

Teams are required to maintain, at all times during the LCS Competitive Season, a minimum of one and a maximum of three designated coaches (“**LCS Coaches**”) who will be considered official coaches for the Team. All LCS Coaches will be listed on Lolesports.com and will be listed in the Global Contract Database (“**GCD**”). LCS Coaches cannot be on the Active Roster, on the Reserve Roster, the LACS Coach and/or the GM ([Section 3.4](#)). At least one LCS Coach will be required to be on site for every Game in which the LCS Team participates. At least one LCS Coach will be required to be on stage for the [pick/ban phase](#) of each LCS Game, up to a maximum of two LCS Coaches on stage. If at least one LCS Coach is not present on site or is not on stage for the pick/ban phase of each LCS Game, then the Team is subject to penalties.

3.3. LACS Coach

Each Team is required to maintain, at all times during the LACS Competitive Season, a designated head coach (the “**LACS Coach**”) who will be considered the official coach for the LACS Team. The LACS Coach will be listed on Lolesports.com and will be listed in the GCD. The LACS Coach cannot be on the Active Roster, on the Reserve Roster, an LCS Coach and/or the GM ([Section 3.4](#)). The LACS Coach will be required to be on site and on stage for the [pick/ban phase](#) of each Game in which the LACS Team participates in person. One additional coach, who is not required to be an LCS Coach, may be, but is not required to be, on stage for the pick/ban phase of each LACS Game.

3.4. General Manager

Each Team is required to maintain, at all times, one designated Team staff member (the “GM”) who is responsible for administering Team commitments associated with weekly League activities including, but not limited to, content requests, Game schedule, on-site studio coordination and weekly update calls with a Riot Player Management representative. This same person is responsible to travel with the Team to all events, domestic or international, to uphold the aforementioned duties.

3.5. Maximum and Minimum Team Roster Size

Each Team is required to maintain, at all times during the LCS Competitive Season except during the LCS Lock In, a total roster (which includes LCS and LACS) of no less than ten (10) Players (“**Minimum Roster**”), each of whom is eligible to participate in LCS-affiliated Matches or LACS-affiliated Matches (the “**Active Roster**”), and no more than fifteen (15) Players (the “**Maximum Roster**”), which includes the Reserve Roster ([Section 3.6](#)). During the LCS Lock In, each Team is required to maintain a minimum of no less than five (5) Players, each of whom is eligible to participate in LCS-affiliated Matches or LACS-affiliated Matches.

3.6. Reserve Roster

Teams may hold reserve Players who are in the process of becoming eligible to join the Active Roster, but who do not meet the qualification to join the Active Roster (“**Reserves**”). Reserves are considered to be on the “**Reserve Roster.**” Collectively, the Active Roster and Reserve Roster shall be referred to as the “**Full Team Roster**” and may not fall below the Minimum Roster requirement during the LCS Competitive Season or exceed the Maximum Roster requirement at any time.

- **Note:** Examples include but are not limited to Players who have applied for, but not yet received, a visa which will grant them work eligibility, or a Player who is serving a competitive ban. Players will be denoted as ineligible or ineligible for LCS on the Global Contract Database.

3.7. Playoff Rosters

For any Team qualifying for Spring Playoffs or the LCS Championship, the Team will be required to submit a playoff roster comprised of a minimum of six (6) Players and a maximum of seven (7) Players (the “**LCS Playoff Roster**”). For LACS playoffs, the Team will be required to submit a playoff roster comprised of a minimum of six (6) Players and a maximum of seven (7) Players. The Team must designate which five (5) Players are considered starters. Only Players who are on a Team’s Active Roster at the roster lock deadlines (Section 1.2.3 and Section 1.2.9) are eligible to be included on that Team’s playoff roster.

- **Note:** A Player may appear on both playoff rosters provided they are able to be on-site with the Team for the LCS Finals.

3.8. Seventh Player Requirement

An LCS Team is required to maintain a second substitute Player (the “**Seventh Player**”) on its LCS Playoff Roster where the Team’s LCS Playoff Roster is comprised of three Resident Players and three non-Resident Players.

- *Note:* This Seventh Player requirement is intended to protect against situations where a Resident Player becomes unable to play during Spring Playoffs or the LCS Championship and the Team would be unable to field a roster with its non-Resident substitute due to the prohibition of three non-Resident Players as Starters.

3.9. Contract Requirements

All Players on the Full Team Roster must have a written contract with the Team they are playing for (a “**Player Services Agreement**”). An LCS Coach or LACS Coach must have a written contract with the Team they are coaching for (a “**Coach Services Agreement**”, together with the Player Services Agreement, “**Service Agreements**”).

3.10. Single Team Exclusivity

A Player/LCS Coach/LACS Coach is only allowed to compete for the one Team that they have a Services Agreement with. A Player/LCS Coach/LACS Coach will not be allowed to compete for more than one Team simultaneously and therefore cannot be listed on the Full Team Roster of more than one Team.

3.11. LACS Interim Coach

An interim coach can be designated as an LACS Coach until a full-time coach is found in the instance where the LACS Coach is removed as the sole LACS Coach or is unable to be on-site as required under these Rules. A Team can only utilize an interim coach three (3) Matches during the regular season or one (1) Match in the LACS Playoffs or Proving Grounds. Matches featuring different interim coaches will count towards this total. The interim coach must be an LCS Coach.

- *Note:* We limit the number of Games that an interim coach can be in place to avoid a situation where a Team actively avoids designating a new LACS Coach to avoid the reporting requirements in these Rules.

4. Weekly Roster Rules

4.1. Weekly Roster Designation

Each week in which a Team is scheduled to play either LCS or LACS Games, the Team's eligible Active Roster for that week's Games will be set as of Tuesday at 12:00 pm PT (the "**Weekly Roster Designation**"). As part of its Weekly Roster Designation, each Team must also declare a maximum of three (3) non-resident Players and one (1) Emerging Region Player on the Team's Active Roster that will be eligible for play that week.

4.2. Starting Lineups

Teams must set their starting roster for their first Game of the day from the applicable Weekly Roster Designation as follows:

- Tuesday at 8:00p PT for Wednesday Academy Games.
- Wednesday at 8:00p PT for Thursday Academy Games.
- Thursday at 8:00p PT for Friday Academy Games.
- Thursday at 8:00p PT for Friday LCS Games.
- Friday at 8:00 PT for Saturday LCS Games.
- Saturday at 8:00p PT for Sunday LCS Games.

For each LCS and LACS Game, the Team must designate five (5) starting Players ("**Starters**") which shall constitute the Team's "**Starting Roster.**" Rosters are considered public at the submission deadline. If a Team fails to submit a valid Starting Roster by the deadline, the Team will be penalized and will play the Game in question with the Team's last publicly available roster on the Team's last publicly declared side selection.

4.3. Regular Season Side Selection

During each of the Spring and Summer Regular Season Splits, each Team will be afforded side selection in one pre-selected Match against every other Team and its opponent will control side selection in their other Match. Side selection is due and will be reported to the other Team on the same schedule as Starting Rosters as set forth in [Section 4.2](#). After the submission deadline, the League will consider the side selection choice final for the Game in question, regardless of whether the Team made alterations to the submission form.

4.4. Interregional Movement Policy Roster Restrictions

Teams may not have more than two (2) non-resident Players playing in the Starting Roster at any time. In the event that a Team has one (1) Emerging Region Player in the Starting Roster, the Team is limited to one (1) non-resident Player in the Starting Roster.

4.5. Emergency Substitutions

In the event of an emergency prior to the scheduled start of a Match, a Team will be given up to two hours to produce an eligible substitute on-site. If a replacement cannot be found

then the Team will forfeit. League Officials will determine if an event qualifies as an emergency.

5. Full Team Roster Changes

5.1. General Roster Change Rules

Teams are authorized to use two methods to make changes to its Full Team Roster: (1) trading Players with other Teams or interregional Teams and; (2) signing (or releasing) free agents.

- 5.1.1. **Full Roster Requirement.** No change to the Full Team Roster shall relieve a Team of the requirement to maintain a Minimum Roster during the LCS Competitive Season ([Section 3.1](#)). At any point if a Team's Active Roster falls below the Minimum Roster, the Team will be subject to penalties, unless given permission to drop below the minimum at the discretion of the League Officials.
- 5.1.2. **Change Submission Deadline.** If a Team wishes to (i) add a Player to its Active Roster through a free agency signing or a trade, or (ii) have a Player listed on the Reserve Roster deemed eligible for the Active Roster, that addition or status change to the Active Roster must be declared to League Officials before the Weekly Roster Designation ([Section 4.1](#)) to be eligible to play in that any Games for that week. For the purpose of this rule, "**declaring**" means that the League has been provided with confirmation from all parties involved about the change/addition, and that the League and Team(s) have agreed to a schedule for the provision of all required documents. In no case will a Player be allowed to play in a Game without all required paperwork, including proof of work eligibility, having been submitted to, and approved by, the League.
- 5.1.3. **League Approval.** League Officials reserve the right to approve or deny any request to add or remove a Player from a Team's roster based upon the eligibility of the Player(s) involved and the request's compliance with the Rules and the League Operating Manual.
- 5.1.4. **Competitive Disclosures.** The League reserves the right to notify the participants in any upcoming Match of the details of any roster change request that has been submitted to the League that would affect that Match, to the extent such roster change has not been publicly announced.
- **Note:** This rule is intended for situations where a transaction is timely submitted to the League, but is pending approval, or is the subject of a request by the submitting Team to allow the Team to announce the changes on a reasonable schedule.

- 5.1.5. **Pre-Split Active Roster Submission.** At 5pm PT on February 1st, 2022 prior to the start of Spring, and at 5pm PT on the date set forth in [Section 1.2.7](#) prior to the start of Summer, each Team must submit their Active Roster to the League. A Team will not be allowed to start a member for the first week of the Split that is not on the Active Roster as of the week 1 roster lock dates.
- 5.1.6. **Roster Change Timing.** Roster additions and promotions from the Reserve Roster to the Active Roster may be made effective as early as the Roster Change Start Date and must become effective no later than the Roster Change Deadline date, as set forth below:

	Roster Change Start Date (all times are 5:00pm Pacific time)	Roster Change Deadline (all times are 5:00pm Pacific time)
Spring Split	November 15th, 2021	March 15th, 2022
Summer Split	May 30th, 2022	July 26th, 2022

- 5.1.7. **Playoff Roster Lock.** Teams that have qualified for Spring Playoffs or the LCS Championship must submit their roster for Spring Playoffs or the LCS Championship and MSI/WCE as applicable (in the case of the LCS roster) by the dates set forth in [Section 1.2.4](#) (Spring) and [Section 1.2.10](#) (Summer). All rosters must be compliant with the Playoff Roster restrictions ([Section 3.7](#)).
- 5.1.8. **Spring Split Additions to the Inactive Roster.** From the period March 15, 2022 at 5:00 pm PT through May 30, 2022 at 4:59 pm PT, a Team may sign Players to its Reserve Roster, subject to the Team’s compliance with the Maximum Roster Size ([Section 3.5](#)). Players added during this period are ineligible to be moved to the Active Roster (and thus are not eligible to play in any Game or Match) until May 24, 2022 at 5:00pm PT.
- 5.1.9. **Roster Change Deadline Safe Harbor.** The Roster Change Deadline shall be extended by three (3) business days with respect to any Player released from a Full Team Roster within the forty-eight (48) hours preceding the Roster Change Deadline in either Split, as set forth in [Section 1.2.3](#) (Spring) and [Section 1.2.9](#) (Summer).
- *Note:* This rule is intended for situations where a Player is dropped from a Team close to the Roster Change Deadline to provide a period of time where any Team in the League may sign the Player.

5.2. Player Trades

A Team may trade Players held on its Full Team Roster with other LCS Teams or inter-regionally, provided that the details of the trade, including copies of all written agreements, are submitted to the League for approval.

- 5.2.1. **Quantity.** There is no maximum total number of Players who may be traded per split or per season.
- 5.2.2. **Asymmetrical Trades.** Trades are not required to be structured as symmetrical exchanges (e.g., 1-for-1, 2-for-2). Trade transactions are not limited to two Teams per transaction.
 - **Note:** A trade deal may include Players from two or more Teams, without limitation. For example, a situation in which Team A trades Player X to Team B, Team B trades Player Y to Team C and Team C trades Player Z to Team A.
- 5.2.3. **Trades for Cash.** Players may be traded from one Team to another in exchange for a payment of cash or other consideration subject to the conditions and requirements set forth in the Rules. Hybrid transactions, where a Player is traded in exchange for a combination of one or more Players plus cash and/or other consideration, are also permitted.
- 5.2.4. **Interregional Trades.** North American Players may be traded for any Players within any region and vice-versa, subject to the eligibility requirements set forth in the Rules and any applicable provisions in the Players' written Player Services Agreement.

5.3. Free Agent Signings.

A Team may sign free agents as follows:

- 5.3.1. **Free Agent.** A Free Agent is any Player eligible to participate in the League who is not subject to a valid written Player Services Agreement with a Team. Merely being "in negotiations" with a Team does not change a Free Agent's status. Free Agents are free to sign with any Team, so long as they continue to meet all eligibility requirements.
- 5.3.2. **League Approval.** Free agent signing requests must be submitted by a Team in advance, in writing, and approved by the League, in writing, before becoming effective, pursuant to the applicable sections of the League Operating Manual.

5.4. Restrictions Regarding College Players.

Between the start of the first match of the LCS Lock In ([Section 1.2.1](#)) and Roster Change Start Date for the Summer Split ([Section 1.2.6](#)), no Team may acquire any Player that is a member of a varsity College League of Legends team to the extent that such individual has accepted a scholarship from their college or university to play League of Legends. For the

sake of clarity, if an individual has accepted a scholarship with a varsity College League of Legends team, this prohibition attaches to that individual, even if the individual quits the college or university team, is terminated by the college or university team or leaves the college or university. League Officials may waive this restriction if the requisite college or university requests a waiver of this provision for an individual to which it provided a scholarship.

6. Player Equipment

6.1. League Provided Equipment

League Officials will provide, and Players will exclusively use, equipment in the following categories for all official League Matches:

- 6.1.1. PC & Monitor
- 6.1.2. Hand Warmers
- 6.1.3. Headsets and/or Earbuds and/or Microphones
- 6.1.4. Table and Chair

At the request of a Player, League Officials will provide the following categories of equipment for use in all official League Matches:

- 6.1.5. PC Keyboards
- 6.1.6. PC Mice
- 6.1.7. Mousepads

All League provided equipment shall be chosen, selected and determined at the sole discretion of the League.

6.2. Player-Owned or Team-Owned Equipment

Players are allowed to provide equipment in the following categories, which are owned by themselves or their Teams, into the Match area and use such equipment during official League Matches:

- 6.2.1. PC Keyboards
- 6.2.2. PC Mice and cord holders
- 6.2.3. PC Mousepads

In the Match area, Players may not bring, use, or wear any headsets, earbuds and/or microphones, other than those provided by LCS.

6.3. LCS Peripheral Policy

All Player-owned or Team-owned equipment must be submitted to League Officials in advance for approval. Approved equipment will remain on-site with League Officials and will only be accessible before the Match or at such time as approved by the Head Referee. Unapproved equipment or equipment that is suspected by League Officials of providing an unfair competitive advantage will not be permitted for use, and Players will be required to

use LCS-provided equipment instead. At their discretion, League Officials may disallow the use of any individual piece of equipment for reasons relating to tournament security, safety or operational efficiency or effectiveness. No Player-owned or Team-owned hardware or equipment may be brought into the Match Area if it features or displays any name, likeness or logo of a company or brand which is a competitor of Riot Games or LoL.

6.4. Replacement of Equipment

If equipment or technical problems are suspected, a Player or League Official may request a technical review of the situation. A League technician will diagnose and troubleshoot problems, as needed. Technicians may request that League Officials order replacement of any equipment, at their discretion. Decisions regarding the replacement of any equipment are solely at the discretion of the League. If a Player wishes to use personal replacement equipment, the Player must use equipment which has been pre-approved by League Officials otherwise they will be provided replacement equipment by the League Officials.

6.5. Computer Programs & Usage

Players are prohibited from installing their own programs and must use only the programs provided by the League. This includes the warm-up area computers. If a Player wishes to install a program onto the warm-up area computers, they must first ask a League Official.

- 6.5.1. **Voice Chat.** Voice chat will be provided only via the native system used in LCS-provided headsets. Use of third-party voice chat software (*e.g.*, Discord) is not permitted. League Officials may monitor a Team's audio at the discretion of the League.
- 6.5.2. **Social Media and Communication.** It is prohibited to use League computers to view or post on any social media or communication sites. This includes, but is not limited to, Facebook, Twitter, online forums/message boards and email.
- 6.5.3. **Non-Essential Equipment.** It is prohibited to connect non-essential equipment, such as cell phones, flash drives or MP3 players, to League computers, for any reason.
- 6.5.4. **Native Programs.** Players may use the native programs MS Paint and Notepad during and before Games. The following restrictions apply:
 - Any language or imagery created by Players on native programs will be held to the same conduct standards laid forth in [Section 14.3](#).
 - Any advertisement or mention of Teams, sponsors, and brands is prohibited on native programs, including advertisement of personal brands and social media or communication accounts.
 - Any strategy notes on native programs created in Pre-Game Setup ([Section 10.5](#)) must be deleted before the Game begins.
 - Any pause that League Officials deem is a direct or indirect result of Players using native programs will be considered impermissible and will be

penalized. League Officials will not offer Chronobreaks or remakes ([Section 12](#)) for bugs that occur due to usage of native programs. For clarity, usage of native programs includes the act of switching application windows to access native programs.

League Officials may penalize Players for violations of these restrictions and may prohibit Players from accessing native programs in cases of abuse.

6.6. Audio Restrictions

Players will be required to maintain volume levels above minimum settings. League Officials may require Players to adjust their volume levels higher if the officials determine, at their sole discretion, that volume levels are too low.

Headphones must be placed directly on a Player's ears, and must remain there for the duration of the Game. Players are not permitted to obstruct the placement of headphones by any method or place any item, including hats, scarves or other articles of clothing, between the headphones and the Player's ears.

6.7. Equipment Tampering

Players may not touch or handle another teammate's owned or provided equipment after a Match has started. Players who require assistance with their equipment should ask for assistance from a League Official.

7. Venue, Competition Area Layout, and Schedule

7.1. General Venue Access

Access for League Teams to the restricted areas of venues for official Matches is restricted to Team Members only, unless otherwise approved, in advance, by the League. Permission to attend League Matches is solely at the discretion of League.

7.2. Match Area

The “Match Area” is comprised of the area immediately surrounding any competition PCs used during Match play. During Match play, presence of Team Members in the Match Area is restricted solely to the Starters of the Teams in play.

7.2.1. **Team Managers.** Managers may be in the Match Area during the Game prep process, but must leave prior to the pick/ban phase and may not return until after the end of the Game.

7.2.2. **Coach Stage Access.** In LCS Matches and LACS Matches respectively, LCS Coaches and the LACS Coach will be granted on-stage access and will be allowed to communicate with the Team during the Pick/Ban Process. No other Team staff will be permitted on-stage during this time without the express permission of League Officials. LCS Coaches and the LACS Coach, as applicable, will exit the stage to a designated position once the countdown timer has reached 5 seconds during the Trading-Phase.

7.2.3. **Wireless Devices.** Wireless devices, including mobile phones and tablets, are not allowed in the Match Area while the Players are involved in active play, including during pick/ban phase, pauses, remakes, and between Games of multi-Game Matches. League Officials will collect such devices from Players in the Match Area and return them after the end of the Game.

7.2.4. **Food and Drink Restrictions.** No food is allowed in the Match Areas. Drinks are permitted in the Match Area only in Riot-approved re-sealable containers. League Officials will provide such containers to Players upon request.

8. Regular Season Tiebreakers

8.1. Applicability of Tiebreakers

This Section 8 shall apply to resolve ties in the event that multiple Teams have the same Match winning percentage at the conclusion of any Regular Season Split. Notwithstanding anything else in this Section 8, to the extent a tie requires playing any additional Game(s) after the conclusion of the Regular Season Split, such Game or Games will only be played to resolve ties that affect postseason participation.

8.2. Tiebreaker Timing.

To the extent additional tiebreaker Games are necessary to resolve any ties, Games will be played at a time designated by the League following the final Game of the Regular Season, but prior to the first day of Spring Playoffs or the LCS Championship, whichever is applicable.

8.3. Strength of Victory Score.

When called for in this Section 8, this Section 8.3 sets forth the manner in which the league shall calculate a Team's "**Strength of Victory Score.**"

- 8.3.1. At the end of each Regular Season Split, 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.
- 8.3.2. In situations where exactly two Teams have the same Match winning percentage, if one Team has won more than 50% of the Matches between those two tied Teams, that Team shall be considered the higher rank. When no Team in a two Team tie has won more than 50% of the Matches between those two tied Teams, or in all situations where more than two Teams are tied, the tied Teams shall each be counted at the highest possible position.
- 8.3.3. Where Teams are tied and assigned the same rank, the position of the next Team in descending Match winning percentage order shall be calculated by adding one to the number of Teams with a higher Match winning percentage than the Team being assigned a position.
 - Note: For example, if two Teams are tied with a Match winning percentage of 83.3% (.833) and are 1-1 against each other in head-to-head Match play, they would each be considered as the 1st place Team for the purpose of this calculation. The next Team(s) in descending order would be considered the 3rd place Team for the purpose of this calculation.
- 8.3.4. 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, the number of Match wins against each Team is multiplied by that Team's strength modifier, with the resulting products added together.
 - Note: By way of example, if the 6th place Team has one Match victory against the 1st place Team (5 points), no Match victories against the 2nd or 3rd place Teams, two Match victories against the 4th place Team and one Match victory against a second Team tied for 4th place (10.5 points), it is the 6th place Team (and there is no 5th place Team since two Teams are tied at 4th), and it has 1 Match victory against each of the 7th, 8th, 9th and 10th Teams (2+1.5+1+0.5, 5 points total), the Team would have a Strength of Victory Score of 20.5.

Standing	Multiplier	Standing	Multiplier
1 st	5.0	6 th	2.5
2 nd	4.5	7 th	2.0
3 rd	4.0	8 th	1.5
4 th	3.5	9 th	1.0
5 th	3.0	10 th	0.5

8.4. Total Game Victory Time.

When used herein, the total Game victory time (“**Total Game Victory Time**”) shall be considered the total amount of time it took a Team to win their Games against all other Teams in the tiebreaker. In any situation where the Total Game Victory Time between tied Teams is identical, the Total Game Victory Time shall be substituted by the total amount of Game time it took a Team to win all of their Games in the applicable Split. In any situation where Total Game Victory Time is required but a Team has no victories against an opponent, the Team with victories shall be considered to have the faster Total Game Victory Time.

8.5. Two-way tie.

If two Teams have the same Match winning percentage, the first tie-breaker is head-to-head records. If one Team has won more than 50% of the Matches between the two Teams, they shall be declared the winner of the tie-breaker and will be awarded the higher seeding. If the two Teams have identical head-to-head records (as defined as each Team winning 50% of Matches between the two Teams), then said Teams will play one tiebreaker Game to determine the final standings.

8.5.1. **Side Selection.** Side selection for a head-to-head tiebreaker matchup will be awarded to the Team with the higher Strength of Victory Score. To the extent that the two Teams have identical Strength of Victory Scores, the Team with the lower Total Game Victory Time shall be awarded side selection. If the tied Teams have identical Total Game Victory Times and identical Total Game Victory Times for all Match wins during the Split ([Section 8.4](#)), side selection will be determined by a coin flip to be conducted immediately preceding the tie-breaker Game. The deadline to provide side selection will be communicated by League Officials.

8.6. Three-way tie.

If three Teams are tied, the head-to-head record of all Teams involved in the tie against all other Teams involved in the tiebreaker will be considered.

At the end of the Group Stage of the LCS Lock In, there are two possible combinations of records in a three-way tiebreaker, each of which are considered below:

- Each Team in the tiebreaker has a combined record of 1-1 against the other Teams in the tie. In this case, the Team with the lowest Total Game Victory Time will be awarded the highest seed available in the tiebreaker. If the two Teams with the highest Total Game Victory Time are tied for the #4 and #5 seeds, the two Teams will play one Game with side selection going to the Team with the lower Total Game Victory Time. The loser of that Game will be awarded the lowest standing being decided by the tiebreaker and the winner of that Game will be awarded the second highest standing being decided by the tiebreaker. If the two Teams are not tied for the #4 and #5 seeds, the Team with the lower Total Game Victory Time is awarded the second highest seed available, and the Team with the highest Total Game Victory Time is awarded the lowest seed available.
- One Team has an aggregate record of 2-0, the next Team has an aggregate record of 1-1 and the third Team has an aggregate record of 0-2. The Team that is 2-0 is automatically granted the highest seed available in the tiebreaker (therefore winning the tiebreaker), the 1-1 Team is awarded the second highest seed available, and the 0-2 Team is awarded the lowest seed available in the tiebreaker.

At the end of the Spring and Summer Regular Season, before Spring Playoffs and the LCS Championship respectively, there are five possible combinations of records in a three-way tiebreaker, each of which are considered below:

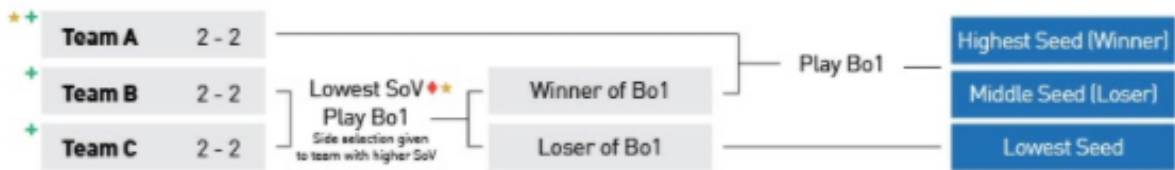
- Each Team in the tiebreaker has a combined record of 2-2 against the other Teams in the tie. In this case, the Teams with the two lowest Strength of Victory Scores will play one tiebreaker Game. The loser of that Game will be awarded the lowest standing being decided by the tiebreaker and the winner of that Game will play a single tiebreaker Game against the Team with the highest Strength of Victory Score. The winner of that second tiebreaker Game will be awarded the highest standing being decided by the tiebreaker, and the loser of the Game will be awarded the remaining standing.
- One Team has an aggregate record of 3-1, the next Team is 2-2 and the third Team is 1-3. In this case, the Teams with the 2-2 and 1-3 records will play one tiebreaker Game. The loser of that Game will be awarded the lowest standing being decided by the tiebreaker and the winner of that Game will play a single tiebreaker Game against the 3-1 Team. The winner of that second tiebreaker Game will be awarded the highest standing being decided by the tiebreaker, and the loser of the Game will be awarded the remaining standing. In all cases, side selection belongs to the Team with the better aggregate record (e.g. 3-1>2-2>1-3). Please note this is an exception to the side selection rule set forth in [Section 8.6.2](#).
- Two Teams have an aggregate record of 3-1 and the third Team has an aggregate record of 0-4. The Team that is 0-4 is awarded the lowest standing being decided by the tiebreaker and a new tiebreaker is declared amongst the two Teams with an aggregate record of 3-1 utilizing the two-way tie procedure set forth in [Section 8.5](#).
- One Team has an aggregate record of 4-0 and the other two Teams have an aggregate record of 1-3. The Team that is 4-0 is automatically granted the highest seed available in the tiebreaker (therefore winning the tiebreaker), and a new tiebreaker is declared

amongst the two Teams with an aggregate record of 1-3 utilizing the two-way tie procedure set forth in [Section 8.5](#).

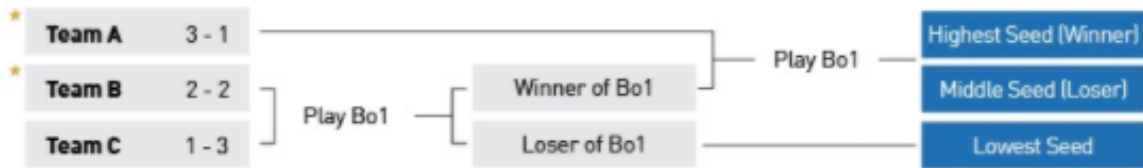
- One Team has an aggregate record of 4-0, the next Team has an aggregate record of 2-2 and the third Team has an aggregate record of 0-4. The Team that is 4-0 is automatically granted the highest seed available in the tiebreaker (therefore winning the tiebreaker), the 2-2 Team is awarded the second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

Spring Three-way Tiebreakers

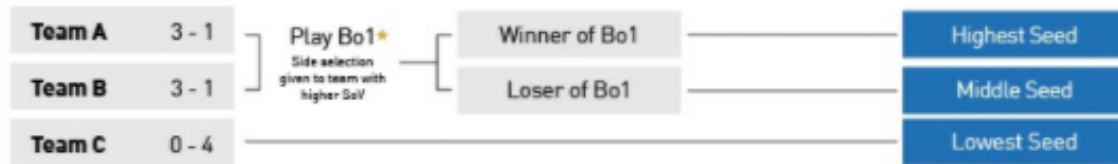
Scenario 1 Equal head-to-head record



Scenario 2 One team has highest head-to-head record (but not 4-0)



Scenario 3 Two teams have highest head-to-head record



Scenario 4 One team has a 4-0 head-to-head record



Scenario 5 No ties in head-to-head record



Side Selection

Team Records for regular Season games against A, B, & C

Strength of Victory

- 8.6.1. **Tied Strength of Victory.** In any situation in which Strength of Victory Score is required and two Teams have the same Strength of Victory Score, Total Game Victory Time shall be used instead. In such a case, the lowest Total Game Victory Time shall be considered best (equivalent to the highest Strength of Victory Score) and the highest Total Game Victory Time shall be considered worst (equivalent to the lowest Strength of Victory Score). If the tied Teams have identical Total Game Victory Times and identical Total Game Victory Times for all Match wins during the Split ([Section 8.4](#)), then a coin flip will substitute for Strength of Victory Score.
- 8.6.2. **Side Selection.** Side selection for any Game under the three-way tiebreaker belongs to the Team with the higher Strength of Victory Score unless otherwise noted for that combination. If the Strength of Victory Scores are identical, side selection belongs to the Team with the lower Total Game Victory Time against other Teams in the tiebreaker. If the tied Teams have identical Total Game Victory Times, then Total Game Victory Time for all Match wins during the Split is considered ([Section 8.4](#)). If Total Game Victory Time for all Match wins during the Split is also identical, side selection will be determined by a coin flip. The deadline to provide side selection will be communicated by League Officials.

8.7. Ties Involving More Than Three Teams.

The Teams will be randomly drawn into a single elimination bracket (as described below) where Teams play best of one Matches throughout the tiebreaker.

- 8.7.1. **Side Selection.** Side selection for all Games in tiebreakers involving more than three Teams will be awarded to the Team with the higher Strength of Victory Score. To the extent two or more Teams have the same Strength of Victory Score, the Team with the lower Total Game Victory shall be awarded side selection. If the tied Teams have identical Total Game Victory Times, then Total Game Victory Time for all Match wins during the Split is considered ([Section 8.4](#)). If Total Game Victory Time for all Match wins during the Split is also identical, side selection will be determined by a coin flip to be conducted immediately preceding the tie-breaker Game. The deadline to provide side selection will be communicated by League Officials.
- 8.7.2. **Four-way tie:** The four Teams will be randomly drawn into two first-round Matches (Game 1 and Game 2); 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.

To the extent a four-way tie exists for the third, fourth, fifth and sixth seeds in the Summer postseason, no Games shall be played. Instead, the Teams shall be randomly drawn into the two quarterfinals Matches and side selection for those quarterfinals Matches will be determined by the procedure set forth in [Section 8.7.1](#). For the purposes of the LCS Championship, each Team will be considered as a #3 seed.

- 8.7.3. **Five-way tie:** The two Teams with the lowest Strength of Victory Scores will play a single-elimination play-in Game to enter the tournament.

If more than two Teams are tied as having the lowest Strength of Victory Score in the tiebreaker, or if there is one Team that alone holds the lowest Strength of Victory Score and more than one Team tied for the next lowest Strength of Victory Score, then Total Game Victory Time shall be calculated for each Team pursuant to [Section 8.4](#). Amongst the Teams tied with regard to Strength of Victory Scores, the Team(s) with the highest total Game victory time (i.e. the Team that took the longest amount of Game time to win their Games) shall compete in the play-in Game. The loser of the play-in Game will be awarded the lowest standing being decided by the tiebreaker. The winner of the play-in Game and the three remaining Teams will then follow the four-way tie procedure set forth in [Section 8.7.2](#).

If all five Teams are tied at the end of the LCS Lock In Group Stage, the Teams will be seeded by Total Game Victory Time. The three Teams with the lowest Total Game Victory time will proceed to the Bracket Stage. The two Teams with the highest Total Game Victory Time will play one Game with side selection going to the Team with the lower Total Game Victory Time. The winner of this Game will advance to the Bracket Stage as the lowest seed out of their group.

- 8.7.4. **Six-way tie:** The four Teams with the lowest Strength of Victory Scores will be randomly drawn into two best of one play-in Games. If multiple Teams are tied as having one of the four lowest Strength of Victory Scores, then Total Game Victory Time shall be calculated for each Team pursuant to [Section 8.4](#). Amongst the Teams tied with regard to Strength of Victory Scores, the Team(s) with the highest Total Game Victory Time (i.e. the Team that took the longest amount of Game time to win their Games) shall compete in the play-in Games until all spots are filled.

The two losing Teams from the play-in Games will then follow the two-way tie procedure set forth in [Section 8.5](#) for the two lowest standings being decided by the tiebreaker. The two winning Teams from the play-in Games and the two remaining Teams will then follow the four-way tie procedure set forth in [Section 8.7.2](#) for the four highest standings being decided by the tiebreaker.

- 8.7.5. **Seven-way tie:** The six Teams with the lowest Strength of Victory Scores will be randomly drawn into three best of one play-in Games. If multiple Teams are

tied as having one of the six lowest Strength of Victory Scores, then Total Game Victory Time (i.e. the total amount of time each it took each Team to win their Games against all other Teams in the seven-Team tiebreaker) shall be calculated for each Team pursuant to [Section 8.4](#). Amongst the Teams tied with regard to Strength of Victory Scores, the Team(s) with the highest Total Game Victory Time (i.e. the Team that took the longest amount of Game time to win their Games) shall compete in the play-in Games until all spots are filled.

The three losing Teams from the play-in Games will then follow the three-way tie procedure set forth in [Section 8.6](#) for the three lowest standings being decided by the tiebreaker. The three winning Teams from the play-in Games and the one remaining Team will then follow the four-way tie procedure set forth in [Section 8.7.2](#) for the four highest standings being decided by the tiebreaker.

8.7.6. **Eight-way tie:** The Teams will be randomly drawn into four best of one play-in Games. The four winners of play-in Games will then follow the four-way tie procedure set forth in [Section 8.7.2](#) for the four highest standings being decided by the tiebreaker. The four losing Teams from the play-in Games will then follow the four-way tie procedure set forth in [Section 8.7.2](#) for the four lowest standings being decided by the tiebreaker

8.7.7. **Nine-way tie:** The two Teams with the lowest Strength of Victory Scores will play a single-elimination play-in Game to enter the tournament. If more than two Teams are tied as having the lowest Strength of Victory Score in the tiebreaker, or if there is one Team that alone holds the lowest Strength of Victory Score and more than one Team tied for the next lowest Strength of Victory Score, then Total Game Victory Time (i.e. the total amount of time each it took each Team to win their Games against all other Teams in the five-Team tiebreaker) shall be calculated for each Team pursuant to [Section 8.4](#). Amongst the Teams tied with regard to Strength of Victory Scores, the Team(s) with the highest Total Game Victory Time (i.e. the Team that took the longest amount of Game time to win their Games) shall compete in the play-in Game.

The loser of the play-in Game will be awarded the lowest standing being decided by the tiebreaker. The winner of the play-in Game and the seven remaining Teams will then follow the eight-way tie procedure set forth in [Section 8.7.6](#).

8.7.8. **Ten-way tie:** The four Teams with the lowest Strength of Victory Scores will be randomly drawn into two best of one play-in Games. If multiple Teams are tied as having one of the four lowest Strength of Victory Scores, then Total Game Victory Time (i.e. the total amount of time each it took each Team to win their Games against all other Teams in the tiebreaker) shall be calculated for each Team pursuant to [Section 8.4](#). Amongst the Teams tied with regard to Strength

of Victory Scores, the Team(s) with the highest Total Game Victory Time (i.e. the Team that took the longest amount of Game time to win their Games) shall compete in the play-in Games until all spots are filled.

The two losing Teams from the play-in Games will then follow the two-way tie procedure set forth in [Section 8.5](#) for the two lowest standings being decided by the tiebreaker. The two winning Teams from the play-in Games and the six remaining Teams will then follow the eight-way tie procedure set forth in [Section 8.7.6](#).

8.8. LACS Tiebreakers

At the end of each LACS Regular Season Split, the Teams shall be ranked from 1 through 10 based upon Game winning percentage. Teams tied in Game winning percentage will have ranks within the tie assigned in descending order of Bo2 Match wins, with the Team with the highest number of Bo2 Match wins in the highest rank within the tie. If Teams hold equivalent Game winning percentages and the same number of Bo2 Match wins, the Teams within the tie will be ranked by Combined Wins against the other Teams within the tie. If Teams are tied in Combined Wins, they will play one tiebreaker Game with side selection given to the Team favored by the head-to-head record between the two Teams. If the head-to-head record between two Teams in a tiebreaker Game is equivalent, LCS Officials will follow the Tiebreaker of Last Resort ([Section 8.9](#)) in order to grant side selection to an involved Team.

8.9. Tiebreaker of Last Resort

To the extent a tiebreaker arises that is not contemplated or addressed by these Rules, the order of precedence for tie-breakers shall be (a) Strength of Victory Score ([Section 8.3](#)), (b) Total Game Victory Time ([Section 8.4](#)), and (c) coin flip. League Officials are empowered to break any ties not contemplated by these rules utilizing this methodology.

9. LCS Lock In and Playoff Format

9.1. LCS Lock In Seeding and Format

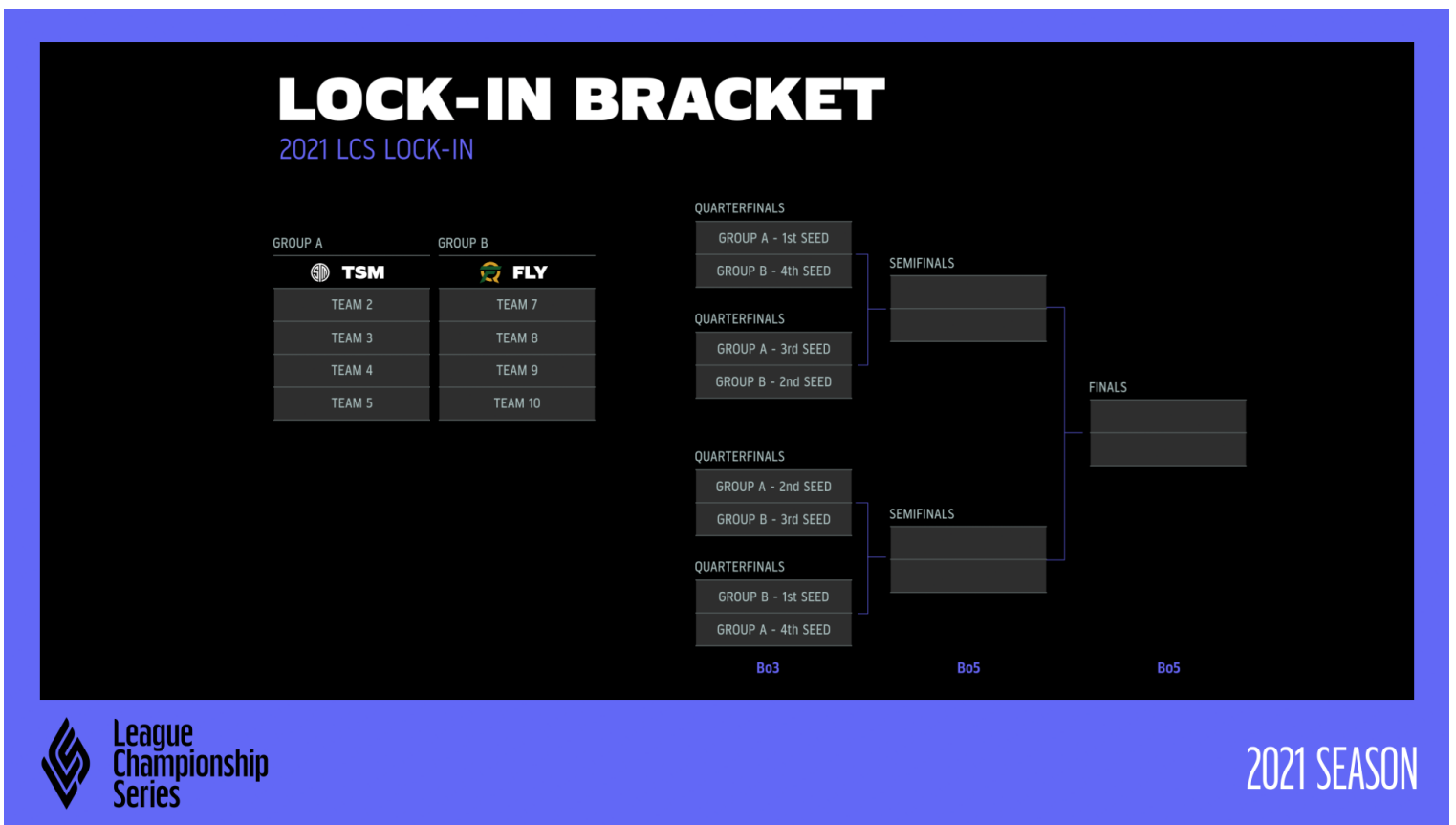
All ten Teams shall play in the LCS Lock In. Teams will be granted a seed based on their final standing in the 2021 LCS Summer Season. The top two seeds will draft the remaining eight Teams into two Groups. The top seeded Team will be Team 1 in the following procedure and the second highest seeded Team will be Team 2:

- Team 1 will be placed in Group A and Team 2 will be placed in Group B.
- Team 1 will select one Team (Team A) to place into Group B.
- Team 2 will select one previously unselected Team (Team B) to place into Group A.
- Team A will select one Team (Team C) to place into Group A.
- Team B will select one Team (Team D) to place into Group B.
- Team C will select one Team (Team E) to place into Group B.
- Team D will select one Team (Team F) to place into Group A.

- Team E will select one Team (Team G) to place into Group A.
- Team H will automatically fall into Group B.

9.1.1. **Group Stage:** Group Stage consists of a Bo1 single round robin amongst each of the two Groups. Each Team will play the other four Teams in their group once. Side selection for each Match will be randomly pre-determined. Each team will have two games starting on each side of the map (I.e. blue and red). The top four Teams in each Group will be drawn into the Bracket Stage.

9.1.2. **Bracket Stage:** Bracket Stage consists of three phases: Quarterfinals, Semifinals, and Finals. The eight qualifying Teams from the Group Stage will be seeded into the Quarterfinals in the diagram as follows:



Each Match in the Quarterfinals will be Bo3. The winners of each Quarterfinal Match will proceed to the Semifinals and the winners of each Semifinal Match will proceed to the Finals. Each Semifinals and Finals Match will be Bo5. In each match, side selection for Game 1 will be controlled by the team with the higher seed from their respective Group (i.e. the #1 seed from Group A will control side selection versus the #4 seed from Group B). If two Teams hold the same seed from their respective Group (i.e. the #1 seed from Group A is playing

against the #1 seed from Group B in the Finals), the Team with higher Game win percentage throughout LCS Lock In will control side selection. If the two Teams are tied in Game win percentage, the Team with the lower Total Game Victory Time will control side selection. If the two Teams are tied in Total Game Victory time, a coin flip will decide side selection control. The winner of the Finals shall be LCS Lock In Champions.

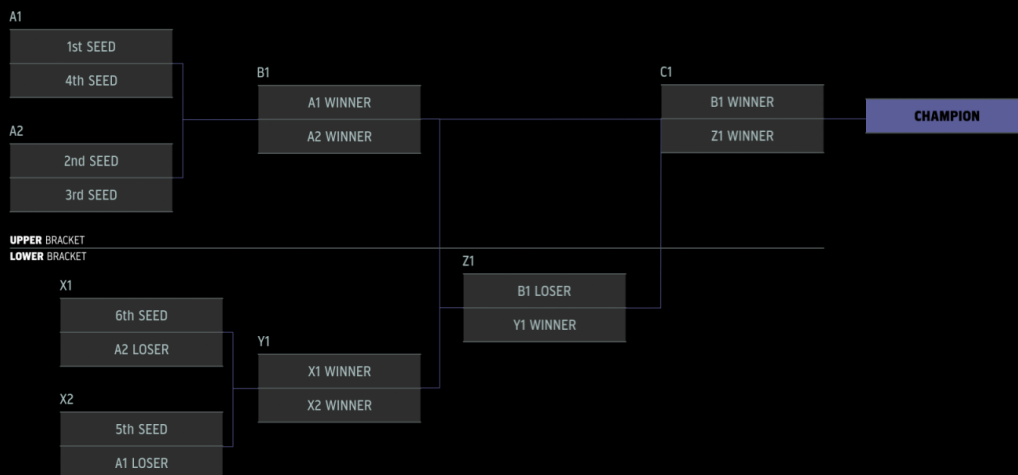
9.2. Spring Playoffs Qualification and Format

The top six Teams at the end of the Regular Season of the LCS Spring Split shall qualify for Spring Playoffs. Teams shall be seeded in Spring Playoffs based upon their regular season finish (i.e. the Team that finished the regular season in first place shall be the #1 seed, etc). The #1 through #4 seeds shall begin in the Winners Bracket. The #5 and #6 seeds shall begin in the Losers Bracket.

- 9.2.1. **Round 1:** Round 1 will consist of four Matches, designated A1, A2, X1 and X2. A1 and A2 will occur in the Winners Bracket, and X1 and X2 will occur in the Losers Bracket. Match A1 will involve the #1 seed and the #4 seed and Match A2 will involve the #2 seed and the #3 seed. The winners of A1 and A2 shall advance to play each other in Match B1 of the Winner Bracket in Round 2. The loser of A2 shall advance to Match X1 in the Losers Bracket against the #6 seed. The loser of Match A1 shall advance to Match X2 against the #5 seed. The winners of Matches X1 and X2 will advance to Match Y1 of the Losers Bracket. The losers of Matches X1 and X2 shall be eliminated from Spring Playoffs.
- 9.2.2. **Round 2:** Round 2 will consist of two Matches. (i) Match B1 in the Winners Bracket will be played by the winners of Matches A1 and A2. The winner of Match B1 shall advance to Match C1 (the Finals). The loser of Match B1 shall advance to the Losers Bracket in Match Z1. (ii) Match Y1 in the Losers Bracket will be played by the winners of Matches X1 and X2. The winner of Match Y1 will advance to Match Z1 against the loser of Match B1. The loser of Match Y1 shall be eliminated from Spring Playoffs and considered the fourth place Team for the Spring Split.
- 9.2.3. **Round 3:** Round 3 will consist of two Matches. (i) Match Z1 in the Losers Bracket will be played between the Winner of Match Y1 in the Losers Bracket and the loser of Match B1 in the Winners Bracket. The Winner of Match Z1 shall advance to Match C1 to play the winner of Match B1 in the Finals. The loser of Match Z1 shall be eliminated from Spring Playoffs and shall be considered the third place Team for the Spring Split. (ii) Match C1 will be played between the winner of Match B1 and the winner of Match Z1. The winner of Match C1 shall be Spring Split Champion. The loser of Match C1 will be considered the second place Team for the Spring Split.

BRACKET

2021 MID-SEASON SHOWDOWN



9.3. LCS Championship Qualification and Format

The top eight Teams at the end of the Summer Regular Season shall qualify for the LCS Championship. Teams shall be seeded in the LCS Championship based upon their Summer Regular Season finish (i.e. the Team that finished the regular season in first place shall be the #1 seed, etc). The #1 through #6 seeds shall begin in the Winners Bracket. The #7 and #8 seeds shall begin in the Losers Bracket. Upon completion of the Summer Regular Season, the #1 seed shall have 10 minutes after nexus explosion of the last Summer Regular Season game (including tiebreakers) to choose to play in either Match B1 or B2.

9.3.1. **Round 1:** Round 1 will consist of four Matches, designated A1, A2, W1 and W2. Matches A1 and A2 will occur in the Winners Bracket, and W1 and W2 will occur in the Losers Bracket. Match A1 will involve the #4 seed and the #5 seed, and Match A2 will involve the #3 seed and the #6 seed. The winners of A1 and A2 shall advance to the next Round. The loser of Match A1 shall advance to play the #8 seed in Match W2 of the Losers Bracket. The loser of Match A2 shall advance to play the #7 seed in Match W1 of the Losers Bracket.

9.3.2. **Round 2:** Round 2 will consist of four Matches, designated B1, B2, X1 and X2. Matches B1 and B2 will occur in the Winners Bracket and X1 and X2 will occur in the Losers Bracket. Match B1 will involve either the #1 seed or the #2 seed

(contingent on the #1 seed's selection) and winner of Match A1. Match B2 will involve the remaining top two seed and the winner of Match A2. The Winners of Matches B1 and B2 will advance to play each other in Match C1 of the Winners Bracket and will qualify for WCE. The loser of Match B1 shall advance to Match X1 in the Losers Bracket to play the winner of Match W1. The loser of Match B2 shall advance to Match X2 to play the winner of Match W2. The losers of Matches W1 and W2 shall be eliminated from the LCS Championship.

9.3.3. **Round 3:** Round 3 will consist of two Matches. (i) Match C1 in the Winners Bracket will be played by the winners of Matches B1 and B2. The winner of Match C1 shall advance to Match E1 (the Finals). The loser of Match C1 shall advance to the Losers Bracket in Match Z1. (ii) Match Y1 in the Losers Bracket will be played by the winners of Matches X1 and X2. The winner of Match Y1 will advance to Match Z1 against the loser of Match C1 and will qualify for WCE. The loser of Match Y1 shall be eliminated from the LCS Championship and considered the fourth place Team for the 2022 Season.

9.3.4. **Round 4:** Round 4 will consist of two Matches. (i) Match Z1 in the Losers Bracket will be played between the Winner of Match Y1 in the Losers Bracket and the loser of Match C1 in the Winners Bracket. The Winner of Match Z1 shall advance to Match E1 to play the winner of Match C1 in the Summer Finals. The loser of Match Z1 shall be eliminated from the LCS Championship and shall be considered the third place Team for the 2022 Season. (ii) Match E1 will be played between the winner of Match C1 and the winner of Match Z1. The winner of Match E1 shall be LCS Champion. The loser of Match E1 will be considered the second place Team for the 2022 Season.

BRACKET

2021 LCS CHAMPIONSHIP



9.4. Proving Grounds Qualification and Format

All ten (10) Academy Teams and the top ten (10) Amateur Teams qualifying from the North America Amateur Season will participate in Proving Grounds. The top six (6) Academy Teams from the LACS Regular Season Split will be seeded from #1 to #6 and will proceed directly to the Main Event. The top six (6) Amateur Teams ranked by Circuit Points from the North America Amateur Season will be seeded from #7 to #12 and will proceed directly to the Main Event. The bottom (4) Academy Teams from the LACS Regular Season Split will be seeded from #13 to #16 and will begin play in the Play-In Stage. The next four (4) Amateur Teams ranked by Circuit Points from the North America Amateur Season will be seeded from #17 to #20 and will begin play in the Play-In Stage.

The eight Teams beginning in the Play-In Stage will seed into a single-elimination bracket. The top four Teams from the Play-In Stage will qualify into the double-elimination Main Event bracket. Each round of Proving Grounds, unless otherwise specified, will consist of Bo3 Matches. The Losers Quarterfinals, Losers Semifinals, Losers Finals, Winners Finals, and Grand Finals will consist of Bo5 Matches.

9.5. Side Selection. For all Spring Playoff Matches, LCS Championship Matches, and Proving Grounds Matches in the Play-In Stage and the Winners Bracket of the Main Event with the exception of Finals, the higher-ranked seed will control side selection for the first Game in

each series. For all Matches in the Losers Bracket, the Team that falls to the Losers Bracket in a later Round will control side selection for the first Game in each series (i.e. in match X1 of the LCS Championship, the loser of B1 will control side selection over the winner of W1, since the loser of B1 fell to the Losers Bracket in Round 2 and the winner of W1 fell to the Losers Bracket in Round 1). If both Teams in a Match fell to the Losers Bracket in the same round, the higher-ranked seed will control side selection for the first Game of the series. For Finals, the Team that has not fallen out of the Winners Bracket will control side selection for the first Game of the series.

For all Games after the first, the losing Team of the previous Game will have side selection (not applicable to LACS Regular Season Matches). The higher seed will be required to submit their final decision for Game 1 by the deadline to submit starting rosters. In a situation where the Teams were awarded equal seeds ([Section 8.7.2](#)), the higher seed side selection will be awarded by the procedure set forth in [Section 8.7.1](#).

For LACS Regular Season Matches, side selection for the first Game of each Bo2 Match will be predetermined by LCS Officials. The Team that did not have side selection for the first Game of each Bo2 Match will have side selection for the second Game.

Side declaration for best-of Matches will be decided between Games after Game 1. Teams with side choice for their respective Game (the losing Team of the previous game), will have 5 minutes after the nexus explodes to select their side for the next Game. This will be at the same time as the substitution declaration. The coach will inform the Referee with the Team about their selection.

9.6. Event Prizes.

During the playoffs at the end of the Spring Split and the Summer Split, Teams shall have the opportunity to earn prize money based on their level of performance in those events.

- 9.6.1. **LCS Lock In Prizing.** The Lock In Champion will receive a prize of \$150,000 USD. The Lock In Champion will also receive a sum of \$50,000 USD to donate to a charity of their choice, chosen before LCS Lock In.
- 9.6.2. **LCS Prizing.** The Split Champion, i.e. the Team that wins the best-of-five finals, will receive a prize of \$100,000 USD. The 2nd place finisher will receive \$50,000 USD. The 3rd place finisher will receive \$30,000 USD and the 4th place finisher will receive \$20,000 USD.

Position:	Prize:
Champion	\$100,000 USD
2 nd Place	\$50,000 USD
3 rd Place	\$30,000 USD
4th Place	\$20,000 USD

- 9.6.3. **Proving Grounds Prizing.** The Proving Grounds Champions, i.e. the Team that wins the best-of-five finals, will receive a prize of \$30,000 USD. The 2nd place finisher will receive \$20,000 USD. The 3rd place finisher will receive \$15,000

USD. The 4th place finisher will receive \$10,000 USD. The Teams finishing in the 5th and 6th positions will each receive \$7,500 USD. The Teams finishing in the 7th and 8th positions will each receive \$5,000 USD.

Position:	Prize:
Champion	\$30,000 USD
2 nd Place	\$20,000 USD
3 rd Place	\$15,000 USD
4 th Place	\$10,000 USD
5 th Place and 6 th Place	\$7,500 USD/each
7 th Place and 8 th Place	\$5,000 USD/each

10. Match Process

10.1. Changes to Schedule

League Officials may, at their sole discretion, re-order the schedule of Matches within a given day and/or change the date of a Match to a different date or otherwise modify the schedule of Matches. In the event that the League modifies a Match schedule, the League will notify all Teams as soon as possible.

10.2. Arrival at Studio

Members of a Team’s Active Roster who are participating in an in-person LCS or LACS event must arrive at the studio or venue no later than the time specified by League Officials.

10.3. Role of Referees

10.3.1. **Head Referee.** The Head Referee is a League Official who is responsible for the judgments on every Match-related issue, question and situation which occurs before, during, and immediately following Match play. Their oversight includes, but is not limited to:

- Checking the Team’s lineup before a Match.
- Checking and monitoring Player peripherals and Match Areas.
- Announcing the beginning of the Match.
- Ordering pause/resume during play.
- Issuing penalties in response to Rule violations during the Match.
- Making all Match-related determinations under these Rules, including stoppages of play ([Section 11.2](#)), Chronobreak ([Section 12](#)) and Awarded Game Victories ([Section 12.8.1](#)).
- Confirming the end of the Match and its results

10.3.2. **Referee Responsibilities.** Referees work on behalf of the League and are subject to the direction, review and oversight of the Head Referee. Referees are responsible for:

- Admitting or denying access to the Match Areas.
- Carrying out security protocols directed by the Head Referee and other League Officials, and/or in support of these Rules.
- Administering the Player checklist and enforcing all Rules on stage, including directing Players to take or refrain from taking any action.
- Communicating with Players about any issues experienced on stage, in-game and out.

10.3.3. **Finality of Judgment.** If a Referee makes an incorrect judgment, the judgment can be subject to review and reversal or modification by the Head Referee. Any decision of the Head Referee may be reviewed by other League Officials at their discretion during or after the Match to determine if the proper procedure was implemented to allow for a fair decision. If the proper procedure was not followed, League Officials reserve the right to potentially invalidate the Head Referee decision. League Officials will always maintain final say in all decisions set forth throughout the League.

10.4. Competitive Patch & Tournament Realm

All Games will be played on the current patch available on the Live Service, once a sufficient testing period has occurred. Changes to the competitive patch will be at the discretion of the League.

10.4.1. As a guideline, the competitive patch will be updated a full calendar week after its release onto the live server. A patch will not be implemented if a week of Games or a playoff round has started.

- Example: Patch X.X was released on 11:59pm, February 5. It will be eligible to be used as a competitive patch for all Matches on or after 11:59pm, February 12 unless a week of Matches or a playoff round has started.

10.4.2. New Champions and Champions that have undergone Major Reworks will be automatically restricted for two weeks from their release on live service. A restricted Champion will not be enabled if a week of Matches or a playoff round has started. Champions or Major Reworks released on the playoff patch will be restricted.

- Example: Example: Champion A was released February 5, so Champion A becomes eligible to be used in all Matches on February 19.

10.5. Pre-Match Setup

10.5.1. **Setup Time.** Players will have designated blocks of time prior to their Match time to ensure they are fully prepared. League Officials will inform Players and Teams of their scheduled setup time and duration as part of their Match schedule. League Officials may change the schedule at any time. Setup time is considered to have begun once Players enter the Match Area, at which point

they are not allowed to leave without permission of the on-site League Official or Referee and accompaniment by another League Official. Setup is comprised of the following:

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

10.5.2. **Seating Order.** Players must sit in the order in which they will join the lobby: Top, Jungle, Mid, Bot, Support. This order should be considered from the vantage point of a viewer standing in front of the Players, and read from left-to-right.

10.5.3. **Technical Failure of Equipment.** If a Player encounters any equipment problems during any phase of the setup process, Player must notify a Referee or League Official immediately.

10.5.4. **Timeliness of Match Start.** It is expected that Players will resolve any issues with the setup process within the allotted time and that Match will begin at the scheduled time. Penalties for tardiness may be assessed at the discretion of League Officials.

10.5.5. **Player Ready State.** No fewer than five minutes before the Match is scheduled to begin, a Referee will confirm with each Player that their setup is complete. Once all ten Players in a Match have confirmed completion of setup, Players may not enter a warm-up game.

10.5.6. **Game Lobby Creation.** League Officials will decide how the official Game lobby will be created. Players will be directed by a Referee to join a Game lobby as soon as testing has been completed, in the following order of positions: Top, Jungle, Mid, Bot, Support.

10.6. Game Setup and Play Restrictions

10.6.1. **Start of Pick/Ban Process.** Once all ten Players have reported to the official Game lobby, a Referee or League Official will request confirmation that both Teams are ready for the pick/ban phase. Once both Teams confirm readiness, a Referee or League Official will instruct the room owner to start the Game.

10.6.2. **Draft Mode.** Draft mode proceeds in a snake draft format as follows:

DRAFT MODE

Phase #1

Bans



Picks



Phase #2

Bans



Picks



- 10.6.3. **Selection Error.** In the event of an erroneously-selected Champion pick or ban, the team in error must notify a Referee or League Official of their intended pick before the other team has locked in their next selection. If so, the process will be restarted and brought back to the point at which the error occurred so that the Team in error may correct its mistake. If the next selection is locked before the Team in error gives notice to a Referee or a League Official, the erroneous selection shall be deemed irrevocable.
- 10.6.4. **Trading Champions.** Teams must complete all champion trades before the 20-second mark during the Trading Phase, or will be subject to a penalty, including having the champion trade disallowed.
- 10.6.5. **Game Start After Pick/Ban.** A Game will start immediately after the pick/ban process is complete, unless otherwise stated by a League Official. At this point, Teams must remove any printed materials from the Match Area, including any notes written by Team Members. Players are not allowed to quit a Game during the time between the completion of picks/bans and Game launch, also known leaveas “Free Time.”

- 10.6.6. **Controlled Game Start.** In the event of an error in Game start or a decision by League Officials to separate the pick/ban process from Game start, a League Official may start the Game in a controlled manner and all Players will select Champions in accordance with the previous valid completed pick/ban process.
- 10.6.7. **Slow Client Load.** If a Bugsplat, disconnect, or any other failure occurs which interrupts the loading process and prevents a Player from joining a Game upon Game start, the Game must be immediately paused until all ten Players are connected to the Game.
- 10.6.8. **Restrictions on Gameplay Elements.** Restrictions may be added at any time before or during a Match, if there are known or suspected bugs with any items, Champions, skins, runes, or Summoner spells, or for any other reason as determined at the discretion of League Officials.

11. Pauses and Crashes

11.1. Definition of Terms

- 11.1.1. **Unintentional Disconnection.** A Player losing connection to the Game due to problems or issues with the LoL client, platform, network, or PC.
- 11.1.2. **Intentional Disconnection.** A Player losing connection to the Game due to Player's actions (*i.e.* quitting the Game). Any actions of a Player which lead to a disconnection shall be deemed intentional, regardless of the actual intent of the Player.
- 11.1.3. **Server Crash.** All Players losing connection to a Game due to an issue with a LoL server, Tournament Realm platform, or venue internet instability.

11.2. Stoppage of Play

If a Player intentionally disconnects without notifying an League Official or pausing, a League Official is not required to enforce a stoppage. During any pause or stoppage, Players may not leave the Match Area unless authorized by a League Official.

- 11.2.1. **Directed Pause.** A Referee or League Official may order the pause of a Match or execute a pause command on any Player station at the sole discretion of the Referee or League Official, at any time.
- 11.2.2. **Player Pause.** Players may only pause a Match immediately following any of the events described below, but must signal a Referee or League Official immediately after the pause and identify the reason. Acceptable reasons include:
- An Unintentional Disconnection

- A hardware or software malfunction (e.g. monitor power or peripheral disability or LoL glitch)
 - Physical interference with a Player (e.g., fan gank or broken chair)
- 11.2.3. **Illness, Injury or Disability.** Player illness, injury, or disability is not an acceptable reason for a pause initiated by a Player.
- If a League Official observes a condition or behavior, is notified by a Team or otherwise has a good faith belief that leads the official to believe that a Player is medically unfit to play or continue play, the League Official may, in his/her sole discretion, grant a pause, not to exceed ten minutes, in order to evaluate the identified Player.
 - If a Player is rendered unable to continue to play, the Team shall forfeit the Game unless a League Official, in his/her discretion, determines that the Game is subject to an Awarded Game Victory.
- 11.2.4. **Resuming the Game.** Players are not permitted to resume the Game after a pause. After clearance from a Referee or League Official is issued and all Players are notified and ready at their stations, which will be contingent on the Team captain confirming through in-game chat that both Teams are ready to resume play, a League Official will unpauses the Game.
- 11.2.5. **Unauthorized Pause.** If a Player pauses or unpauses a Game without permission from a Referee or League Official, it will be considered unfair play and penalties will be applied at the discretion of League Officials.
- 11.2.6. **Player Communication During Stoppage of Play.** For the fairness of all competing Teams, Players are not allowed to communicate, in any fashion, with each other during a Game pause. For the avoidance of doubt, Players may communicate to the Referee, but only when directed in order to identify and remedy the cause for the stoppage. Referees or League Officials may, at their sole discretion, allow Teams to talk before the Game is unpaused, in order to discuss the Game conditions.

12. Chronobreak and Game Stoppage

12.1. Definitions

- 12.1.1. **Chronobreak.** The Deterministic Disaster Recovery Tool.
- 12.1.2. **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.
- 12.1.3. **Minor Bug.** A Bug (including an Unintentional Hardware Failure) that is, at worst, inconvenient to Players. This may include Bugs that alter Game stats or

gameplay mechanics in a manner that, while not optimal, can be played through if necessary. For the absence of doubt, in a case where Chronobreak is not available, these Bugs would not result in a remade Game.

- 12.1.4. **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 LoL client or computer). Alternatively, this may include situations where the impact of the Bug can be mitigated through other in-game functions.

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

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

- 12.1.5. **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 Referees and League Officials.

- 12.1.6. **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 damaged a Player’s ability to compete is up to the sole discretion of League Officials.

- 12.1.7. **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.

12.1.8. **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).

12.1.9. **“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).

12.1.10. **Cost.** Any (i) Player character 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 masteries 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.

12.1.11. **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.

12.1.12.

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 creeps, structures, or enemy Champions.
- Setting foot, establishing vision or targeting skillshot ability in opponent’s jungle by either Team, which includes either leaving the river or entering brush connected to enemy jungle.
- Game timer reaches two minutes (00:02:00).

12.2. Chronobreak Availability and Use.

If a Game experiences a Bug at any point during the Match, League Officials must first determine whether the Player followed the pause protocol set forth above. If the Game was paused in a timely manner, 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.

12.3. Minor Bug.

- 12.3.1. If the Bug is a Minor Bug, League Officials must determine what the appropriate Dead-Ball State would be and whether there is a Cost associated with using 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.
- 12.3.2. 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.
- 12.3.3. If League Officials determine 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.
- 12.3.4. 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.

12.4. Critical Bug.

- 12.4.1. In the case of a Critical 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.
- 12.4.2. 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.
- 12.4.3. 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. In the event that League Officials determine the cost of Chronobreaking would be higher than that of a restart, they may offer a restart to any disadvantaged Team.

12.5. Terminal Situation.

In the case of a Terminal Situation, League Officials shall follow the remake and restart procedures set forth in [Section 12.6](#), [Section 12.7](#) and [Section 12.8](#).

12.6. Remakes Before GOR.

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

- 12.6.1. If a Player notices that Player's rune or GUI settings have not applied correctly due to a Bug between the Game lobby and Match, the Player can pause the Game to adjust these settings. If the settings cannot be correctly adjusted, then the Game may be restarted.
- 12.6.2. 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).
- 12.6.3. Any circumstance which would permit a restart after GOR.

12.7. Restarts After GOR.

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

- 12.7.1. If a Game experiences a Terminal Situation at any point during the Match.
- 12.7.2. If a League Official determines that there are environmental conditions which are unfair (e.g. excessive noise, hostile weather, unacceptable safety risks).

12.8. Remake Procedure.

- 12.8.1. **Awarded Game Victory.** In the event of a Terminal Situation in which League Officials intend to declare a remake, League Officials must first consider whether a Game victory should be awarded to a Team.

League Officials, in their sole discretion, may determine that a Team cannot avoid defeat (i.e. cannot come back and win the Game) to a degree of reasonable certainty. League Officials may, but are not required to, use any or all of the following criteria in the determination that one Team cannot avoid defeat to a degree of reasonable certainty.

- **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 eight (8) or higher.
- **Remaining Inhibitor Differential.** The difference in the number of standing inhibitors between the Teams is three (3).
- **Remaining Nexus Turret Differential.** The difference in the number of remaining nexus turrets between the Teams is two (2).
- **Respawning Player Differential.** The difference in live Player characters between the Teams is at least four (4), with the remaining death timers on all dead Players being at least forty (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 (e.g. at 45 minutes one Team is aced and the Mid and Jungler on the opposing Team have a minion wave and are running into the opposing base).

12.8.2. **Offering a Remake.** If League Officials do not award the Game victory, 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 remade as per this section. Significant disadvantage is a prerequisite to a remake offer.

In certain Terminal Situations, for example, where the server has crashed and the Game cannot be continued or recovered through Chronobreak, League Officials may direct a remake without offering Teams the opportunity to remake the Game.

12.8.3. **Controlled Environment.** Certain conditions may be preserved in the event of a remade Game that has not reached GOR, including, without limitation, picks/bans or Summoner spells. If, however, a Match has reached GOR, League Officials shall not retain any settings.

12.8.4. **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).

12.9. Hardware Malfunction.

In the case of any hardware malfunctions, League Officials shall determine whether the hardware malfunction constitutes a minor bug (i.e. a monitor loses power and a Player walks into a wall or takes an odd path), a critical bug (i.e. a keyboard stops working, causing a Player death) or a terminal situation (i.e. the LoL server crashes) and follow the appropriate standard above.

12.10. League Discretion.

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

13. Post-Match Process

13.1. Post-Game Process

- 13.1.1. **Results.** League Officials will confirm and record Game result.
- 13.1.2. **Tech Notes.** Players will identify any technical issues with League Officials.
- 13.1.3. **Break Time.** League Officials will inform Players of the remaining amount of time before the next Game's pick/ban phase begins, if applicable. The standard time for transition in between Games is at least 8 minutes from nexus explosion until Players are required in their seats. The exact time will be provided to the Coaches and/or Players by the Referees or League Officials. Pick/ban phase will commence as soon as all Players are in their seats. If all the Players are not in their seats, ready for champion select at the time designated to them by the Referees or League Officials, the Team can be penalized for delay of Game.

13.2. Post-Match Process

- 13.2.1. **Results.** League Officials will confirm and record the Match result.
- 13.2.2. **Post-Match Obligations.** Players will be informed of any post-Match obligations, including, but not limited to, media appearances, interviews, or further discussion of any Match matters.
- 13.2.3. **Media Obligations.** Teams will be required to make available to the media for a minimum of 20 minutes at least one Player that started any Game that day. If a Player has started at least 2 Matches throughout the season, the Player will be required to have made themselves available to media at least once during the season. A Team may not make available the same Player for media for 4 consecutive Match days.
- 13.2.4. **Results of Forfeiture.** Matches won by forfeit will be reported by the minimum score it would take for one Team to win the Match (e.g. 1-0 for best-of-1

Matches, 2-0 for best-of-three Matches, 3-0 for best-of-five Matches). No other statistics will be recorded for forfeited Matches.

14. Team Member Conduct

14.1. Intention Irrelevant. Unless expressly stated otherwise, offenses and infringements of these Rules are punishable, whether or not they were committed intentionally. Attempts to commit such offenses or infringements are also punishable.

14.2. Competition Conduct

The following actions will be considered unfair play and will be subject to penalties at the discretion of League Officials.

14.2.1. **Collusion.** Collusion is defined as cooperation or conspiracy to cheat or deceive others. The cooperation or conspiracy can occur among Players, Teams, and/or organizations. The list of conspirators is not exhaustive. Collusion includes, but is not limited to, acts such as:

- Soft play, which is defined as any Player not adhering to a reasonable standard of competition in a Game.
- Pre-arranging to split prize money and/or any other form of compensation.
- Sending or receiving signals, electronic or otherwise, from a confederate to/from a Player.
- Deliberately losing or a Game for compensation, or for any other reason, or attempting to induce another Player to do so.

14.2.2. **Match-Fixing.** No Team Member may offer, agree, conspire, or attempt to influence the outcome of a Game or Match by any means that are prohibited by law or these Rules.

14.2.3. **Competitive Integrity.** Teams are expected to play at their best at all times within any Game, and to avoid any behavior inconsistent with the principles of good sportsmanship, honesty, or fair play.

14.2.4. **Hacking.** Hacking is defined as any modification of competition PCs (or other hardware being used in a Game), server, internet connection or the LoL client by any Player, Team or person acting on behalf of a Player or a Team.

14.2.5. **Exploiting.** Exploiting is defined as intentionally using any Bug to seek an advantage. Exploiting includes, but is not limited to, acts such as triggering known Bugs or functions within LoL that, in the sole determination of League Officials, is not functioning as intended.

14.2.6. **Spectator Monitors.** Players on a Starting Roster for a Game are not permitted to look or attempt to look at any screen or device that is displaying an observer

level view of that Game (i.e. that is or is capable of showing a neutral view of the map).

- *Note:* For example, a Player who is playing cannot look or attempt to look at the overhead screen in the LCS Arena or at venues because those screens show or may show the movements, position, gold or other information relating to their opponents that are not otherwise during a Game. There is no prohibition with leaning over and looking at a teammates monitor as long as no other rule is broken (for example, removing a headset).

14.2.7. **Spectator Machines.** No Team Member or any Team staff member may utilize the backstage coach spectator machines to interfere with any Game or to communicate with anyone involved in any Game. Interference with any Game, including pausing the Game or messaging participants in the Game, from any backstage coach spectator machine, will result in forfeit for the offending Team, without regard to intent.

14.2.8. **Ringling.** Playing under another Player's account or soliciting, inducing, encouraging or directing someone else to play under another Player's account.

14.2.9. **Cheating Methods.** The use of any kind of cheating device and/or cheat program, or any similar cheating method such as signaling devices, hand signals, etc.

14.2.10. **League Discretion.** Any other further act, failure to act, or behavior which, in the sole judgment of League Officials, violates these Rules and/or the standards of integrity established by League for competitive gameplay.

14.3. Player Conduct Towards Others

14.3.1. **Profanity and Hate Speech.** A Team Member may not use language that is obscene, foul, vulgar, insulting, threatening, abusive, libelous, slanderous, defamatory or otherwise offensive or objectionable; or promote or incite hatred or discriminatory conduct.

14.3.2. **Abusive Behavior.** Abuse of League Officials, opposing Team Members, or audience members will not be tolerated. Repeated etiquette violations, including but not limited to touching another Player's computer, body or property will result in penalties. Team Members and their guests (if any) must treat all individuals attending a Match with respect.

14.3.3. **Behavior in LoL.** All LCS Coaches, LACS Coaches and members of the Full Team Roster are subject to behavior checks and reviews for their behavior while playing LoL, including before being permitted to associate with a Team as an LCS Coach, LACS Coach, or as a member of the Full Team Roster. Team

Members are expected to behave appropriately in-game and to avoid the use of derogatory, racist and offensive language as well as griefing and intentionally feeding.

- 14.3.4. **Harassment.** Harassment is forbidden. Harassment is defined as systematic, hostile and repeated acts taking place over a considerable period of time, or a singular egregious instance, which is/are intended to isolate or ostracize a person and/or affect the dignity of the person.
- 14.3.5. **Sexual Harassment.** Sexual harassment is forbidden. Sexual harassment is defined as unwelcome sexual advances. The assessment is based on whether a reasonable person would regard the conduct as undesirable or offensive. There is zero tolerance for any sexual threats/coercion or the promise of advantages in exchange for sexual favors.
- 14.3.6. **Discrimination and Denigration.** Team Members may not offend the dignity or integrity of a country, private person or group of people through contemptuous, discriminatory or denigrating words or actions on account of race, skin color, ethnic, national or social origin, gender, language, religion, political opinion or any other opinion, financial status, birth or any other status, sexual orientation or any other reason.
- 14.3.7. **Statements Regarding LCS, Riot Games, and League of Legends.** Team Members may not give, make, issue, authorize or endorse any statement or action having, or designed to have, an effect prejudicial or detrimental to the best interest of LCS, Riot Games or its affiliates, or League of Legends, as determined in the sole and absolute discretion of LCS.

14.4. Other Prohibited Conduct

- 14.4.1. **Studio Interference.** No Team Member may touch or otherwise interfere with lights, cameras or other studio equipment. Team Members may not stand on chairs, tables or other studio equipment. Team Members must follow all instructions of League Officials.
- 14.4.2. **No Interference With Referees.** During a game pause or other stoppage of play (including a game server crash), no Team Members may be in the backstage area in proximity to the Head Referee. Team Members may interface through a designated Referee or League Official who will relay team input to the Head Referee and relay necessary information from the Head Referee to the Team.
- 14.4.3. **Unauthorized Communications.** All mobile phones, tablets and other voice-enabled and/or “ringing” electronic devices must be removed from the play area before the Game. Players may not directly message offstage players, coaches, or any other entities while in the Match Area. This includes messaging

via game client, text, email, social media, and any other avenue of communication. During the Match, communication by a Starter shall be limited to the Players on the Starter's Team.

- 14.4.4. **Apparel.** League Officials reserve the right at all times to impose a ban on objectionable or offensive apparel. League Officials reserve the right to refuse entry or continued participation in the Match to any Team Member who does not comply with the League's apparel rules as set forth in the League Operating Manual. Hats are not permitted attire.
- 14.4.5. **Identity.** 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.
- 14.4.6. **Criminal Activity.** A Team Member may not engage in any activity which is prohibited by common law, statute, or treaty and which leads to or may be reasonably deemed likely to lead to conviction in any court of competent jurisdiction.
- 14.4.7. **Confidentiality.** A Team Member may not disclose any confidential information provided by LCS or any affiliate of Riot Games, by any method of communication, including all social media channels.
- 14.4.8. **Bribery.** No Team Member may offer any gift or reward to a Player, coach, manager, League Official, Riot Games employee, or person connected with or employed by another Team for services promised, rendered, or to be rendered in defeating or attempting to defeat a competing Team.
- 14.4.9. **No Poaching or Tampering.** No Team Member or Affiliate of a Team may solicit, lure, or make an offer of employment to any Team Member, nor encourage any such LCS Coach, LACS Coach or Player to breach or otherwise terminate a contract with said Team. An LCS Coach, LACS Coach or Player may not solicit a Team to violate this rule.

An LCS Coach, LACS Coach or Player may express publicly their desire to leave their Team and encourage any and all interested parties to contact their management (i.e. a general statement aimed at the entire marketplace). But, to be clear, the LCS Coach, LACS Coach or Player may not entice a Team directly to reach out to their management or attempt to violate their contractual obligations (i.e. a Player cannot contact or callout a Team and suggest that they inquire about the Player). Violations of this rule shall be subject to penalties at the discretion of League Officials.

To inquire about the status of an LCS Coach, LACS Coach or Player from another Team, managers must contact the management of the Team that the Player and/or Coach is currently contracted with. The inquiring Team must provide visibility to League Officials before being able to discuss the contract with a Player.

Contract information for Players and Coaches can be found on the [Global Contract Database](#).

- 14.4.10. **Gifts.** No Team Member may accept any gift, reward or compensation for services promised, rendered, or to be rendered in connection with competitive play of LoL, including services related to defeating or attempting to defeat a competing Team or services designed to throw or fix a Match or Game. The sole exception to this rule shall be in the case of performance-based compensation paid to a Team Member by a Team's official sponsor or owner.

14.5. Compliance With League Rules

- 14.5.1. **Subjection to Penalty.** Any person found to have engaged in or attempted to engage in any act that League Officials believe, in their sole and absolute discretion, constitutes unfair play, will be subject to penalty. The nature and extent of the penalties imposed due to such acts shall be in the sole and absolute discretion of the League.
- 14.5.2. **Non-Compliance.** No Team Member may refuse or fail to apply the reasonable instructions or decisions of League Officials.
- 14.5.3. **Document or Miscellaneous Requests.** Documentation or other reasonable items may be required at various times as requested by League Officials. If the documentation is not completed to the standards set by the League then a Team may be subject to penalties. Penalties may be imposed if the items requested are not received and completed at the required time.
- 14.5.4. **Penalties.** Upon discovery of any Team Member committing any violations of these Rules, the League may, without limitation of its authority, issue the following penalties:
- Verbal or Written Warning(s)
 - Loss of Side Selection for Current or Future Game(s)
 - Loss of Ban for Current or Future Game(s)
 - Fine(s) and/or Prize Forfeiture(s)
 - Game Forfeiture(s)
 - Match Forfeiture(s)
 - Suspension(s)
 - Disqualification(s)

Repeated infractions are subject to escalating penalties, up to, and including, disqualification from future participation in LCS. It should be noted that penalties may not always be imposed in a successive manner. The League, in its sole discretion, for example, can disqualify a Player for a first offense if the action of said Player is deemed egregious enough to be worthy of disqualification by the League.

Penalties that state a listed amount of time for discipline will only apply to competition months. Competition months are defined as the months in which League of Legends professional competition are taking place (i.e. January through October).

Infractions will be governed by the LCS Penalty Index and Global Penalty Index, both of which can be found on the riotgames.com/LCS website.

- 14.5.5. **Penalties for Policy Breach.** If the League or Riot determines that a Team or Team Member has violated the Summoner's Code, the LoL Terms of Use, or other rules of LoL, League Officials may assign penalties at their sole discretion.
- 14.5.6. **Player Behavior Investigation.** If a League Official contacts a Team Member to discuss the investigation, the Team Member is obligated to tell the truth. If a Team Member withholds information or misleads an League Official creating an obstruction of the investigation then the Team and/or Team Member is subject to punishment.
- 14.5.7. **Right to Publish.** The League shall have the right to publish a declaration stating that a Team Member has been penalized. Any Team Members and/or Team which may be referenced in such declaration hereby waive any right of legal action against the League of Legends Championship Series, LLC, Riot Games, Inc., and/or any of their parents, subsidiaries, affiliates, employees, agents, or contractors.

14.6. Association with Gambling

No Team Member or League Official may take part, either directly or indirectly, in betting or gambling on any results of any League of Legends tournament or Match globally.

14.7. League of Legends Clash Tournaments

For the sake of clarity, LCS and LACS Players are permitted to play in Clash Tournaments through the LoL client.

14.8. LACS Participation in Third Party Tournaments

In order to participate in third-party (non-Riot) tournaments, LACS Teams, on behalf of the full LACS roster or individual Players, must submit a request for approval to League Officials at least seven days in advance for domestic tournaments and fourteen days for international or inter-regional tournaments. This request must address affirmatively each of the restrictions detailed below, including the roster of Team members participating in the event. The League must approve the request before any LACS Player or LACS Team can participate in any third-party tournaments.

- 14.8.1. The tournament occurs fully outside of the LCS competitive season and all Riot International Events.
 - For 2020, this would be: Jan. 1 - Jan. 23, April 20 - May 8, June 1 - June 19, Sept. 14 - Sept. 23, Oct. 31 - Dec. 31.
 - To the extent any additional International Tournaments or events are announced, those dates will be blacked out as well.
- 14.8.2. There are no professional teams, from any Riot league, participating in said tournament. If there are semi-professional teams from a Riot-sanctioned League participating, approval is at the discretion of the League.
 - Note: For the purpose of this rule, a professional team is one that can qualify directly to WCE. This rule is not meant to disqualify multiple Academy teams from being in the same tournament.
- 14.8.3. Sponsors for the tournament comply with the Sponsorship Restricted List.
- 14.8.4. The third-party organizer recognizes and upholds competitive integrity standards expected of competitive play including, but not limited to, counter-measures against cheating and Match-fixing.
- 14.8.5. Any participating LACS Players have played less than 25% of their Team's regular season LCS Matches in the preceding LCS split (4 Games or less of LCS experience in the prior split). Players who exceed this limit may participate; however, these participants will become ineligible to play in any LCS Match for the first three weeks of the upcoming split.

15. Spirit of the Rules

15.1. Finality of Decisions

All decisions regarding the interpretation of these Rules, Player eligibility, scheduling and staging of the League, and penalties for misconduct, lie solely with the League, the decisions of which are final. League decisions with respect to these Rules cannot be appealed (except as set forth in the League Operating Manual) and shall not give rise to any claim for monetary damages or any other legal or equitable remedy.

15.2. Rule Changes

These Rules may be amended, modified or supplemented by the League, from time to time, in order to ensure fair play and the integrity of the League.

15.3. Best Interests of the LCS

League Officials at all times may act with the necessary authority to preserve the best interests of the LCS. This power is not constrained by the lack of any specific language in this document. League Officials may use any form of punitive actions at their disposal against any entity whose conduct is not within the confines of the best interests of the LCS.

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Appendix A - IMP Residents

IMP Residents:	Amazing, Bjergsen, Fenix, Helios, Huni, Impact, Jensen, Keane, Lustboy, Piglet, Santorin, Seraph, Svenskeren
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Currently Eligible:*	Froggen (Spring 2022)
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* Assumes >50% of regular season Games in each split until qualified.

Change Log from 2021:

- General
 - Updated dates to suit 2022
 - Renamed Mid-Season Showdown to Spring Playoffs
- Section 1
 - Section 1.4 - Added Spring Week 1 roster lock
 - Section 1.5.2 - Updated overview to properly reflect Proving Grounds format for 2022
- Section 4
 - Section 4.2 - Added in daily designation time for Friday Academy games
 - Section 4.3 - removed 2021 Summer Regular Season side selection rules - there is no more fifth round robin
- Section 8
 - Section 8.6 - updated to reflect tiebreakers in both Spring and Summer Splits. Removed triple round robin tiebreakers for 2021 Summer
- Section 9
 - Removed Section 9.4 as LACS no longer holds Playoffs
 - Section 9.3 - updated to allow the #1 seed choice of bracket upon conclusion of the Summer Regular Season
 - Section 9.4 - updated to match 2022 Proving Grounds format
 - Section 9.5 - updated to account for matches in Proving Grounds Play-In Stage
- Appendix A
 - Reigover may no longer become an IMP Resident

Change Log from Version 21.4:

- Section 1
 - Section 1.2 and 1.4 - moved Season Roster Lock back a week to account for the percentage of unplayed games in the Summer triple round robin as opposed to seasons past
- Section 2
 - Section 2.3 - extended Canadian LACS play for the entire 2021 Season
- Section 5
 - Section 5.1.6 - updated Season Roster Lock date

Change Log from Version 21.3:

- Section 8
 - Section 8.8 - added Section on LACS Regular Season tiebreakers for clarity and process

Change Log from Version 21.2:

- Section 1

- Section 1.5.1 - The LACS Regular Season will consist of a double round robin of best-of-two Matches.
- Section 4
 - Section 4.3 - clarified Overall Wins to include only wins in the first four round robins in order to determine side selections for teams at a set date before the fifth round robin
- Section 9
 - Section 9.4 - added Section on LACS Playoffs due to the Summer 2021 format changes
 - Section 9.5 - updated LCS Proving Grounds format to accommodate new qualification structures
 - Section 9.6 - updated side selection for LACS Regular Season Matches

Change Log from Version 21.1:

- Section 8
 - Removed Section 8.5.2 on not playing out 3rd/4th tiebreakers - it matters since 1st seed may no longer choose between the two as their opponents for the first round of MSS

Change Log from 2020 (as of 1/11/21):

- Section 1
 - Verbiage simplified across Section 1
 - Section 1.1.2 - Definitions of Matches consolidated into 1.1.2, with an example
 - Section 1.2 - edited to account for combined season
 - Section 1.3 - edited to reflect new phases of the season, including combined season
 - Section 1.4 - accounts for Proving Grounds now
 - Section 1.5.2 - added in mention of Amateur Teams in Proving Grounds
- Section 2
 - Section 2.2.1 - NA residency expanded to include OCE players
 - Section 2.2.1 - special status holders such as asylees and refugees can be considered NA Residents
 - Section 2.5 - removed mention of Strategic Coaches
 - Section 2.2.9 - removed OCE as an emerging region for ER player status
- Section 3
 - Section 3.2 - expanded LCS Coach slots to three from two
 - Section 3.3 - reworded to allow one additional coach on stage with the LACS Coach, open past LCS Coaches to allow trialing
 - Removed Strategic Coaches
 - Section 3.5 - carved out an exception for Minimum Roster Size during LCS Lock In
- Section 4
 - New schedule for submitting rosters
 - Section 4.2 - added penalty for missing the submission deadline as well as defaulting Starting Roster and side selection to the last publicly available choices
 - Section 4.3 - Side selection rules for the last round robin in Summer added

- Section 4.3 - added a clause that considers the deadline binding, and whatever is in the form when the deadline passes goes
- Section 5
 - Section 5.1.5 - updated to account for no Spring Week 1 Roster Lock
 - Section 5.4 - updated to account for LCS Lock In
- Section 8
 - Section 8.6 - added in the three-way tiebreaker rules for Summer Regular Season and limited the original rules to the Spring Regular Season.
 - Section 8.6 - abbreviated tiebreaker rules for LCS Lock In added
 - Section 8.7.3 - rule added in case of five-way tie in LCS Lock In
- Section 9
 - Section 9.1 - LCS Lock In format and draft added
 - Section 9.2 - first seed no longer chooses their opponent to match the LCS Championship
 - Section 9.2 - it's the Mid-Season Showdown now
 - Section 9.3 - first seed no longer chooses their opponent in Round 2 and the bracket matches are inverted in the Losers Bracket to have teams face each other again later.
 - Section 9.5 - Side selection rules for playoffs altered to accommodate for Teams dropping into Losers Bracket at different timings
 - Section 9.6.1 - LCS Lock In prize added
 - Section 9.6.3 - Proving Grounds prize added, LACS prize removed
- Section 10
 - Section 10.6.3 - Teams making an erroneous champion selection must report the champion they had intended to pick immediately to the Referee or LCS Official
- Appendix A
 - Updated - Huni as a IMP Resident now
- Penalty Index
 - The penalty for submitting an Ineligible Roster has been altered to Failure to Submit an Eligible Roster by the Declaration Deadline in order to account for Teams neglecting to fill out Start Roster submissions, as well as Ineligible Roster submissions
 - The first offense penalty for Exploitation of a Bug Despite Having Received Specific Notice From League Officials Beforehand Not To Do So has been altered to detail a 2 Game Suspension regardless of Chronobreak's success or lack thereof. Successful Chronobreaks will no longer append a ban loss
 - The penalties for Failure to Submit League Documentation within 72 hours of a Contract Amendment have been lowered a tier across the board

Change Log from Version 20.1:

- Section 2
 - Section 2.2.8 - Simplified wording to just the LCS Penalty Index
 - Section 2.3 - added provision for Canadian residents playing from Canada without US work eligibility for Summer 2020 Academy play only

- Section 3
 - Section 3.1 - removed mention of the Regional Qualifier
- Section 8
 - Section 8.5 - Fixed reference to correct reference to 8.7.1
 - Section 8.5.2 - If two teams are #3 seeds in Spring, side selection is determined by the team that drops to the Losers Bracket later. If they both dropped in the same round or both haven't lost, Section 8.7.1 will determine side selection for their match. This will also apply for teams that would play for the #3 seed in larger tiebreakers
- Appendix A
 - Corrected Reignover's status to reflect the current state (missing splits due to coaching)

Change Log from 2019 (as of 1/17/20):

- General
 - Changed mention of Head Coach and Strategic Coach across Rule Set to LCS Coaches and LACS Coach
- Section 1
 - Section 1.2 - LCS Schedule finalized for 2020
 - Section 1.3.2, 1.3.3 - Spring and Summer Playoff summaries updated
 - Section 1.3.4 - Top three finishers in Summer go on to WCE. No more mention of teams going to Rift Rivals
 - Section 1.4 - LACS Schedule finalized for 2020
- Section 2
 - Section 2.4 - Minimum solo queue rank must be Diamond 1 for players
 - Section 2.5 - Given our conversations around player equity, select players may now be owners
- Section 3
 - Removed Head Coach rule
 - Section 3.2 and 3.3 - Added LCS Coaches rule and added LACS Coach to the GCD. Coaches may potentially be owners
 - Section 3.4 - Strategic Coach section moved from Section 3.3. Still not on GCD and a max of two Coaches on stage at a time
 - Section 3.8 - Updated Academy playoff rosters to require six minimum players and seven maximum players
 - Section 3.11 - with so many LCS Coaches allowed, cutting Interim Coach rules to only provide for LACS Interim Coaches, who must be LCS Coaches
 - Section 3.12 - Clarified games that may be coached by different interim coaches - all count towards one total
- Section 4
 - Section 4.2 - New schedule for declaring rosters for game days. Rosters due at 7:30pm PT the day before matches
- Section 5
 - Section 5.1.6 - Roster Change dates updated

- Section 5.1.7 - Playoff roster bookmark links updated
- Section 5.1.8 - Inactive Roster addition window updated
- Section 6
 - More flexibility for submitted equipment
 - Section 6.5.4 - Added section on native programs, directed towards player usage of MS Paint and Notepad for ProView
- Section 7
 - Changed verbiage to account for cups on stage - must be Riot-approved still
- Section 8
 - Section 8.5 - ties between 3 and 4 seeds leading into Spring playoffs won't be played out
 - Section 8.7.2 - Updated rule to only account for Summer playoffs in a case of a 3/4/5/6 four-way tie. This tie will need to play out in Spring.
- Section 9
 - Section 9 - Revamped to accommodate the new Spring and Summer playoff formats, including the seeds to MSI and WCE
 - Section 9.4 - Side selection rule changed to loser of the previous game selects sides in Best-Of series. The higher seed will choose for Game 1.
 - Section 9.4 - 5 minutes before sides/subs due - as we've done in practice
 - Removed Championship Points
 - Removed Regional Qualifier
- Section 12
 - Section 12.4, 12.7 - Standardized language around restarts vs remakes
 - Section 12.8 - Awarded Game Victory rule modified. Gold differential revised to 15%, rewritten in a more clear manner. Language clarified throughout section. Games may be awarded before 20 minutes.
 - Section 12.1.12 - LOS counts again in the Game of Record rule
- Section 14
 - Section 14.8 - Players who have played too many LCS matches to qualify for Section 14.8 may play - but cannot play LCS matches for the first three weeks of the split (but can still play LACS matches). Updated blackout dates.
- Appendix A
 - Updated Fenix and Svenskeren as NA residents, Huni and Froggen next in line for Spring 2021. RO still possible, Shrimp still possible.

Change Log from Version 19.3 (as of 8/5/19):

- Fixed some non-substantive typos
- Section 9.3 - Reverted to historic CP Formula for Summer (70/40 for 3rd and 4th place) instead of each team receiving 55 CPs since we are playing the 3/4 game in Summer.
- Section 14.4.3 - Added language prohibiting any off-stage communication with players on-stage

Change Log from 2018 (as of 1/10/19):

- General

- Introduction consolidated and scaled down
- Added notes and examples to several rules to make the intent of those rules clearer
- Added internal links in the document to aid in navigation
- Added Appendix A to list IMP Resident players (and potential IMP Resident players)
- Section 3
 - Added Strategic Coach rule
 - Removed the League Operations Contact requirement (we'll assume it is the GM)
 - Made 7th player at playoffs clear in the rules
 - Changes 7th player rule (around the number of imports you have) to better reflect the 7-player roster rule
 - Moved some requirements for written contracts to the League Operating Manual ("LOM")
 - Removed the Player and Head Coach Cooldown rule (which no longer serves a purpose)
- Section 4
 - Added the designation of Import Players and Strategic Coach to the Weekly Roster Designation
 - Noted that rosters are considered public at the submission deadlines.
 - Moved the Side Selection rule to a more intuitive spot (from Section 10)
 - Removed the LACS Roster Veteran Rule
 - Consolidated the IMP requirement so that you can't have more than 2 imported players in a game (but can run 2 at the LCS or LACS level)
- Section 5
 - Moved some language around written contracts to the LOM
 - Added a playoff roster lock rule.
 - Added a roster change deadline safe harbor, extending the signing deadline by 3 business days for any player cut within 48 hours preceding the Roster Change Deadline
 - Moved some language around trade vetoes and league approval for trades to the LOM
 - Removed the rule around loans – they are no longer permitted
 - Added a provision to the spring college scholarship prohibition to allow a college to request a waiver of the rule for its players and changed the dates that the prohibition is in place to better reflect the College ecosystem
- Section 6
 - Added a note about the Head Referee and drew some distinctions between League Officials and referees.
 - Moved the apparel rules to the LOM
 - Moved the language around TR accounts to the LOM
- Section 7
 - Moved the language around warm up areas and other team areas to the LOM
- Section 8
 - Added a provision that if there is a four way tie for 3-6 places, we won't play the games out – we draw the QF matches and treat everyone as a #3 seed (and do side selection from SOV score or Game Victory time)
- Section 9

- Added a note for side selection where the seeds are the same (because we had a 4 way tie for 3-6 place)
- Removed the 3/4th place match (unless we need it as a tiebreaker in the Summer, but then it would be played right before the Regional Qualifier)
- Adjusted prize pools and CP points to reflect no 3/4 place match
- Section 10
 - Split out the Head Ref from refs –more work to do here in the future
 - Better defined the review process for referee/head referee decisions
 - Made the auto-restricted time period for new and reworked champions 2 weeks by default
 - Fixed the stage access rule to include Strategic Coaches
 - Removed some relic rules around the draft – no change to anything other than the removal of extraneous rules
- Section 11
 - Fixed the illness rule so that if a player gets sick and can't continue, the team forfeits (no mid-game substitution). Also removed the medical clearance language since we may not have proper medical personnel on site to provide that clearance
- Section 14
 - Reorganized the player conduct section
 - Added a specific rule to not be toxic in game
 - Built out a few of the rules a little more (like the spectator monitor rule)