2020 World Championship Rules

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Introduction and Purpose

These Official Rules ("**Rules**") of the 2020 World Championship Event ("**WCE**") apply to each of the teams, who have qualified to play in WCE in 2020, as well as their managers, coaches, players, and other employees. These Rules apply only to the 2020 WCE not to other competitions, tournaments or organized play of League of Legends ("**LoL**" or the "**game**").

League of Legends Championship Series LLC, a Delaware limited liability company, has established these Rules for the competitive play of LoL in order to unify and standardize the rules used in the 2020 WCE.

These Rules are designed solely to ensure the integrity of the system established by the WCE officials for professional play of LoL and a competitive balance among the teams that play at the professional level. Standardized rules benefit all parties who are involved in the professional play of LoL, including the teams, players and general managers.

These Rules do not restrict competition for players. The terms of engagement between players and teams are left to each of the teams and its players.

1. Team Member Eligibility

To be eligible to compete in the WCE, each player must satisfy the following conditions:

1.1. Player Age

No player shall be considered eligible to participate in WCE before his or her 17th birthday, defined as having lived 17 full years.

1.2. Residency and Work Eligibility

Each player must meet the eligibility requirements for the region they are representing at the WCE.

1.3. No Riot Employees

Owners, managers, coaches, Starters, and Reserve players (terms as defined herein, and collectively referred to as "**Team Members**") may not be employees of Riot Games Inc. (**"RGI"**) or League of Legends Esports Federation LLC or any of their respective affiliates at the start of or at any point during the WCE. "**Affiliate**" is defined as any person or other entity which owns or controls, is under the ownership or control of, or is under common ownership or control with, 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.

2. Event Eligibility and Prizing

2.1. Team Eligibility

2.1.1. Teams shall qualify for the 2020 WCE from the region in which they compete, and by the rules set forth by that region. Regions will be awarded the following number of berths in the WCE as follows:

China (LPL)	#1 Seed – Seeded into Group Stage as #1 seed (1 per group) #2/#3 Seeds – Seeded into Group Stage #4 Seed – Seeded into Play-In Stage
Europe (LEC)	#1 Seed – Seeded into Group Stage as #1 seed (1 per group) #2/#3 Seed – Seeded into Group Stage #4 – Seeded into Play-In Stage
Korea (LCK)	#1 Seed – Seeded into Group Stage as #1 seed (1 per group) #2/#3 Seed – Seeded into Group Stage
North America (LCS)	#1 Seed – Seeded into Group Stage as #1 seed (1 per group) #2 Seed - Seeded into Group Stage #3 Seed – Seeded into Play-In Stage
Southeast Asia (PCS)	#1 Seed - Seeded into Group Stage #2 Seed – Seeded into Play-In Stage
Brazil (CBLOL)	#1 Seed – Seeded into Play-In Stage
Commonwealth of Independent States (LCL)	#1 Seed – Seeded into Play-In Stage
Japan (LJL)	#1 Seed – Seeded into Play-In Stage
Latin America region (LLA)	#1 Seed – Seeded into Play-In Stage
Oceania (OPL)	#1 Seed – Seeded into Play-In Stage
Turkey (TCL)	#1 Seed – Seeded into Play-In Stage

2.1.2. **Intent to Participate.** Teams must provide an initial confirmation of their intent to participate in WCE by July 29, 2020 (CST) in order to secure visas and other essential documents for entering China. The WCE Officials will not be able to apply for visas and other essential documents for entering China for teams who declare their intent to participate in WCE after the above deadline. If a qualified team does not have the essential documents for entering China, their slot will pass down to other teams according to the Inherit Policy below.

2.1.3. **Final confirmation.** Teams must provide a final confirmation of their intent to participate within 24 hours after they qualify for WCE, or 24 hours before the latest air ticket issue date, as confirmed by the WCE Officials, whichever comes earlier. Teams should confirm through email to the League Operations team of their local league.

2.1.4. **Participation Prohibition.** A qualified team may be prohibited from participating in the event in any of the following situations:

2.1.4.1. The qualified team is not able to travel to China due to local / global travel restrictions, or fail to obtain necessary documents for entering China (such as visas, COVID-19 travel clearance, etc.) before getting on the flight to WCE.

2.1.4.2. The qualified team is unable to fulfill the roster requirements by the deadline specified by WCE Officials.

2.1.4.3. Other situations that WCE Officials deemed to be necessary to prohibit a qualified team from participating in WCE.

2.2. **Event Prize**

Prizing for the WCE will be comprised of a percentage share of a prize pool guaranteed by the tournament organizer to be at least $2.225 million USD, comprised of (i) a $2.225 million USD contribution by the tournament organizer; and (ii) a percentage of revenue share for the sale of certain designated digital goods associated with WCE (the "Prize Pool").

The 2020 WCE Champion will receive 25.0% of the Prize Pool. The WCE Champion is considered the team that wins the best-of-five final match. The 2nd place finisher (i.e. the team that loses the best-of-five final match) will receive 17.50% of the Prize Pool. The two teams that lose the semifinal matches will each receive 9.00% of the Prize Pool. The four teams that are eliminated in the quarterfinals will each receive 4.50% of the Prize Pool. The teams that finish the Group Stage in third place in their Groups will each receive 2.50% of the Prize Pool. The teams that finish the Group Stage in fourth place in their Groups will each receive 1.50% of the Prize Pool. The

teams in each Play-In Group that advance to the Play-In Elimination Match but do not advance to the Group Stage will each receive 1% of the Prize Pool. The teams that advance to the first round of the Play-In Knockout stage, but do not proceed to the Play-In Elimination match will receive 0.75% of the Prize Pool. Finally, the team in each Play-In group that finishes in fifth place in their Play-In Stage will each receive 0.60% of the Prize Pool.

In the event that the third and fourth place teams in any particular group in the Group Stage have the same number of wins and losses during the WCE Group Stage, such that a clear division cannot be made between the third and fourth place team in any group, the teams that are tied will have their Prize Pool percentage share for the tied prizing bands aggregated and split between them (and tiebreaker rules shall not be applied to these two teams for Prize Pool purposes). For example, if the 3rd place team in Group B is 2-4 (two wins and four losses) and the 4th place team in Group B is also 2-4 (two wins and four losses), these two teams will each receive a Prize Pool percentage share of 2.00% ((2.50% + 1.50%)/2).

In the event that a team qualifies for, but is unable to attend the WCE, they will receive prizing at the lowest possible performance level they attended. For clarity, this means that a team that would begin in the Play-In Stage of the event will be awarded a prize equivalent to 0.60% of the total prize pool.

Position:	Prize Pool Percentage
World Champion	25.00%
2nd Place	17.50%
3rd – 4th	9.00% each
5th – 8th	4.50% each
Group Stage Position:	Prize Pool Percentage:
1st	Advance to Quarterfinals
2nd	Advance to Quarterfinals
3rd	2.50% each
4th	1.50% each
If 3rd and 4th are tied:	2.00% each

Play-In Stage Position:	Prize Pool Percentage:
1st	Advance to Group Stage
2nd	Advance to Group Stage
3rd	1.00% each
4th	0.75% each
5th	0.60% each

3. Roster Rules

3.1. Definition of Terms

3.1.1. **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) Team Surrender, (c) Team Forfeit, or (d) Awarded Game Victory (see Section 8.8).

3.1.2. **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"); winning three games out of five ("Best of Five")).

3.2. Roster Requirements

Each team is required to maintain, at all times during the WCE, five players in the starting lineup ("**Starters**"), one or two substitute players ("**Reserves**"), one Head Coach and one or more Strategic Coaches (collectively, the "**Active Roster**"). Each team is required to have a minimum of four Resident players on their Active Roster. If a team chooses to maintain a Seventh Player in their Active Roster, they shall bear all costs associated with the Seventh Player's attendance at WCE. If any of the Active Roster is not present on-site, then the team is subject to penalties. Any penalty may be waived by WCE officials in situations deemed by WCE officials to be an emergency.

If a team does not have their Reserve players onsite as required by these rules, they are subject to an organizational level fine of 20% of their prize pool, capped at twenty thousand USD ($20,000). WCE officials will consider the failure to have a Reserve player onsite as an extreme aggravating factor in assessing any penalties for a team's forfeit of any match at WCE premised on the team's inability to field a roster.

Teams are not permitted to add any additional players to their roster after the Active Roster Lock of their region, except as expressly permitted by the WCE Officials according to Section 3.4.3 below.

3.3. Coach

3.3.1. **Head Coach.** Each team will be required to have a designated Head Coach. The Head Coach cannot be a starting player, substitute player, active player, owner, and/or manager on a professional team, semi-professional team or an academy team.

If the regional league does not require mandatory coaches, then the Head

Coach is allowed to be the manager as well. The Head Coach can only represent one organization. The Head Coach will be required to be on-site for every game that the team participates in. If the Head Coach is unable to make a game due to an emergency, the manager must assign an interim Head Coach to be on-site instead or act in the role of the coach. The interim Head Coach cannot be a player on the active roster. WCE officials shall determine, at their discretion, what constitutes an emergency. If a Head Coach is not present on-site, then the team is subject to penalties.

3.3.2. **Strategic Coach.** Each team is allowed, but not required, to have a Strategic Coach during the Ban/Pick Phase. The Strategic Coach can be the analyst, translator, substitute player or any other member of the qualified team provided that the application is approved by the WCE Officials. The Strategic Coach cannot act as the Head Coach, i.e. the Strategic Coach cannot be on stage during the Ban/Pick Phase if the Head Coach is absent unless WCE Officials' written approval is obtained.

The Strategic Coach cannot be a starting player, substitute player, active player, owner, and/or manager for another professional team, a semi-professional team or an academy team.

Teams must declare their Strategic Coach(es) at the time of the Active Roster Lock. For teams with multiple Strategic Coaches, the team must declare who will be the Strategic Coach for each game when they submit the starting lineup for each game.

3.3.3. **Definition of Leagues.** For the purpose of this rule, a professional team plays in a regional league that qualifies directly to WCE, a semi-professional team plays in a league that qualifies directly to a professional league, and a academy team plays in the development league specified by each region.

3.4. Active Roster Lock

3.4.1. Teams are required to finalize and submit their Active Roster (Starters + Reserve + Coaches) to their regional league no later than September 6th, 2020, at 23:59 CST.

3.4.2. The Active Roster that was submitted to or known by regional officials on these dates will be considered the eligible Active Roster for the WCE. This Active Roster may only be comprised of players and coaches that were on a team's roster at the time of their regional roster lock. This roster lock will not supersede regional roster locks and is solely designed for teams to designate which eligible players from their roster will make up the Active Roster for WCE. In the absence of a regional roster lock, teams will not be

able to add any new players and coaches to their roster after their last regional competition preceding the WCE.

3.4.3. **Emergency Roster Additions.** In the case of an emergency, a team may add a substitute through the following two ways:

3.4.3.1. **Temporary Player Loan.** A Temporary Player Loan is defined as a temporary transfer of a contracted player who is on the active roster of a professional team at the time of loan. In a situation where a player on a qualified team is unable to attend the WCE due to an issue caused by the COVID-19 pandemic (i.e. a medical emergency related to the virus, or unavoidable global travel issues), they may be replaced by another player via a temporary player loan.

3.4.3.1.1. All loans must be organized and approved by Active Roster Lock date or 48 hours after conclusion of regional qualification.

3.4.3.1.2. Each qualified team can only have at maximum 2 loaned players in their active roster at all times during WCE.

3.4.3.1.3. Teams may only receive loaned players from teams within their competitive region.

3.4.3.1.4. Loaned players shall meet the player qualifications of WCE, and the team should still fulfill other roster requirements of WCE after adding a loaned player.

3.4.3.1.5. Loans may not extend beyond the end of WCE (i.e. Nov 1 2020).

3.4.3.1.6. Once a loaned player is added into the active roster, the player replaced by the loaned player will not be eligible to participate in WCE 2020, unless the loaned player is removed from the roster under the instructions of the WCE Officials.

3.4.3.1.7. There must be a loan agreement that governs the relationship between both teams as well as the player. It must govern WCE-related revenue share (such as prize money and skin income), loan fee, and payment schedule.

3.4.3.1.8. All loan requests will be reviewed by WCE Officials. They will approve each application on a case by case basis and reserve the right of denial at their own discretion.

3.4.3.2. **Emergent Free Agents ("EFA").** Emergent Free Agents are defined as non-contracted players who have not been in the 2020 active roster of any professional league worldwide. EFAs may be added to qualified WCE teams when those teams encounter reasonable situations that prohibit a player from participating in WCE (i.e. visa application issues, close-contact COVID-19 positive test results, etc.)

3.4.3.2.1. EFAs may be added to a team up until seven days before the team's first match in WCE. The WCE Officials can make exceptions at their own discretion in the case of an emergency.

3.4.3.2.2. EFAs must reach all qualification requirements to be a professional player of the region of the team they are joining, as well as to participate in WCE.

3.4.3.2.3. Each qualified team can only have at maximum 2 EFA in their active roster at all times during WCE

3.4.3.2.4. Once an EFA is added into the active roster, the player substituted by EFA will not be eligible to participate in WCE 2020. This restriction can be waived in situations deemed to be emergencies by the WCE Officials.

3.4.3.2.5. WCE Officials will approve each application on a case by case basis and reserve the right of denial at their own discretion.

3.4.3.3. Due to concerns related to the global travel situation, if there is no available flight ticket for loaned players and/or EFAs, the applications to add these players will not be approved.

3.4.4. If a qualified team cannot fulfill the roster requirement before the deadline provided by WCE Officials, their WCE qualification slot will be forfeit.

3.4.5. All members of the Active Roster must have a written contract with the team they are playing for.

3.5. Roster and Side Selection Submissions

3.5.1. Requests to modify a starting lineup for the team's first match on the first day of the **Play-In Stage** may not be submitted any later than 10:00pm local time on September 24th, 2020. Requests must be made by the designated head coach. Requests to modify a starting lineup for a team's first match on any other day of that stage must be submitted no later than 10:00pm local time, or an hour after the conclusion of the final game of the day, whichever is the latest, the day prior to the team's match, unless it is the completion of the week.

3.5.2. For the **Play-In Knockout Stage**, teams must submit any changes to their starting lineup by 10:00pm local time on the day prior to their match (i.e. 10:00pm local time on September 28th, 2020 for the teams playing on September 29th, 2020, and 10:00pm local time on September 29th, 2020 for the teams playing on September 30th, 2020). In addition, the higher seed will be required to submit their decision for side selection for game 1 by this

deadline. Failure to designate side selection before the deadline will result in a default selection of blue side.

3.5.3. For the **Group Stage**, requests to modify a starting lineup for the team's first match on the first day may not be submitted any later than 10:00pm local time on October 2nd, 2020. Requests must be made by the designated head coach. Requests to modify a starting lineup for a team's first match on any other day of that stage must be submitted no later than 10:00pm local time or an hour after the conclusion of the broadcast, whichever is latest, the day prior to the team's match, unless it is the completion of the week.

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

3.5.5. The starting lineup submissions must also include all personal information requested about the Team and Team Members by WCE officials, if any. This shall include the Team Members' In-Game Name (along with desired spelling and capitalization thereof). Failure to designate a starting lineup before the deadline will result in the team being required to utilize the same starting lineup as they used in their previous game.

3.6. Single-Day Substitutions and Side Selection

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

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

Side declaration for best of matches will be decided between games after game 1.

Teams with side choice for the next game will have 5 minutes after the nexus explodes to select their side for the next game. This will be at the same time as the substitution declaration. The coach will inform the referee with the team about their selection.

3.7.   Team Names, Team Tags and Player Names

A player must use the Team Name, Team Tag, and Summoner Name the player last used in regional play whilst qualifying for WCE. Name changes are not allowed except under certain extenuating circumstances, but must be approved by WCE officials prior to use in a WCE game.

4. Player Equipment

4.1. WCE-Provided Equipment

WCE officials will provide, and WCE players will exclusively use, equipment in the following categories to WCE players for all official WCE matches:

- PC & Monitor
- Hand Warmers
- Headsets and/or Earbuds and/or Microphones
- Table and Chair

At the request of a WCE player, WCE officials will provide the following categories of equipment for use in all official WCE matches:

- PC Keyboards
- PC Mice
- Mousepads

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

4.2. Player-Owned or Team-Owned Equipment

Players are allowed to bring equipment in the following categories, which are owned by themselves or their teams, into the match area and use such equipment during official WCE matches:

- PC Keyboards
- PC Mice and cord holders
- PC Mousepads

In the match area, players may not bring, use, or wear any headsets, earbuds and/or microphones, other than those provided by the WCE.

4.3. WCE Peripheral Policy

All player-owned or team-owned equipment must be submitted to the WCE officials in advance for approval and will be kept during the event. Unapproved equipment or equipment that is suspected by the WCE officials of providing an unfair competitive advantage will not be permitted for use. If the Player's equipment is designated as unapproved, then the Player will be required to use WCE-provided equipment instead.

At their discretion, WCE 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.

All equipment must be disinfected in advance before brought into the Match Area and kept clean during WCE.

4.4.   Replacement of Equipment

If equipment or technical problems are suspected by WCE officials at any time, a player or WCE official may request a technical review of the situation. A WCE technician will diagnose and troubleshoot problems, as needed. Technicians may request that the WCE officials order replacement of any equipment, at their discretion. Decisions regarding the replacement of any equipment are solely at the discretion of the WCE officials. If a player wishes to use personal replacement equipment, the player must use equipment which has been approved by WCE officials.

4.5.   Player and Coach Apparel

Players must wear official team uniforms during all WCE matches and pre-match and post-match interviews held by the WCE. Players must wear pants and closed-toe shoes, as well as visible team-branded apparel, on their upper body, during the entirety of any WCE event or appearance. All starting players must wear matching apparel during the player introductions. The matching apparel includes shirts, jerseys, jackets, and pants. During matches, players must wear jerseys and may individually choose to wear jackets. All jackets, jerseys, and pants must match. For the avoidance of doubt, sweatpants, athletic pants, and/or pajama pants will not be considered appropriate attire unless pre approved first by WCE officials. Jerseys and all other apparel worn during such times are subject to the restrictions set forth in Section 9 below, and are subject to the review and discretion of WCE officials. WCE officials will have final approval over all apparel.

Head Coaches and Strategic Coaches must wear appropriate attire while at the event. The attire will need to be approved by WCE officials. Appropriate attire should be business casual and does not include: athletic wear, team branded apparel (like jerseys), open-toed shoes, etc.

Player and coach apparel should also comply with additional regional league restrictions, if any.

4.6.   Computer Programs & Usage

Players are prohibited from installing their own programs and must use only the programs provided by the WCE.

4.6.1. **Voice Chat**. Voice chat will be provided only via the native system used in the WCE-provided headsets. Use of third-party voice chat software (*e.g.,* Skype) is not permitted. WCE officials may monitor a team's audio at the discretion of the WCE.

4.6.2. **Social Media and Communication**. It is prohibited to use the WCE 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.

4.6.3. **Non-Essential Equipment**. It is prohibited to connect non-essential equipment, such as cell phones, flash drives or MP3 players, to the WCE computers, for any reason.

4.7. **Client Accounts**

Players will have Tournament Realm logins provided for them by the WCE. It is the players' responsibility to configure their account to their preferences. The account's Summoner Name must be set only to the player's official tournament handle, as approved by the WCE officials.

4.8. **Audio Controls**

Players will be required to maintain minimum "white noise" levels in their headsets. WCE officials may bar players from adjusting their "white noise" levels lower if the officials determine, at their sole discretion, that external noise sources would be too easily discernible.

Headphones must be placed directly on a player's ears, and must remain there for the duration of the game. The microphone attached to the headset must be close to the player's mouth and may be adjusted by WCE officials if it is determined to be out of position. 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.

4.9. **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 assistance from a WCE official.

5. Venue and Competition Area Layout

5.1. General Venue Access

Access for WCE teams to the restricted areas of venues for official WCE matches is restricted to Team Members only, unless otherwise approved, in advance, by WCE officials. Permission to attend WCE matches is solely at the discretion of the WCE.

Venue access is restricted at all times. The only time any Team Member may access the venue is when they are required to be present by WCE officials.

5.2. 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.

5.2.1. **Team Coach**. The designated head coach must be in the match area during the match prep process and during the pick/ban phase, but must leave at the conclusion of the pick/ban phase and may not return until after the end of the match. The strategic coach may be in the match area during the pick/ban phase but cannot act as head coach unless WCE Officials' written approval is obtained.

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

5.2.3. **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. WCE officials will collect such devices from players in the match area and return them after the end of the match, and the players may be subject to penalties at the officials' discretion.

5.2.4. **Food and Drink Restrictions**. No food is allowed in the match areas. Drinks are permitted in the match area only in Riot-provided re-sealable containers. WCE officials will provide such containers to players upon request.

5.3. Warm-up Area

The warm-up area (which also may be referred to as a "Green Room") will contain PCs designated by the WCE specifically for players to practice on before their official matches begin. The warm-up area is reserved for Team Members only and access will be provided by WCE officials at their discretion.

5.4. Other Team Member Areas

Other Team Member Areas are areas within the venue, as defined by WCE officials from time to time, designed to allow players to relax and socialize in locations separate from the match area. Access to these areas is limited to Team Members, unless specific permission is otherwise granted by WCE officials.

5.5. Temporary Medical Observation Area

Temporary Medical Observation Areas are areas within the venue, as defined by WCE officials from time to time, designated for people who exhibit COVID-19 symptoms. The areas will be separated from Match Area, Warm-up Area and other areas, with independent facilities.

5.6. Restrictions

5.6.1. **Team Lounge.** Team Members shall not leave their team lounge, unless approved by WCE officials, and after each game Team Members shall return to the lounge.

5.6.2. **Meals.** Meals will be sent to the team lounge directly, and Team Members are not allowed to leave the lounge for food and drink.

5.6.3. **Visitor.** No external visitors are allowed.

5.6.4. **Mask.** Team Members must wear masks at all times when outside the team lounge, except on stage.

6. Tournament Structure

6.1. Schedule

- Play-In Group Stage (Sept 25 – 28)
- Play-In Knockout Stage (Sept 29 – 30)
- Group Stage (Oct 3 – 11)
- Quarterfinals (Oct 15 – 18)
- Semifinals (Oct 24 – 25)
- Finals (Oct 31)

6.2. Play-In Stage

6.2.1. **Description**. The first round of the WCE will be a best-of-one single round robin amongst the play-in groups. The ten qualified play-in teams will be split into two groups of five teams each prior to WCE. Each team will play the other four teams in their group once.

6.2.2. **Side Allocation**. 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).

6.2.3. **Tiebreaker Timing**. Tiebreaker games will be played immediately following the final game of the Play-In Stage for the respective group.

6.2.4. **Two-way tie**: If two teams are tied within their group after the Play-In Stage, they will play one tiebreaker game to determine final standings.

    6.2.4.1. **Side Selection**. Side selection will be determined by head-to-head record.

    6.2.4.2. **Third/Fourth Exception.** In a situation where the third and fourth place teams are tied, no tiebreaker game will be played.

6.2.5. **Three-way tie**: If three Teams are tied at the end of the Play-in Stage, the head-to-head record of all teams involved in the tie against all other teams involved in the tiebreaker will be considered. There are 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 each of the other teams in the tie. In this case, the teams with the highest total game victory time (i.e. the two slowest teams) will play one tiebreaker 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

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being decided by the tiebreaker and the winner of that game will play a single tiebreaker game against the team with the lowest total game victory time with side selection going to the team with the lower total game victory time. 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. The tiebreaker match determining the third and fourth place team will not be played.

- 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.

6.2.6. **Five-way tie**: If all five Teams are tied at the end of the Play-in Stage, the teams will be seeded by total game victory time. The teams with the highest total game victory time (i.e. the two slowest teams) will play one tiebreaker game with side selection going to the team with the lower total game victory time. The winner of this game will advance to a Best-of-1, single elimination bracket, seeded by total game victory time (i.e. fastest team will play against the slowest team). There will be no third place match completed, as per Rule 6.2.4.2.

6.3. Play-In Knockout Stage

6.3.1. **Description**. The first place team in each of Play-In Groups will automatically advance to the Group Stage. The third and fourth place teams in each Play-in Group will face off in a best-of-five match. The winner of this match will be matched against the second place team from the other Play-In Group for an additional best-of-five match. The winners of each of these two matches will advance to the Group Stage and will be randomly assigned to a Group Stage group. The losers of each of these matches will be eliminated from WCE.

6.3.2. **Side Selection**. Side selection will be awarded to the higher seed for Game 1. For all games after the first, the losing Team of the previous game will have side selection. For avoidance of doubt, if the higher seed lost in Game 2, they will still have side selection in Game 3. In the scenario where the teams have identical seeding (by rule 6.2.4.2, 6.2.5 and 6.2.6), side selection for Game 1 will be determined by the team with the lowest cumulative victory time.

6.4.   Group Stage

6.4.1.   Description. The Group Stage will be a best-of-one double round robin amongst the group stage pools. The sixteen qualified group teams will be split into four groups of four teams each prior to the Group Stage. Each team will play the other teams in their group twice, non-consecutively.

6.4.2.   Side Allocation. Side selection for each match will be randomly pre-determined. Each team will play every other team in their group on each side of the map (i.e. blue and red).

6.4.3.   Tiebreaker Timing. Tiebreaker games will be played immediately following the final game of the Group Stage for the respective group.

6.4.4.   Two-way tie: If two teams are tied after the Group Stage, head to head record will be used as the first tiebreaker. If the two teams have an identical head-to-head record, and the two teams are tied for first or second place in the group, then the teams will play one tiebreaker game to determine final standings. No tiebreaker game will be played if the tiebreaker would not decide either the first or second place position in the group (i.e. if the third and fourth place teams in a group are in a two-way tie with each other, no game will be played).

6.4.4.1.   Side Selection. Side selection for a head-to-head tiebreaker matchup will be awarded to the team with the lower total game victory time (i.e. the fastest team). Side selection must be submitted five minutes after the conclusion of the game which determined the tiebreaker scenario. Timelines may shift at the sole discretion of WCE Officials and WCE Officials will update affected teams of the adjusted timeline at their earliest convenience.

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

● Each team in the tiebreaker has a combined record of 2-2 against each of the other teams in the tie. In this case, the teams with the highest total game victory time (i.e. the two slowest teams) will play one tiebreaker 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 play a single tiebreaker game against the team with the lowest total game victory time with side selection going to the team with the lower total

game victory time. 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).

- 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 Rule 6.4.4.

- One team has an aggregate record of 4-0 and the other two teams have an aggregate record of 1-3. The team that is 4-0 is automatically granted the highest seed available in the tiebreaker (therefore winning the tiebreaker), and a new tiebreaker is declared amongst the two teams with an aggregate record of 1-3 utilizing the two-way tie procedure set forth in Rule 6.4.4.

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

6.4.6. **Four-way tie**. The teams will be drawn into a single elimination bracket based on the cumulative game victory time for the individual teams. Teams play best-of-one matches throughout the bracket. The seeds will be given in order to the teams that won their games the quickest. The four teams will be split into two first-round matches; the #1 seed (i.e. fastest total game victory time) will face the #4 seed (i.e. slowest total game victory time), while the #2 seed will face the #3 seed in the first two games. The losing teams will be eliminated from the tournament. The winners of the first round matches will face off in Game 3. The winner of Game 3 will be declared the top seed; the loser of Game 3 will be declared the second seed.

6.4.6.1. **Side Selection**. Side selection for all games under this tie-breaker

belongs to the team with the lower total game victory time.

6.5. **Bracket Stage (Quarterfinals, Semifinals and Finals)**

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

6.5.1.1. The draw process for quarterfinals shall be arranged so that winners of Quarterfinal 1 and Quarterfinal 2 shall face each other in the semi finals, while winners of Quarterfinal 3 and Quarterfinal 4 face each other.

6.5.1.2. No teams from the same Group may be drawn into a match that would require they play against each other until Finals (e.g. If Group A #1 seed is placed into Quarterfinal 1, Group A #2 seed cannot be placed into Quarterfinals 1 or 2).

6.5.2. **Quarterfinals**. Each of the four quarterfinal matches will be played as best-of-five matches. The winners of the Quarterfinal matches on each side of the bracket will face off in the Semifinals.

6.5.2.1. **Side Selection**. Side selection will be awarded to the higher seed for Game 1. For all games after the first, the losing Team of the previous game will have side selection. For avoidance of doubt, if the higher seed lost in Game 2, they will still have side selection in Game 3.

6.5.3. **Semifinals**. The Semifinals will consist of two best-of-five matches between the winners of the Quarterfinals matches. The winners of each Semifinal match will face off in the Finals.

6.5.3.1. **Side Selection**. Side selection for Game 1 of each Semifinal match will be determined by coin flip. The team that wins the coin flip will be required to provide their side selection to WCE officials immediately upon completion of the coin flip. For all games after the first, the losing Team of the previous game will have side selection. For avoidance of doubt, if the higher seed lost in Game 2, they will still have side selection in Game 3.

6.5.4. **Final Round.** The final round of the tournament will consist of one best-of-five match between the winners of the Semifinals. The winner of the Final round will be considered the 2020 World Champion.

6.5.4.1. **Side Selection**. Side selection for Game 1 of the Final Round will be determined by coin flip. The team that wins the coin flip will be required to provide their side selection to WCE officials immediately upon completion of the coin flip. For all games after the first, the losing Team of the previous game will have side selection. For avoidance of doubt, if the higher seed lost in Game 2, they will still have side selection in Game 3.

7. Match Process

7.1. Changes to Schedule

WCE officials may, at their sole discretion, re-order the schedule of matches within a given day and/or change the date of a WCE match to a different date or otherwise modify the schedule of matches. In the event that the WCE modifies a match schedule, the WCE will notify all teams at the earliest convenience.

7.2. Arrival at Studio

Members of a team's Active Roster who are participating in a WCE event must arrive at the studio no later than the time specified by WCE officials.

Teams must comply with all of the guidelines and requirements set forth by the WCE Officials, including but not limited to health and safety protocols.

7.3. Role of Referees

7.3.1. Responsibilities. Referees are WCE officials who are responsible for making 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.
- Confirming the end of the match and its results.

7.3.2. Referee Comportment. At all times, referees shall conduct themselves in a professional manner, and shall issue rulings in an impartial manner. No passion or prejudice will be shown towards any player, team, team manager, owner, or other individual.

7.3.3. Finality of Judgment. If a referee makes an incorrect judgment, the judgment cannot be reversed during the match, as the decision of the referee is absolute. However, WCE officials at their discretion may evaluate the decision after the completion of the match to determine if the proper procedure was implemented to allow for a fair decision. If the proper procedure was not followed, WCE officials reserve the right to potentially invalidate the referee's decision. WCE officials will always maintain final say in all decisions set forth throughout the WCE.

7.4. Competitive Patch

The WCE will be played on the 10.19 patch. Changes to the competitive patch will be at the discretion of the WCE.

Champions who have not been available on the live service for more than 1 week will be automatically restricted. Champions that have undergone reworks will be subject to the WCE officials' discretion. Any champion may be disabled at any point at the discretion of WCE officials. A list of restricted champions will be provided to all teams before the event.

7.5. Pre-Match Setup

7.5.1. **Setup Time**. Players will have designated blocks of time prior to their match time to ensure they are fully prepared. WCE officials will inform players and teams of their scheduled setup time and duration as part of their match schedule. WCE 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 WCE official or referee and accompaniment by another WCE official. Setup is comprised of the following:

- Ensuring the quality of all WCE-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.

7.5.2. **Seating Order**. Players must sit in the order specified by the referee onsite.

7.5.3. **Technical Failure of Equipment**. If a player encounters any equipment problems during any phase of the setup process, player must alert and notify a WCE official immediately.

7.5.4. **Technical Support**. WCE officials will be available to assist with the setup process and troubleshoot any problems encountered during the pre-match setup period.

7.5.5. **Lighting Levels**. Players may request adjustments to the level of lighting being directed at the stage during the setup process. However, there will be a minimum level of stage lighting required by the WCE staff, and the lighting

will not be lowered below this level.

7.5.6. **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. Delays due to setup problems may be permitted, at the sole discretion of WCE officials. Penalties for tardiness may be assessed at the discretion of the WCE officials.

7.5.7. **Acknowledgement of Pre-Match Testing**. No fewer than two minutes before the match is scheduled to begin, a WCE official will confirm with each player that their setup is complete.

7.5.8. **Player Ready State**. Once all ten players in a match have confirmed completion of setup, players may not leave the match area or enter a warm-up game without permission from a WCE official.

7.5.9. **Game Lobby Creation**. WCE officials will decide how the official game lobby will be created. Players will be directed by WCE officials to join a game lobby as soon as testing has been completed, in the following order of positions: Top, Jungle, Mid, ADC, Support.

7.6. **Game Setup and Play Restrictions**

7.6.1. **Start of Pick / Ban Process**. Once all ten players have reported to the official game lobby, a WCE official will request confirmation that both teams are ready for the pick/ban phase (as defined and described below). Once both teams confirm readiness, a WCE official will instruct the room owner to start the game.
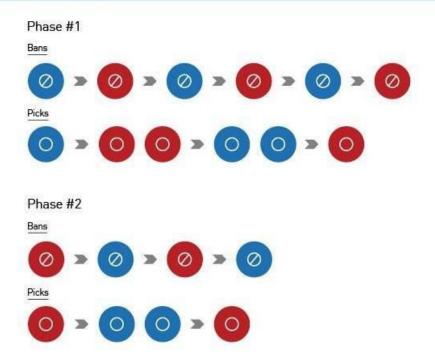
The coach will be granted on-stage access and will be allowed to communicate with the team during the Pick/Ban Process. The coach will exit the stage to a designated position once the countdown timer has reached 5 seconds during the Trading-Phase and will be muted once the timer has reached zero seconds.

7.6.2. **Recording of Pick / Ban Process**. Picks/bans will proceed through the client's Tournament Draft feature. WCE officials will record pick/bans as the draft proceeds. In the case of a draft remake, WCE officials will require teams to select the same pick/bans in the same order up to the incorrect pick/ban that caused the draft remake.

7.6.3. **Tournament Draft**. WCE officials may choose to employ either the Tournament Draft mode feature or a manual draft (*e.g.,* draft that is conducted in chat without the use of an in-game feature). Starters for each team cannot be substituted after the start of the draft. Players may play any

Champion which their team has drafted, but must confirm their selection with a WCE official.

7.6.4. **Restrictions on Gameplay Elements**. Restrictions may be added at any time before or during a match, if there are known bugs with any items, Champions, skins, runes, or Summoner spells, or for any other reason as determined at the discretion of the WCE.

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

7.6.6. **Selection Error**. In the event of an erroneously-selected Champion pick or ban, the team in error must notify a WCE 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 WCE official, the erroneous selection shall be deemed irrevocable.

7.6.7. **Trading Champions**. Teams must complete all champion trades before the 20-second mark during the Trading Phase, or will be subject to a penalty in future games. At the discretion of WCE officials, late trades may be disallowed and players forced to play the champion they were holding prior to the disallowed trade (for example, in situations where penalties are not possible, such as the final game of a best-of series).

7.6.8. **Game Start After Pick/Ban**. A game will start immediately after the pick/ban process is complete, unless otherwise stated by a WCE official. At this point, WCE officials will remove any printed materials from the Match Area, including any notes written by Team Members. Players are not allowed to quit a game during the time between the completion of picks/bans and game launch, also known as "Free Time."

7.6.9. **Controlled Game Start**. In the event of an error in game start or a decision by WCE officials to separate the pick/ban process from game start, an WCE 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.

7.6.10. **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.

8. Game Rules

8.1. Definition of Terms

8.1.1. Unintentional Disconnection. A player losing connection to the game due to problems or issues with the game client, platform, network, or PC.

8.1.2. 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.

8.1.3. Server Crash. All players losing connection to a game due to an issue with a game server, Tournament Realm platform, or venue internet instability.

8.2. Stoppage of Play

If a player intentionally disconnects without notifying a WCE official or pausing, a WCE official is not required to enforce a stoppage. During any pause or stoppage, players may not leave the match area unless authorized by a WCE official.

8.2.1. Directed Pause. WCE officials may order the pause of a match or execute a pause command on any player station at the sole discretion of the WCE officials, at any time.

8.2.2. Player Pause. Players may only pause a match immediately following any of the events described below, but must signal a WCE 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 game glitch)
- Physical interference with a player (e.g., fan gank or broken chair)

8.2.3. Illness, Injury or Disability. Minor Player illness, injury, or disability is not an acceptable reason for a Player pause. In the case of an underlying and/or pre-declared medical condition the Player may however inform a WCE Official prior to the Match, who may then grant a pause during the Match in order to evaluate the issue and to determine whether the Player is ready, willing, and able to continue playing within a reasonable period of time, as determined by the League Official, but not to exceed a few minutes.

If a Player is showing signs or symptoms related to the COVID-19 virus, they will be subject to all procedures, as covered in the health and safety protocols provided prior to the event.

If a player is rendered unable to play or continue to play because of a lack of medical clearance, or if the team is unable to field a roster that is compliant with these Rules, the team shall forfeit the game unless a WCE official, in his/her discretion, determines that the game is subject to an Awarded Game Victory.

8.2.4. **Resuming the Game**. Players are not permitted to restart the game after a pause. After clearance from a WCE official is issued and all players are notified and ready at their stations, which will be contingent on a player from each team confirming through in-game chat that both teams are ready to resume play, the in-client spectators consisting of the head referee or live production will unpause the game.

8.2.5. **Unauthorized Pause**. If a player pauses or unpauses a game for an unauthorized reason, or without permission from a WCE official, it will be considered unfair play and penalties will be applied at the discretion of WCE officials.

8.2.6. **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. If a pause extends long enough, referees may, at their sole discretion, allow teams to talk before the game is unpaused, in order to discuss the game conditions.

8.3. **Restart and Recovery Protocol**

8.3.1. **Chronobreak.** The Deterministic Disaster Recovery Tool.

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

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

8.3.4. **Play Through Bug.** A bug that does not significantly alter the competitive integrity of the game. This may mean that there are mitigation steps available for an otherwise difficult to play around bug (like restarting the game client

or computer). Alternatively, this may include situations where the impact of the bug can be mitigated through other in-game functions.

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

At their discretion, WCE Officials may offer Chronobreak for Bugs under the "inform designation" if, in the sole discretion of WCE Officials, the Bug has a high impact on the competitive integrity of the Game. WCE 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, WCE 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, WCE Officials will force a play through with no option of a remake or additional Chronobreak.

8.3.5.   **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 WCE officials.

8.3.6.   **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 WCE officials.

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

8.3.8.   **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 WCE officials where the continuation of the game is untenable (including environmental concerns and catastrophic hardware failure).

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

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

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

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

8.3.11. **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 WCE 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, WCE officials may determine that it was not practical to pause the game until the engagement ended.

8.3.12. **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).

8.4. Chronobreak Availability and Use

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

8.4.1. Minor Bug.

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

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

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

If any significantly disadvantaged team requests a Chronobreak, WCE 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 WCE officials.

8.4.2.   Critical Bug.

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

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

In the case of a **critical bug**, WCE 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, WCE 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 WCE officials.

8.4.3.   Terminal Situation. In the case of a **Terminal Situation**, WCE officials shall follow the remake procedure (below).

8.4.4.   Remakes Before GOR.

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

●   If a player notices that player's rune or GUI settings have not applied

correctly due to a bug between the game lobby and match, player can pause the game to adjust these settings. If the settings cannot be correctly adjusted, then the game may be restarted.

- If WCE officials determine that technical difficulties will not allow for the game to resume as normal (including a team's ability to be in proper position for certain game events, such as minion spawn).
- Any circumstance which would permit a restart after GOR.

8.4.5. Restarts After GOR.

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

- If a game experiences a **Terminal Situation** at any point during the match
- If WCE officials determine that there are environmental conditions which are unfair (e.g. excessive noise, hostile weather, unacceptable safety risks).

8.5. Remake Procedure

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

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

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

8.6. Hardware Malfunction.
In the case of any hardware malfunctions, WCE officials shall determine whether the hardware malfunction constitutes a minor bug (i.e. a monitor loses power and a player walks directly into an enemy turret), a critical bug

(i.e. a keyboard stops working, causing a player death) or a terminal situation (i.e the game server crashes) and follow the appropriate standard above.

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

8.8. **Awarded Game Victory**

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

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

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

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

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

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

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

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

8.9. **Post-Game Process**

8.9.1. **Results**. WCE officials will confirm and record game result.

8.9.2. **Tech Notes**. Players will identify any tech issues with WCE officials.

8.9.3. **Break Time**. WCE officials will inform players of the remaining amount of

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

8.9.4. **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.

8.10. Post-Match Process

8.10.1. **Results**. WCE officials will confirm and record the match result.

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

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

9.   Player Conduct

9.1.   Competition Conduct

9.1.1.   Unfair Play. The following actions will be considered unfair play and will be subject to penalties at the discretion of WCE officials.

9.1.1.1.   Collusion. Collusion is defined as any agreement among two (2) or more players, coaches, teams, and/or confederates to disadvantage opposing players. Collusion includes, but is not limited to, acts such as:

9.1.1.1.1.   Soft play, which is defined as any agreement among two (2) or more players to not damage, impede or otherwise play to a reasonable standard of competition in a game.

9.1.1.1.2.   Pre-arranging to split prize money and/or any other form of compensation.

9.1.1.1.3.   Sending or receiving signals, electronic or otherwise, from a confederate to/from a player.

9.1.1.1.4.   Deliberately losing a game for compensation, or for any other reason, or attempting to induce another player to do so.

9.1.1.2.   Competitive Integrity. Teams are expected to play at their best at all times within any WCE game, and to avoid any behavior inconsistent with the principles of good sportsmanship, honesty, or fair play. For the purpose of clarification, team composition and the pick/ban phase will not be considered when determining whether this rule has been violated.

9.1.1.3.   Hacking. Hacking is defined as any modification of the League of Legends game client by any player, team or person acting on behalf of a player or a team.

9.1.1.4.   Exploiting. Exploiting is defined as intentionally using any in-game bug to seek an advantage. Exploiting includes, but is not limited to, acts such as: glitches in buying items, glitches in neutral minion interactions, glitches in Champion ability performance, or any other game function that, in the sole determination of WCE officials, is not functioning as intended.

9.1.1.5. **Spectator Monitors.** Looking at or attempting to look at spectator monitors.

9.1.1.6. **Ringing.** Playing under another player's account or soliciting, inducing, encouraging or directing someone else to play under another player's account.

9.1.1.7. **Cheating Device.** The use of any kind of cheating device and/or cheat program.

9.1.1.8. **Intentional Disconnection.** An intentional disconnection without a proper and explicitly-stated reason.

9.1.1.9. **WCE Discretion.** Any other further act, failure to act, or behavior which, in the sole judgment of WCE officials, violates these Rules and/or the standards of integrity established by the WCE for competitive game play.

9.1.2. **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, in or near the match area, at any time. A Team Member may not use any facilities, services or equipment provided or made available by WCE or its contractors to post, transmit, disseminate or otherwise make available any such prohibited communications. A Team Member may not use this type of language on social media or during any public facing events such as streaming.

9.1.3. **Disruptive Behavior / Insults**. A Team Member may not take any action or perform any gesture directed at an opposing Team Member, fan, or official, or incite any other individual(s) to do the same, which is insulting, mocking, disruptive, or antagonistic.

9.1.4. **Abusive Behavior**. Abuse of WCE 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.

9.1.5. **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 WCE studio personnel.

9.1.6. **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 text/email or use social media while in the match area. During the match, communication by a Starter shall be limited to the players on Starter's team.

9.1.7. **Apparel**. Team Members may wear apparel with multiple logos, patches or **promotional** language. WCE reserves the right at all times to impose a ban on objectionable or offensive apparel:

9.1.7.1. Containing any false, unsubstantiated, or unwarranted claims for any product or service, or testimonials, that WCE, in its sole and absolute discretion, considers unethical.

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

9.1.7.3. Containing any material constituting or relating to any activities which are illegal in any WCE region, including but not limited to, a lottery or an enterprise, service or product that abets, assists or promotes gambling.

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

9.1.7.5. Advertising any pornographic website or pornographic products.

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

9.1.7.7. Disparaging or libeling any opposing team or player or any other person, entity or product.

9.1.7.8. The WCE reserves the right to refuse entry or continued participation in the match to any Team Member who does not comply with the aforementioned apparel rules.

9.1.8. **Identity**. A player may not cover his or her face or attempt to conceal his or her identity from WCE officials. WCE 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 WCE officials. For this reason, as well as those listed in Section 4.8, hats are not allowed.

9.1.9. **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.

9.1.10. **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 or any Referee, nor may any Team Member attempt to influence the Head Referee, a Referee or any WCE Official regarding the stoppage of play.

9.2. **Unprofessional Behavior**

9.2.1. **Responsibility Under Code**. Unless expressly stated otherwise, offenses and infringements of these Rules are punishable, whether or not they were committed intentionally. Attempts to commit such offenses or infringements are also punishable.

9.2.2. **Harassment**. Harassment is forbidden. Harassment is defined as systematic, hostile and repeated acts taking place over a considerable period of time, or a singular egregious instance, which is/are intended to isolate or ostracize a person and/or affect the dignity of the person.

9.2.3. **Sexual Harassment**. Sexual harassment is forbidden. Sexual harassment is defined as unwelcome sexual advances. The assessment is based on whether a reasonable person would regard the conduct as undesirable or offensive. There is zero tolerance for any sexual threats/coercion or the promise of advantages in exchange for sexual favors.

9.2.4. **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.

9.2.5. **Statements Regarding WCE, 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 WCE, Riot Games or its affiliates, or League of Legends, as determined in the sole and absolute discretion of WCE.

9.2.6. **Player Behavior Investigation**. If WCE or Riot determines that a Team Member has violated the Summoner's Code, the LoL Terms of Service, or other rules of LoL, WCE officials may assign penalties at their sole discretion. If a WCE 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 a WCE official, creating an obstruction of the investigation then the Team and/or Team Member is subject to punishment.

9.2.7. **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.

9.2.8. **Moral Turpitude**. A Team Member may not engage in any activity which is deemed by the WCE to be immoral, disgraceful, or contrary to conventional standards of proper ethical behavior.

9.2.9. **Confidentiality**. A Team Member may not disclose any confidential information provided by WCE or any affiliate of Riot Games, by any method of communication, including all social media channels.

9.2.10. **Bribery**. No Team Member may offer any gift or reward to a player, coach, manager, WCE official, Riot Games employee, or person connected with or employed by another WCE team for services promised, rendered, or to be rendered in defeating or attempting to defeat a competing team.

9.2.11. **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 who is signed to any WCE team, nor encourage any such Team Member to reach or otherwise terminate a contract with said WCE team. An official coach or player may not solicit a team to violate this rule. An official coach or player may express publicly their desire to leave the team and encourage any and all interested parties to contact their management.
But, to be clear, the official coach or player may not entice a team directly to reach out to their management or attempt to violate their contractual obligations. Violations of this rule shall be subject to penalties, at the discretion of WCE officials.

9.2.12. **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 the game, 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.

9.2.13. **Non-Compliance**. No Team Member may refuse or fail to apply the instructions or decisions of WCE officials.

9.2.14. **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.

9.2.15. **Document or Miscellaneous Requests**. Documentation or other reasonable items may be required at various times throughout the WCE as requested by WCE officials. If the documentation is not completed to the standards set by the WCE then a team may be subject to penalties. Penalties may be imposed if the items or documentation requested are not received and/or completed at the required time or does not meet the standards set by the WCE.

9.3. Association with Gambling

No Team Member or WCE official may take part, either directly or indirectly, in betting or gambling on any results of any WCE game, match or tournament.

9.4. Specific Requirements

9.4.1. Team Members must at all times adhere to the Event Safety Protocols, Player Handbook and other specified documents, as provided by Riot Games.

9.4.2. Team Members from teams that are not participating in the WCE are prohibited from traveling or attempting to travel to China with the invitation visa supported by the local Chinese Authority. Violation will result in severe penalties, including but not limited to life-long global suspensions.

9.5. Subjection to Penalty

Any person found to have engaged in or attempted to engage in any act that WCE believes, in its sole and absolute discretion, constitutes unfair play, will be subject to penalty. The nature and extent of the penalties imposed due to such acts shall be in the sole and absolute discretion of the WCE.

9.6. Penalties

Upon discovery of any Team Member committing any violations of the rules listed above, the WCE may, without limitation of its authority under Section 9.4, issue the following penalties:

- Verbal 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 WCE. It should be noted that penalties may not always be imposed in a successive manner. The WCE, 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 WCE officials.

9.7. Right to Publish

WCE 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.

10. Spirit of the Rules

10.1. Finality of Decisions

All decisions regarding the interpretation of these rules, player eligibility, scheduling and staging of the WCE, and penalties for misconduct, lie solely with the WCE, the decisions of which are final. WCE decisions with respect to these Rules cannot be appealed and shall not give rise to any claim for monetary damages or any other legal or equitable remedy.

10.2. Rule Changes

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

10.3. Best Interests of the WCE

WCE officials at all times may act with the necessary authority to preserve the best interests of the WCE. This power is not constrained by the lack of any specific language in this document. WCE 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 WCE.

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