2017 NA LCS
Official Rules
Summer Split Update

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Introduction and Purpose

These Official Rules ("**Rules**") of the League of Legends Championship Series ("**LCS**") apply to each of the teams who have qualified to play in the LCS in 2017, as well as their head coach, managers, owners, Starters, Reserve players (collectively "**Team Members**"), and other employees. The 2017 Season of the LCS will be divided into two halves (**"Splits"**). Each split will consist of three phases (a) a regular season, (b) playoffs, which will be at the conclusion of the regular season, and (c) a promotion/relegation tournament. The top teams from the LCS division in North America, and from other regions around the world will advance to the 2017 League of Legends World Championship. These Rules apply only to official LCS play and 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 LCS competitive play.

These Rules are designed solely to ensure the integrity of the system established by the LCS 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. Rules that impact all regions can be seen here: http://www.lolesports.com/en_US/na-lcs/na_2017_spring/about/globalRules.

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 LCS, each player must satisfy all of the following conditions:

1.1 Player Age

No player shall be considered eligible to participate in any LCS-affiliated match before his or her 17th birthday, defined as having lived 17 full years. This shall not, however, prevent teams from signing Free Agents who are 16 years old, granted that they may not participate in an LCS match until they turn 17.

1.2 Regional Residency Requirement

1.2.1   **Resident Defined**. A player is considered a "**Resident**" if the player is already a lawful permanent resident in the region based upon the legal status in that region. A player can qualify for "Resident" status under two possible scenarios if the player is currently a "non-Resident":

1. Provisional non-residents. A provisional non-resident is a current "non-Resident" that has begun accruing time towards becoming a Resident. A provisional non-resident can become a Resident if the player has legally resided and been primarily present in the region for no less than 48 months out of the last 72 months immediately prior to such players' participation in the first game of the application tournament (i.e., a match in the World Championship Event, LCS, or Challenger Series).

2. A new "non-Resident" player must obtain lawful permanent resident status in the region the player participates in. A new "non-Resident" is a player that was not on the Active Roster of a team in the professional or semi-professional league nor relocated to that region for the goal of training in those leagues between May 11, 2015, and August 1, 2016. After that date, a player will be considered a new "non-Resident" and unable to obtain residency only by staying within the region for 8 of the last 12 splits.

1.2.2   **Certification of Residency**. All players shall certify their residency upon participation in the World Championship Event, the NA LCS, and the NA Challenger Series by submitting an eligibility form, and providing proof of residency as defined in Rules 1.2.3 and 1.2.4. For the avoidance of doubt, any player may redact any sensitive information in

such player's sole discretion and LCS shall not be responsible for the disclosure of any personal information by player to LCS. Each player consents to the processing and or transfer of any such information by the LCS for administrative purposes. Each team is responsible for ensuring that its players meet the residency requirements in this Rule 1.2. It shall be a violation of these Rules, by both the team and the player, if a player (or his or her parent or guardian) provides false, misleading or incomplete information resulting in the misclassification of such player's residency and region. A violation of this Rule 1.2 by a team or a player shall also be deemed a violation of Rule 10.2, and the disciplinary measures in Rules 10.5 and 10.6 shall apply.

1.2.3 **Proof of Residency**. Any player that wishes to compete in the LCS or the NACS must prove lawful permanent residency to qualify as a resident of the region in which they compete. Acceptable documentary evidence includes items such as a passport or green card. This list is not exhaustive. Provisional non-residents do not need to show lawful permanent residency status if they meet the required amount of time to become a resident.

1.2.4 **Starters**. For purposes of Rule 1.2, as stated in Rule 0, a "**Starter**" is defined as one of the five players established in the Team's starting lineup for any given game.

1.2.5 **World Championship Event**. The World Championship Event is intended to bring together the best teams from each region to compete, as representatives of their region, in a global competition. In order to foster this diverse global competition, nurture regional teams, excite local and global fans, increase participation from all regions, and ensure a fair and open championship, all teams competing in the World Championship Event must meet local residency requirements. At least 60% (three out of five) Starters on any competing team must be Residents of the region they represent in the World Championship Event. This Rule shall ensure that the goals of the World Championship Event are achieved, without undue burden on players and teams, while promoting fair play and robust competition for all participants in this global competition.

1.2.6 **NA LCS**. The NA LCS, including the NA regular season and all matches leading up to the regional playoffs, are designed to identify the teams that will represent the NA in the World Championship Event. In order to fulfill this mandate, all teams competing in the LCS and LCS-affiliated matches must meet the requirements in Rule 1.2.5 for teams participating in the World Championship Event, including the

requirement that at least 60% (three out of five) Starters on each team be Residents of the region covered by the LCS in which they play.

1.2.7 **Substitutes**. All teams will be required to maintain at least four Resident players on their Active Roster at all times. At no point in time will teams be permitted to make a substitution which is in violation of any provision of this Rule 1.2.

1.2.8 **Single Residency Status.** A player may only be an IMP resident of a single region at any point in time. Upon joining an Active Roster, a player will be considered a non-resident until and unless they declare themselves a resident (and meet the standards set forth in this rule).

A player who has lawful permanent resident status in multiple regions (e.g. dual-citizens) cannot be a resident of two regions simultaneously per this rule. Once a player declares residency in one region in which they are eligible, in order to switch residency to the other region, they must have participated in at least 50% of regular season matches of their team within that region in its most recent split.

1.3 Work Eligibility

Each player must submit proof, prior to being added to an Active Roster, that he/she will be (a) a legal resident of a country in their region as per the laws of that region, and (b) work-eligible in the United States (for NA coaches, managers and players).

1.4 No Riot Employees

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 LCS regular season or playoffs. "**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.

2. Payments to Teams and Players; Prizes

2.1 Team Fees

Each team that has qualified to compete in the 2017 Season shall receive compensation from the LCS (**"Team Fees"**) for participation in accordance with the individual agreements between LCS and the team (each, a **"Team Agreement"**).

2.2 Player Compensation

Each team must distribute the required Minimum Player Compensation ($12,500 per starting player per split during the 2017 season and the stipend for substitutes each split) to its starting players, in accordance with the terms of the applicable Team Agreement. Each team must, also, distribute the coach stipend ($12,500 per split). If a player's status as a starter changes during the course of a split, or the head coach is replaced or absent, said player or coach shall be entitled to a *pro rata* share of the Minimum Player Compensation on a per-match basis based upon number of games played within that match (calculated as a ratio of the number of regular-season LCS matches in which the player competed as a starter, or the number of regular-season matches actually coached by the head coach, divided by the total number of regular-season matches played by the team during the split). As an example: if a player is due $695 per match and plays 2 of the 3 games during a match, he must be given minimum compensation of $463 for the match.

To be clear, if a coach or player has acted as an official coach or starter in a game, then he or she must be paid at least the pro rata minimum compensation for that game. At no point can a player or coach opt in to payment that is lower than the minimum compensation per game. Nothing in these Rules is intended in any way to limit the compensation a team pays to its players.

2.3 Event Prizes

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

The 2017 Spring Split Champion will receive a prize of $100,000 USD. The Spring Split Champion is considered the team that wins the best-of-five finals. The 2nd place finisher will receive $50,000 USD. The team finishing in the 3rd position, determined to be the winner of the best-of-five third-place match, will receive $30,000 USD. The team finishing in the 4th position will receive $20,000 USD.

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

3. Team Ownership and Roster Rules

3.1 Team Ownership Restriction

When a team qualifies from the Challenger Series, the LCS will recognize the ownership that was established by the team in the Challenger Series. No Team Owner or Team Manager or Affiliate of an Owner may own or control, directly or indirectly, or have a direct (e.g., ownership) or indirect (e.g., a contractual arrangement) financial interest, or be an employee or contractor of, more than one League of Legends team in a professional eSports league. Any buyback provision, right of first purchase, or similar interest in a team shall be treated as a controlling interest in such team for the purposes of enforcing ownership restrictions.

An LCS team may own one team only within their region's Challenger Series. To be clear, that means if a team is in the NA LCS they can only own a team in the NA Challenger Series. However, only three total teams within the NA Challenger Series may be subsidiary teams of established LCS teams (i.e. only 3 "sister" teams will be allowed in the Challenger Series). No "sister" team may compete in the Promotion Tournament (see Section 7.3.15).

For purpose of clarification, the North American League of Legends Championship Series, the European League of Legends Championship Series, the Garena Premier League/League of Legends Master Series, League of Legends Champions Korea, and the Tencent LoL Professional League, and any other league that represents the highest tier in the region that is eligible to qualify a team to the League of Legends World Championships, are considered professional eSports leagues.

For the purpose of this rule set, a team is considered to be "Professional" upon winning the match to qualify into said highest division or tier. If an Owner or Affiliate of Owner is found to have any financial interest or benefit or any level of influence in another team, he/she will be required to immediately divest said interest in one of the two teams and may be subject to punishment by the LCS.

No Team Owner, Manager, or Team Member on a team who played in either LCS region and/or any aspect of the Challenger Series (including play-in) may purchase or otherwise attempt to own/control an LCS team without a complete LCS Split having taken place since their last point of participation in the LCS or Challenger Series.

The League shall have the right to make final and binding determinations regarding Team ownership, issues relating to the multiple team restriction and other

relationships that may otherwise have an adverse impact on the competitive integrity of the LCS. Any person that petitions for ownership into the LCS can be denied admission if they are found to have not acted with the professionalism sought by the LCS. Someone seeking admission into the LCS must meet the highest standards of character and integrity. Candidates who have violated this rule set or attempted to act against the spirit of these rules, even if not formally contracted to the rule set, can be denied admission into the LCS. Team Owner agrees that it will not contest any final determination of the League in connection therewith.

Changes in Ownership and Sponsors with naming rights may only occur between Splits, meaning after the most recent Playoffs and Promotion Matches but before the start of the following Split.

3.1.1 Sale of Sponsorships and Related Issues

Any Team Manager may only sell or manage sponsorships or brand elements for the team with which he or she is affiliated. The Team Owner may not provide any ownership interests in the Team Owner or team or any brand elements thereof to any third party person or entity who engages in the business of selling or managing of LCS or "Challenger Series" eSports teams.

No person or entity may hold the naming right to more than one LCS team at a time. A sponsor that holds naming rights to a team may not sponsor other teams in the league in any capacity. No person or entity acting as an owner, partial or total, or as a corporate officer (e.g. CEO, COO, CFO, etc.) for one organization may sponsor a team of a different organization through themselves, a direct connection, another organization they represent, or a proxy.

3.1.2 Sale of Sponsorships Cooldown Provision

Any person or entity who engages in the sale or management of sponsorships for multiple LCS teams during the course of an LCS split may not hold a controlling interest in any LCS or Challenger Series team for a period of no less than two years following the last day of the LCS split during which he/she represented multiple teams.

3.2 Roster Requirements

Each team is required to maintain, at all times during the LCS, one General Manager ("**GM**"), one head coach, five players in the starting lineup ("**Starters**"), and at least two substitute players ("**Substitutes**"). For the avoidance of doubt, Starters and Substitutes are subject to the same roster eligibility requirements. No individual may simultaneously hold two or more of the roles listed above. The required combination of five Starters and at least two Substitutes is referred to herein as the "**Minimum Viable Roster**."

The Starters and Substitutes are considered collectively as the "**Active Roster**." Teams may also hold up to a maximum of three reserve players who are in the process of becoming eligible to be starters but aren't yet. Examples include but are not limited to players who are 16, have applied for but not yet received a visa which will grant them work eligibility, or are serving out a competitive ban ("**Reserves**.") Reserves are considered to be on the "**Reserve Roster**." Collectively, all players on the Active and Reserve Roster are considered to be on a team's **"LCS Roster**."

A team must have at least 7 players on its Active Roster (i.e. the Minimum Viable Roster) and no more than 3 players on its Reserve Roster at all times. In total, a team may have no more than 10 players on its LCS roster at any given time. If a player is removed from the LCS Roster he or she may elect to terminate his or her contractual obligation to the organization and become a free agent.

All players on the LCS Roster must have held a peak solo queue ranking within the last year of Diamond 3 or above. Changes to the Active Roster may occur as described in Section 4 below.

The LCS Roster will be displayed on lolesports.com. The LCS Roster on the website will be updated upon proper filing of documentation. Once an acquisition is confirmed, the acquisition will be placed on the website. The LCS Roster on that website will be considered the most up to date roster that could be applied within a reasonable time. Roster eligibility is still at the discretion of LCS officials.

All players on the LCS roster must have a written contract with the team they are playing for. For the avoidance of doubt, verbal assignment of a written contract does not satisfy this requirement. Assignments of written contracts must also be in writing. The written contract must represent the entirety of obligations between player and organization. Any obligation outside of the contract which has not been submitted to the league will not be recognized by the league.

An LCS player is only allowed to compete for the one LCS team that he or she has a contract with. A player will not be allowed to compete for more than one organization simultaneously and therefore cannot be listed on the roster of more than one team. An

LCS player can only be contracted to one team globally and if he or she currently has a contract with a team in another region he or she must disclose that information. To verify that these players are officially under contract, each team must submit the Summary Sheet from the Player Services Agreement ("**Summary Sheet**") for each player they wish to designate as under contract. For the avoidance of doubt, the Summary Sheet is itself not a Player Services Agreement but rather a summary of some key terms of the Player Services Agreement needed by the league to verify eligibility and confirm agreement by player and team.

A contracted LCS reserve player must receive permission from the team owner to whom he is contracted before competing for a Challenger Series team of a different owner. Permission can be submitted via email to an LCS or CS official and must have the requisite loan form. The loaned player can only represent one roster for the remainder of the split after the Free Agent deadline has passed.

3.3 Head Coach

Each team will be required to have a designated head coach who will be considered the official coach for the team. The head coach will be listed on Lolesports.com. The head coach cannot be a starting player, substitute player, active player on a challenger series team, owner, and/or manager for a professional team or a challenger team. The coach will be required to be on-site for every game that the team participates in.

The coach can only represent one organization. The coach cannot be an employee of a different organization's LCS team in any capacity. The eligibility of the coach will be at the discretion of LCS officials.

If a coach is relieved of his or her position, which means no longer under contract with the organization, then that person cannot act as a coach for the same team for 3 game weeks. If the coach is still under contract, then he or she can be reinstated as the coach at the will of the organization as long as LCS officials are informed. An interim coach can be designated until a full-time coach is found in the instance where a coach is no longer under contract. An interim coach can only act as a coach for 3 matches during the regular season or 1 match in the playoffs. If the head coach is unable to make a game, the GM must assign an interim coach to be on-site instead. The interim coach can be the manager of the organization. If a coach is not present on-site, then the team is subject to penalties.

3.4 General Manager

One designated team staff member who is responsible for administering team commitments associated with weekly LCS activities including, but not limited to, content requests, game schedule, onsite studio coordination, roster management,

paperwork submissions for team compliance, 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 Roster Submission

At a time designated by LCS officials before the start of each split, each team must submit their roster to the LCS, including seven members of the Active Roster. Teams must submit an Eligibility Form, Summary Sheet, work eligibility verification, proof of residency, and other documentation necessary to establish eligibility for each member at that time. In the event that a GM elects to modify the Active Roster, the GM must submit requests in compliance with Section 4. In the event that a team selects to modify the starting lineup, the team's head coach must make a request to revise the roster to LCS officials in compliance with Section 4 below. The request must be submitted in advance of any proposed effective date of any such change, at the earliest possible date and time. A team will not be allowed to start a member for the first week of the Split that is not on the Active Roster that was declared on this date.

If a request is submitted too late for LCS to make reasonable arrangements for a new player to travel to an LCS match, LCS may, at their discretion, hold the team responsible for the incremental costs of such player's travel, regardless of any other rules to the contrary. LCS reserves the right to approve or deny any such request, based upon the eligibility of the players involved and the compliance with the Rules of such request.

3.6 Substitutions

Requests to modify a starting lineup for the team's first games on a regular season week may not be submitted any later than one hour prior to the start of that broadcast and/or webcast.

LCS shall make available to each team playing a match the roster of their opponent as follows: (i) For teams playing in the first match of the day, rosters will be made available one hour prior to broadcast; (ii) For teams playing in any subsequent match, rosters will be made available at the completion of the first game of the immediately preceding match. For example, if two matches are scheduled with the first match starting at 3 pm, teams involved in the first match will have their opponent's roster information made available at 2 pm. Teams involved in the later match will have their opponent's roster information made available to them when game 1 of the 3 pm match concludes.

A team may substitute a player within a match. The team must notify an LCS 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 an LCS official no later than 5 minutes following game 1. A team will be allowed a roster of 6 eligible players for the playoffs barring any extenuating circumstances. The 6 players will be locked at the beginning of the playoffs.

In the event of an emergency, a team will be given up to two hours to find an immediate substitute for a game. If a replacement cannot be found then the team will forfeit. LCS officials will determine if an event qualifies as an emergency.

3.7 Team Names, Team Tags, and Player Names

Teams will be permitted a tag of 2-3 characters to be added to the front of each player's Summoner Name on the tournament realm. These tags must be upper-case letters or numbers 0-9 only. Team tags must be unique globally, so a team cannot share a tag with another professional team from any region.

Summoner Names may include upper-case letters, lower-case letters, numbers 0-9, underscores, or single spaces between words only. Summoner Names must not exceed 12 characters including spaces. No additional special characters will be allowed for team names, Summoner Names, or tags. Summoner Names and Team Names may not contain: vulgarities or obscenities; LoL champion derivatives or other similar character names; or derivatives of products or services that may create confusion. Summoner names must be unique globally, so a player cannot share a Summoner Name with a professional player from any region.

All Team Tags, Team Names, and Summoner Names must be approved by LCS officials in advance of use in play. Name changes are not allowed except under certain extenuating circumstances, but must be approved by LCS officials prior to use in an LCS game. Any cosmetic change to logos, team names, etc. must be made 72 hours in advance of the first regional LCS game of the week. LCS officials have the ability to deny a team name if it does not reflect the professional standards sought by the LCS and the team will be required to change their name.

3.8 Sponsorships

An LCS team has the ability to acquire sponsors throughout the LCS. Sponsorship acquisition is unrestricted except by the prohibited list within these rules and the team agreement. The LCS officials have the ability to update the category list at any time. The following is a nonexclusive list of limited sponsors:

3.8.1   Gambling Websites: defined as any website that aids or abets the wagering of funds on a sporting/esporting event and/or allows for the wagering of funds in casino games including poker.

3.8.2   Non-"over-the-counter" drugs

3.8.3   Account sharing/skin selling websites

3.8.4   Firearms, handguns, or ammunition providers

3.8.5   Websites displaying or related to pornographic imagery or products

3.8.6   Products or services from direct competitors

3.8.7   Tobacco products

4. Active and Reserve Roster Changes

LCS teams are authorized to use four methods to make changes to its Active Roster and Reserve Roster: (1) trading players with other LCS or CS teams or inter-regional teams; (2) signing (or releasing) free agents; (3) loaning a player to or receiving a loaned player from a CS team; and (4) promoting Substitutes from the team's Reserve Roster to Active Roster. All substitutions shall be made subject to the requirements of Section 2.2.

4.1 General Roster Change Rules

4.1.1   **No Effect on Contractual Obligations**. Each team shall be responsible for making any and all payments to its players which are required by its Player Agreements. No change to the LCS Roster shall relieve an LCS team of its contractual obligation to pay each starting player the Minimum Player Compensation, as defined in Section 2.2.

4.1.2   **No Contract Violations**. Any change to the LCS Roster which violates any provision of a Player Services Agreement shall be ineffective, and any team seeking a change to the LCS Roster shall have the responsibility to ensure that all proper approvals are sought and procured before the change would be considered to take effect.

4.1.3   **Full Roster Requirement**. No change to the LCS Roster shall relieve an LCS team of the requirement to maintain a Minimum Viable Roster during the Regular Season. At any point if a team falls below seven players on its Active Roster, they will be subject to penalties, unless given permission to drop below the minimum at the discretion of the LCS officials.

4.1.4   **Scope of Policy**. This Section is intended only to govern LCS Roster changes submitted by teams and does not address mandatory player substitutions which may be required by LCS as a result of the death or disability of an LCS player or the suspension or banning of a player by LCS as a result of the violation of these Rules.

4.1.5   **Effect of Removal From LCS Roster**. Any player who is released from a team's Active and Reserve Roster may terminate his or her Player Services Agreement.

4.1.6   **Player Acquisition Restriction**. Any player who leaves or is removed from an LCS Roster (for any reason) may not re-join that LCS Roster as a result of a later trade, free agent signing, or any other type of transaction (including a loan) until a minimum of at least three game (3)

weeks has elapsed following the effective date of the transaction that resulted in their most recent removal from the Active Roster unless granted a hardship exemption at league discretion. A game week is defined as a week in which LCS matches are being played.

4.1.7   **Roster Eligibility.** Teams are required to have documentation submitted to ensure a Minimum Viable Roster at least twenty-four hours prior to the first match played in that competitive week. For example, if the first match of the week begins at 3:00pm PT on Friday, all teams must have documentation submitted to ensure a Minimum Viable Roster by 3:00pm PT on Thursday.

4.1.8   **Change Submission Deadline**. If a team wishes to (i) add a player to its roster (whether as a Starter, Substitute or Reserve) through a free agency signing or a trade, or (ii) promote a player from the Reserve Roster to the Active Roster, that addition or promotion must be declared to an LCS official more than 48 hours before the match where the player would be utilized. Additions to a team's roster or promotions from the Reserve Roster to the Active Roster less than 48 hours before a match are permitted, but the player will be ineligible for any such match.

4.1.9   **LCS Approval**. LCS 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.

4.1.10   **Effective Date**. Upon approval by LCS, a free agent signing, contract termination or trade will be considered effective immediately as an addition to the Active Roster, unless the submitted request form explicitly states a later effective date, subject to the restrictions set forth in 4.1.12 and 4.1.13.

4.1.11   **Competitive Disclosures**. The LCS reserves the right to notify the participants in any match within 48 hours of the start of that match, the details of any roster change request has been submitted to LCS that would affect that match, to the extent such roster change has not been publicly announced. This rule is intended for situations where a transaction is timely submitted to LCS 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.

4.1.12   **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 12:00:00 am Pacific time)	Roster Change Deadline (all times are 5:00pm Pacific time)
Spring Split	November 21, 2016	March 7th, 2017
Summer Split	May 22nd, 2017	July 25th, 2017

4.1.13 **Spring Split Additions to the Inactive Roster**. From the period March 7, 2017 at 5:01 pm through May 21, 2017 at 11:59 pm, a team may sign players to its Reserve Roster up to the maximum 3 reserve spots (subject to the requirement that the team not exceed 10 players on the roster). Players added during this period are ineligible for play until the Roster Change Start Date for Summer Split.

4.2 Player Trades

An LCS team may trade players with other LCS teams, CS teams or inter-regionally, as follows:

4.2.1 **Quantity**. There is no maximum total number of players who may be traded per split or per season.

4.2.2 Asymmetrical Trades

4.2.3.1 Trades are not required to be structured as symmetrical exchanges (*e.g.,* 1-for-1, 2-for-2).

4.2.3.2 Players may be traded according to any formula or ratio (e.g., 2-for-1, 3-for-2).

4.2.3.3 A trade may exchange one or more Starters for one or more Reserve players, without limitation.

4.2.3.4 Trade transactions are not limited to two teams per transaction. A trade deal may include players from two or more LCS teams, without limitation. An example of a three-team trade (a "Triangular Trade"):

4.2.3.4.1 Team A trades Player X to Team B.

4.2.3.4.2 Team B trades Player Y to Team C.

4.2.3.4.3 Team C trades Player Z to Team A.

4.2.3 Trades for Cash

Players may be traded from one team to another in exchange for a payment of cash or other consideration, so long as such transaction does not violate any other Rule(s). Hybrid transactions, where a

player is traded in exchange for a combination of one or more players plus cash and/or other consideration, is also permitted.

4.2.4   Inter-Regional Trades

North American players may be traded for any players within any region and vice-versa, subject to the eligibility requirements of Section 1.2.

4.2.5   **No Protected Players**. As part of the Summary Sheet, teams are required to declare any partially protected players.

  4.2.7.1 Teams and players, however, may negotiate their own "no trading" or "no assignment" deals, which, if effective and enforceable, would render such players ineligible for trades.
  4.2.7.2 There are no LCS-recognized "Franchise Players" (*i.e.,* players who are ineligible for free agency and who can only change their team affiliation by either being traded or retiring).

4.2.6   **Trade Eligibility**. Teams may trade players on their LCS Roster. This includes Active and Reserve Rosters. Trades can occur across tiers as well (i.e. between LCS and Challenger).

4.2.7   **League Approval**. Trade requests must be submitted to LCS by a team in advance, in writing, and approved by LCS, in writing, before becoming effective. The trade request approval process consists of LCS confirming that the trades are occurring within the approved trading window specified in Section 4.1.12 and that all eligibility and other Rules have been observed, including involved teams complying with the requirement to maintain a Minimum Viable Roster.

  4.2.9.1 Trade requests must be made using the Trade Approval Request Form and must include the following information:

      4.2.9.1.1   Names of all teams involved.
      4.2.9.1.2   Names of all GMs involved.
      4.2.9.1.3   Names and positions of all players involved.
      4.2.9.1.4   Starter/Reserve status of all players involved.
      4.2.9.1.5   Description of trades.
      4.2.9.1.6   The amount of any compensation being paid from one team to another as a part of any trade.
      4.2.9.1.7   Requested effective date(s) of trades.

4.2.9.2 The GM of each team involved in a trade or series of trades must sign the Trade Approval Request Form. Unsigned Trade Approval Request Forms will not be processed by LCS.

4.2.9.2.1 If a team attempts to trade a player who is subject to a Player Services Agreement which grants the player approval rights over trades, such player must also sign the Trade Approval Request Form.

4.3 Free Agent Signings.

The provisions on free agency in these Rules are designed to promote team continuity, prevent last-minute roster changes which damage team identity and cohesion, protect LCS tournament integrity, and enhance fan enjoyment of LCS tournament play. To that end, LCS has established limited periods of time or windows during which free agents can be signed. An LCS team may sign free agents as follows:

4.3.1   **Free Agent ("FA").** A Free Agent is any player eligible to participate in the LCS and either: (a) has not yet signed a valid written Player Agreement with an LCS team or (b) has been released from an LCS team or has had a contract expire without a renewal. Merely being "in negotiations" with a team does not change a Free Agent's status. Free Agents are free to sign with any LCS team, so long as they continue to meet all LCS eligibility requirements.

4.3.2   **LCS Approval**. Free agent signing requests must be submitted by a team in advance, in writing, and approved by LCS, in writing, before becoming effective. The free agent signing approval process consists of LCS confirming that the signings are occurring within the approved window specified in Section 4.1.12 and that all eligibility and other Rules have been observed. League approval will include a behavior check that can include in-game and out of game behavior. LCS approval is required for head coaches as well as players. Teams are restricted from announcing acquisitions as final until the LCS Approval process is completed, however announcements can state that the player is under review from the league. This includes acquisitions of players or coaches being re-signed to the same organization.

4.3.3.1 Free agent signings must be made using the Free Agent Signing Approval Request Form and include the following information:

4.3.3.1.1   Names of all teams involved.
4.3.3.1.2   Names of all GMs involved.

4.3.3.1.3   Names and positions of all players involved.
4.3.3.1.4   Starter/Reserve status of all players involved.
4.3.3.1.5   Requested effective date(s) of signings.

4.3.3.2 The GM of a team involved in a free agent signing must sign the Free Agent Approval Request Form. Unsigned Free Agent Signing Approval Request Forms will not be processed by LCS. The player in question must also sign the Free Agent Approval Request Form.

4.4 Promotion of Reserve Players

A head coach may promote or "bring up" a Reserve player to replace a Starter or Substitute on the team's Active Roster, or, conversely, may demote or "send down" a Starter or Substitute to the Reserve Roster.

4.4.1   **Symmetry**. When a head coach promotes a Reserve player to the team's Active Roster as a starter, that act must be performed simultaneously with a trade, demotion, or release of a player on the team's Active Roster to the extent that the promotion would result in there being more than five players in a team's starting lineup.

4.4.1.1 Status of Previous Starting Player. GMs may offer players who are demoted from the team's starting lineup a spot on the team's reserve squad; if the GM chooses not to make such an offer (i.e., the GM terminates the player), or the player declines the offer, the GM may backfill the spot on the reserve squad with a Free Agent, subject to any restrictions set forth above.

4.4.2   **LCS Approval**. Player promotion/demotion requests must be submitted to LCS by a team in advance, 48 hours before the first game of an LCS week. Changes must be submitted via email. If nothing is submitted then the team will play the most recent roster. The player promotion/demotion request approval process consists of LCS officials confirming that the player promotion/demotion is occurring at an appropriate time and that all eligibility and other Rules have been observed.

4.4.2.1 Promotion/demotion requests must be sent to an LCS official at the designated time. The necessary information is as follows:

4.4.2.1.1   Name of team involved.
4.4.2.1.2   Name of Head Coach involved.
4.4.2.1.3   Names and positions of all players involved.
4.4.2.1.4   Starter/Reserve status of all players involved.

4.4.2.1.5 Requested effective date(s) of promotions/demotions.

4.4.2.2 If a team attempts to promote or demote a player who is subject to a Player Agreement which grants the player approval rights over promotions or demotions, such player must not dispute the change. If a player disputes the change then the Player Agreement will dictate the outcome.

4.5 Player Loans

4.5.1 **Permitted Participants**. Players may be loaned (i) from an LCS roster to a Challenger Series roster; or (ii) from a Challenger Series roster to an LCS roster. Challenger Series teams that are affiliated with an LCS team and LCS teams that are affiliated with a Challenger Series team may only loan players to, or accept loans from, their affiliated "sister" team.

4.5.2 **Eligibility for Loan.** If any player has played in 4 LCS matches, which means he or she has played in at least 1 game in 4 separate matches, then that player will have a 1 week cool down period from his or her last game before being allowed to participate in a Challenger Series match. If a player has played in more than 8 LCS matches, which means he or she has played in at least 1 game in more than 8 separate matches, then that player will no longer be allowed to compete in the Challenger Series for the remainder of the split including playoff and promotion matches.

4.5.3 **Loan Timing and Deadline**. No loan may extend past the Roster Change Deadline. To the extent a loan is in effect at the time of the Roster Change Deadline, the player(s) that is/are being loaned must either be removed from the loaning team's roster and added to the borrowing team's roster permanently (through a trade, or by being dropped from the loaning roster and signed to the borrowing roster), or the loan must be terminated with the loaned player remaining on the loaning team's roster. To be clear, this means that the player can only be listed on one designated roster after the deadline, and shall only be eligible to play for one team, which includes any playoff and promotion matches.

4.5.4 **Payment of Loaned Player**. The team loaning a player to another team pursuant to these rules shall continue to own and honor the loaned player's contract. For the absence of doubt, if an LCS team loans a player to a Challenger Series team, the LCS team must

continue to make all payments to the loaned player under their Player Service Agreement (and vice-versa).

Players that are loaned from a Challenger Series team to an LCS team who are paid less than the LCS Minimum Player Compensation under their Challenger Series Player Service Agreements shall be entitled to receive, directly from the borrowing LCS team, the difference between their Challenger Series salary and a *pro rata* share of the Minimum Player Compensation on a per-match basis based upon number of games played within that match (calculated as a ratio of the number of regular-season LCS matches in which the player competed as a starter, divided by the total number of regular-season matches played by the team during the split). Such payment must be made by check, wire or ACH deposit within thirty-days of each qualifying match.

To the extent either a borrowing team or a loaning team wish to provide a borrowed/loaned player with additional compensation beyond (i) the amount due and owing under the applicable contract held by the loaning team; and (ii) any additional amount owed by an LCS borrowing team to ensure that a borrowed Challenger Series player receives the LCS Minimum Player Compensation, such additional compensation amounts shall be declared on the designated loan form (which shall be amended as necessary) and paid directly by the team providing the additional compensation by check, wire or ACH deposit upon such terms are agreed upon by the team and player. Such terms must be disclosed on the designated loan form (which shall be amended as necessary).

4.5.5 **Roster Treatment**. A player loaned (i) from an LCS roster to a Challenger Series roster; or (ii) from a Challenger Series roster to an LCS roster, shall be treated as a member of the Substitute Roster of the loaning team for all purposes as long as that player remains eligible to play on the loaning team.

4.5.6 **Form Required**. A player may be loaned from one roster to another using the designated loan form.

5. Player Equipment

5.1 LCS-Provided Equipment

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

5.1.1	PC & Monitor
5.1.2	Hand Warmers
5.1.3	Headsets and/or Earbuds and/or Microphones
5.1.4	Table and Chair

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

5.1.5	PC Keyboards
5.1.6	PC Mice and cord holders
5.1.7	Mousepads

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

5.2 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 LCS matches:

5.2.1	PC Keyboards
5.2.2	PC Mice and cord holders
5.2.3	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.

All player-owned or team-owned equipment must be submitted to LCS officials in advance for approval. Approved equipment will remain onsite with LCS officials and will only be accessible before the match. Unapproved equipment or equipment that is suspected by LCS 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, LCS 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.

5.3 Replacement of Equipment

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

5.4 Player and Coach Apparel

Players must wear official team uniforms during all LCS matches and pre-match and post-match interviews by the LCS. If no team requirement exists, players must wear pants and closed-toe shoes, as well as visible team-branded apparel, on their upper body, during the entirety of any LCS event or appearance. All starting players must wear matching apparel during the game. The matching apparel includes shirts, jerseys, and pants. Jerseys worn must be the designated jerseys set forth by the league policy. No apparel may be worn over jersey on stage. Hoodies and jackets may not be worn over or under the jerseys. Long-sleeved shirts of cotton or athletic material may be worn underneath the Team Jerseys, but no sponsor logos will be allowed on this attire. The under-jersey apparel do not need to be the same, however they must be either team colors or a neutral color.

For the avoidance of doubt, sweatpants, athletic pants, and/or pajama pants will generally not be considered appropriate attire. Athletic pants may be approved on a case-by-case basis, but require explicit official approval prior to use. Jerseys and all other apparel worn during such times are subject to the restrictions set forth in

Section 10 below, and are subject to the review and discretion of LCS officials. LCS officials will have final approval over all apparel.

Coaches must wear, at a minimum, business casual attire while at the studio. Business casual does not include: athletic wear, sneakers, team branded apparel, etc.

5.5 Computer Programs & Usage

Players are prohibited from installing their own programs and must use only the programs provided by LCS. This includes the warm-up area computers. If a player wishes to install a program onto the warm-up area computers he must first ask an LCS official.

> **5.5.1** **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.,* Skype) is not permitted. LCS officials may monitor a team's audio at the discretion of LCS.
>
> **5.5.2** **Social Media and Communication**. It is prohibited to use LCS 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.
>
> **5.5.3** **Non-Essential Equipment**. It is prohibited to connect non-essential equipment, such as cell phones, flash drives or MP3 players, to LCS computers, for any reason.

5.6 Client Accounts

Players will have Tournament Realm accounts provided for them by LCS. 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 LCS.

5.7 Audio Controls

Players will be required to maintain volume levels above minimum settings, which will be clearly marked on the controls. LCS 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.

5.8 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 an LCS official.

6. Venue, Competition Area Layout, and Schedule

6.1 General Venue Access

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

6.2 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.

6.2.1 **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.

6.2.2 **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. LCS officials will collect such devices from players in the match area and return them after the end of the match.

6.2.3 **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. LCS officials will provide such containers to players upon request.

6.3 Warm-up Area

The warm-up area (which also may be referred to as a "Green Room") will contain PCs designated by LCS 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 LCS officials at their discretion.

6.4 Other Team Member Areas

Other Team Member Areas are areas within the venue, as defined by LCS 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 LCS officials.

7. League Structure

7.1 Definition of Terms

7.1.1 **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 9.5).

7.1.2 **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")). The winning team will either receive a win tally in a league format or advance to the next round in a tournament format.

7.1.3 **Split**. Scheduled league play that will occur over an approximately three-month period of time. The 2017 Season will be divided into two splits (Spring and Summer). Each split will consist of three phases: (a) Regular Season, (b) Playoffs and Finals, which will occur at the conclusion of the Regular Season, and (c) a Promotion Tournament.

7.2 Schedule

7.2.1 North American Region

7.1.2.1 Spring Regular Season (January 20 ~ March 26)
7.1.2.2 Summer Promotion (March 31 ~ April 2)
7.1.2.3 Spring Playoffs (April 8 ~ April 23)
7.1.2.4 Summer Regular Season (June 2 ~ August 6)
7.1.2.5 Spring Promotion for 2018 Season (August 11 ~ August 13)
7.1.2.6 Summer Playoffs (August 19 ~ September 3)
7.1.2.7 NA LCS Regional Qualifier (September 8 ~ September 10)

7.3 Phase Details

7.3.1 **Regular Season**. This phase consists of ten teams, each playing 18 matches per split, in a league format against opponents within their region. Each team will face each of their opponents twice per split. Sides will be pre-determined and teams will start each an equal number of times on the blue and red sides. Teams may play a disproportionate amount of times on each side if a match requires a third game. The third game will reflect the first game of the match in regards to side set

up. Ranking in the league will be determined by percentage of wins. A full schedule of dates and games can be found at www.lolesports.com.

7.3.2   **Regular Season Tiebreaker**. In the event that multiple teams are tied in the standings at the conclusion of either Regular Season split (as defined as having the same match winning percentage), then any teams so tied will be seeded by head-to-head record. If said teams have identical head-to-head records (as defined as each team winning 50% of matches between the two teams), then winning percentage based on total games played will be used. If the teams have identical winning percentages then said teams will play one tiebreaker game to determine the final standings.

Tiebreaker games will be played following the final game of the Regular Season, but prior to the first day of the Playoffs. Tied teams will compete against each other until there is a winner.

If three or more teams are tied, the head-to-head record of all teams against all other teams involved in the tiebreaker will be considered. If a single team owns a winning record (as defined as winning more than 50% of the games) against all other teams in the tiebreaker, they are automatically granted the highest seed available in the tiebreaker (therefore winning the tiebreaker), and a new tiebreaker is declared amongst the remaining teams (i.e. head-to-head record between the remaining teams). As an example, Team A holds a 2-0 over Team B, Team A has a 1-1 with Team C, and Team C is 1-1 with Team B, then Team A will win the tiebreaker with an aggregate of 3-1 over all teams involved in the tiebreaker. Then the new tiebreaker will take place between Team B and Team C which would be an additional game.

If no team in a tiebreaker holds a winning record against all other teams, then winning percentage based on total games will be used. If teams are still tied after winning percentage based on total games is taken into consideration, then the following structures will be used:

7.3.3   **Three-way tie**: A single round-robin will be played among the three teams. If this does not result in a hierarchical ranking of teams (i.e., distinct 2-0, 1-1, and 0-2 team records), then the three teams will be randomly drawn into a single-elimination bracket where one team has a bye into the finals.

7.3.4   **Four-way tie**: The teams will be randomly drawn into a "Korean-style" or "dual" bracket, where teams play Bo1 matches throughout the tournament. The four teams will be split into two first-round matches; the winners will then face off in Game 3 while the losers face off in

Game 4. The winner of Game 3 will be declared the top seed; the loser of Game 3 will face the winner of Game 4 in a contest to determine 2nd/3rd place; and the loser of Game 4 will be declared 4th place.

7.3.5   **Five-way tie**: The teams will be randomly drawn into a single-elimination bracket, where there is a play-in between two teams for the fourth semi-final spot. The tournament will require a 3rd-place match to determine seeding.

7.3.6   **Six-way tie**: The teams will be randomly drawn into a single-elimination bracket, where two teams have byes into the semi-finals. The tournament will require a 3rd-place match and 5th-place match to determine seeding.

7.3.7   **Seven-way tie**: The teams will be randomly drawn into a single-elimination bracket, where one team has a bye into the semi-finals. The tournament will require a 3rd-place match and loser's bracket to determine seeding.

7.3.8   **Eight-way tie**: The teams will be randomly drawn into a single-elimination bracket. The tournament will require a 3rd-place match and loser's bracket (including 7th-place match) to determine seeding.

7.3.9   **Nine-way tie**: The teams will be randomly drawn into a single-elimination bracket, where there is a play-in between two teams for the final spot. The tournament will play out until all seeds are determined one through nine.

7.3.10   **Ten-way tie**: The teams will be randomly drawn into a single-elimination bracket where there are two play-in matches among four teams. The tournament will play out until all seeds are determined one through ten.

Side selection for all tiebreaker games will be determined by a coin flip.

7.3.11   **Playoffs**. This phase consists of a three-round single-elimination tournament among the top six (6) teams from the Regular Season split, seeded according to their Regular Season rank. Matchups will be reseeded in the Semifinal Round so that the #1 Seed will face the lowest remaining seed and the #2 Seed will face the highest remaining seed. The 1st- through 8th-place teams as determined by the playoffs and regular season will automatically qualify to compete in the next split. Prizes will be awarded to the top finishers (see Section 2.3). Each round will consist of best-of-five (Bo5) matches.

Any player that has competed in the CS Playoffs will not be allowed to compete in any phase of the LCS Playoffs. This will include the Regional Qualifier tournament as well. Conversely, any player that competes in the LCS Playoffs will not be allowed to compete in the CS Playoffs or Promotion Tournament.

League End-of-Split Standings

1	LCS 1st Place	Advances to Split Playoff Semifinals
2	LCS 2nd Place	Advances to Split Playoff Semifinals
3	LCS 3rd Place	Advances to Split Playoff Quarterfinals
4	LCS 4th Place	Advances to Split Playoff Quarterfinals
5	LCS 5th Place	Advances to Split Playoff Quarterfinals
6	LCS 6th Place	Advances to Split Playoff Quarterfinals
7	LCS 7th Place	Qualifies for the Next Split
8	LCS 8th Place	Qualifies for the Next Split
9	LCS 9th Place	Proceeds to Promotion Tournament
10	LCS 10th Place	Proceeds to Promotion Tournament

Example Split Playoff Bracket – LCS			
1st Round – Bo5	Semifinals – Bo5	Finals – Bo5	Champion
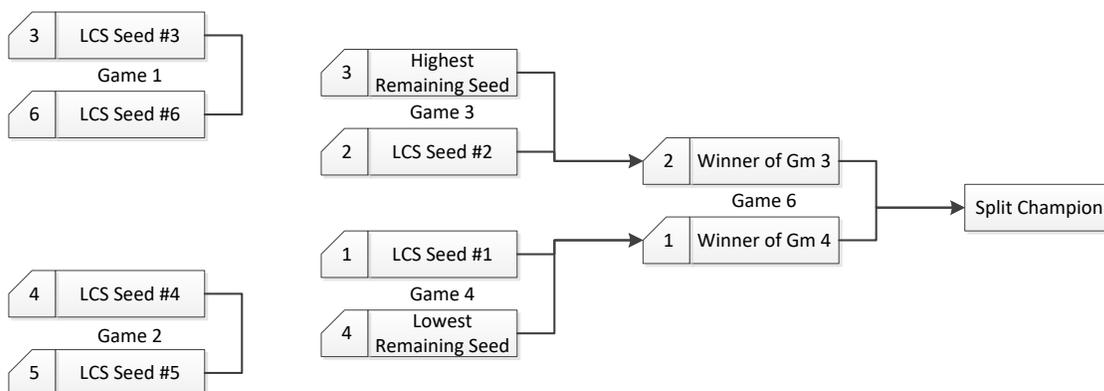
3rd Place Match – Bo5	3rd Place
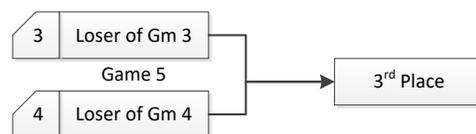
7.3.12   Championship Points. A team will be awarded points based upon the final placement of the team after the playoffs for each split. The points will be used as a determining factor for World Championship seeding and the regional qualifier. Points will be award in the following way:

Place	Spring Split	Summer Split
1st	90	AQ
2nd	70	90
3rd	50	70
4th	30	40
5-6th	10	20
7-10th	0	0

The winner of the Summer Split will automatically qualify as the 1st World Championship seed for the region. The team that has accrued the most Championship Points throughout the season will qualify as the 2nd World Championship seed for the region.

If a team that accrued championship points places in the relegation positions during the Summer Split they will lose all of the points they had acquired.

7.3.13 **Championship Points Tiebreaker**. In the event that multiple teams are tied in the standings at the conclusion of the Summer Split, then the team that gained the most points in the Summer Split will be considered the holder of the tiebreaker. In the event that two teams are tied at the 5th-6th position for the Summer Split, then Summer Split regular season win loss record will be the first tiebreaker. If both teams are tied in the Summer Split regular season, then head to head will be used to determine the tiebreaker. Summer Split regular season head to head will include any tiebreaker games needed to determine position.

7.3.14 **Regional Qualifier**. At the completion of the Summer Split Playoffs, the top 4 remaining teams based on championship points will be seeded into a bracket. The lowest two seeds will compete in match 1. The winner of match 1 will compete against the 2nd qualified seed in match 2. The winner of match 2 will compete against the highest qualified seed in match 3. The winner of match 3 will represent their region as the 3rd seed at the World Championship. All qualifier matches are best of five.

LCS Regional Qualifier

```
                                    ┌─────────────────────┐
                                    │  1ˢᵗ Seed Qualifier  │
                                    └─────────────────────┘
                                              │
                                Game 3 ───────┼──────────────►  ┌──────────────────────────┐
                                              │                 │ 3ʳᵈ Seed Worlds Qualifier │
                                              │                 └──────────────────────────┘
                                    ┌─────────────────────┐
                                    │   Winner of Game 2   │
                                    └─────────────────────┘
                                              ▲
          ┌─────────────────────┐            │
          │  2ⁿᵈ Seed Qualifier  │            │
          └─────────────────────┘            │
                    │                         │
          Game 2 ───┼─────────────────────────┘
                    │
          ┌─────────────────────┐
          │   Winner of Game 1   │
          └─────────────────────┘
                    ▲
  ┌──────────────────────┐       │
  │  3ʳᵈ Seed Qualifier   │       │
  └──────────────────────┘       │
            │                     │
  Game 1 ───┼─────────────────────┘
            │
  ┌──────────────────────┐
  │  4ᵗʰ Seed Qualifier   │
  └──────────────────────┘
```
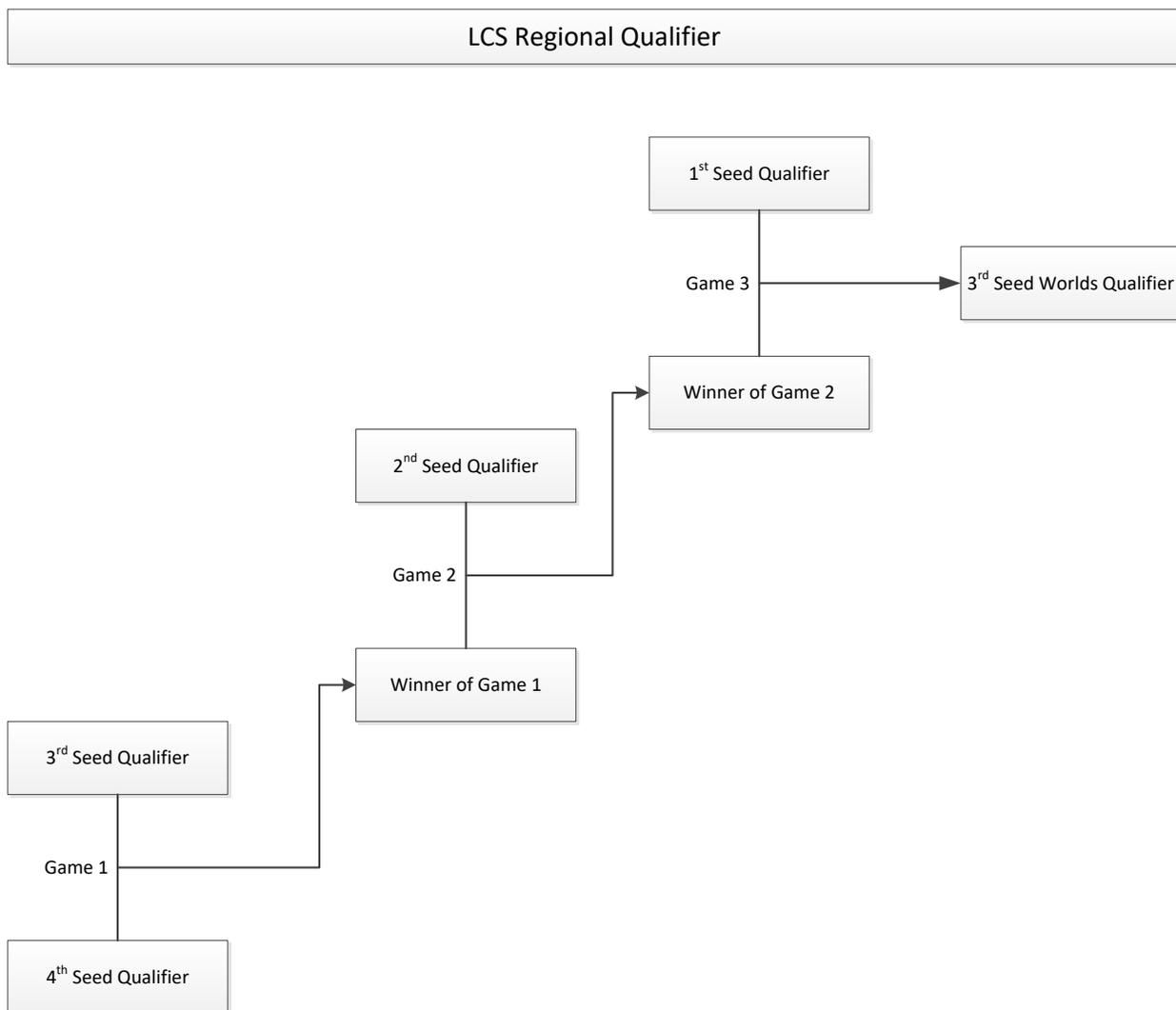
7.3.15   **Promotion Tournament**. This phase consists of matches among the bottom two finishers in the Regular Season standings against the top two qualifiers from the Challenger Series. The teams will be seeded into a "Korean-style" or "dual" bracket. The LCS teams will be seeded as described below.

The first round will consist of the lowest seeded LCS team (the 10th place finisher in the LCS regular season) facing the top seeded Challenger Series team and the 9th place finisher in the LCS regular season facing the Challenger Series 2nd place finisher.

The winners will then face off in Match 3 while the losers will face off in Match 4. The winner of Match 3 will qualify for the next split. The loser of Match 4 will be eliminated from the Promotion Tournament.

Match 5 will be held between the loser of Match 3 and the winner of Match 4. The winner of Match 5 will qualify for the next split while the loser will be eliminated from the Promotion Tournament.

No "sister" team may compete in the Promotion Tournament. If a "sister" team qualifies as the top or second seed from the Challenger Series, then the next highest placed team will take the spot of that team.

Promotion Tournament Bracket

LCS 10th Place	
Match 1	
CS #1 Seed	
	Match 1 Winner
	Match 3
	Match 2 Winner
LCS 9th Place	
Match 2	
CS #2 Seed	

Match 3 Winner Qualifies for LCS

Match 3 Loser
Match 5
Match 4 Winner

Match 1 Loser
Match 4
Match 2 Loser

Match 5 Winner Qualifies for LCS
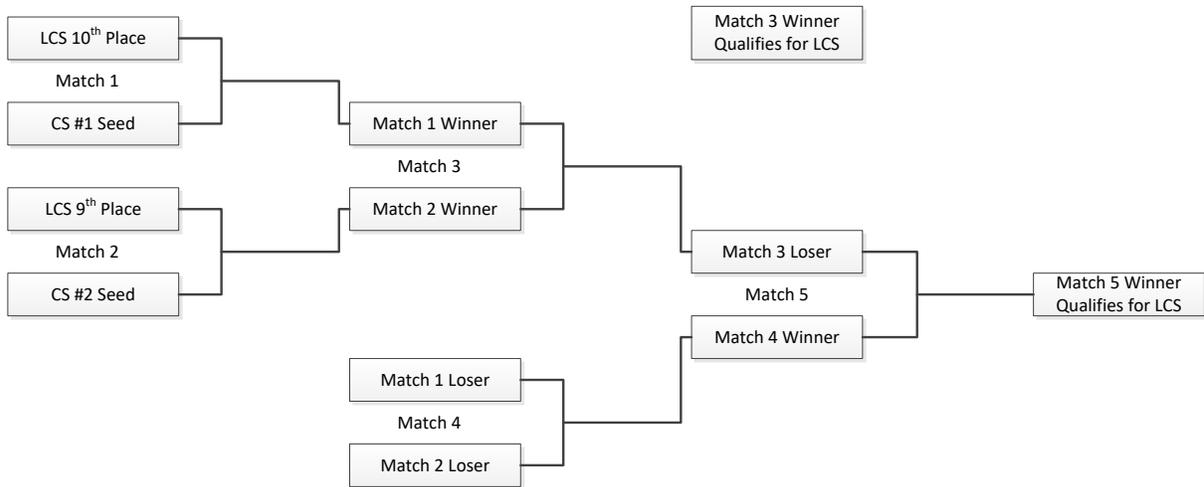
8. Match Process

8.1 Changes to Schedule

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

8.2 Arrival at Studio

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

8.3 Role of Referees

8.3.1　　**Responsibilities**. Referees are LCS 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:

8.3.1.1 Checking the team's lineup before a match.
8.3.1.2 Checking and monitoring player peripherals and match areas.
8.3.1.3 Announcing the beginning of the match.
8.3.1.4 Ordering pause/resume during play.
8.3.1.5 Issuing penalties in response to Rule violations during the match.
8.3.1.6 Confirming the end of the match and its results.

8.3.2　　**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, coach, owner, or other individual.

8.3.3　　**Finality of Judgment**. If a referee makes an incorrect judgment, the judgment can be subject to reversal. LCS officials at their discretion may evaluate the decision 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, LCS officials reserve the right to potentially invalidate the referee's decision. LCS officials will always maintain final say in all decisions set forth throughout the LCS.

8.3.4　　**Gambling Prohibition**. All rules prohibiting gambling on LoL, as found below in Section 10, shall apply to referees without limitation.

8.4 Competitive Patch & Tournament Realm

The 2017 Season 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 LCS.

8.4.1 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 1, 2017. It will be eligible to be used as an LCS competitive patch for all matches on or after 11:59pm, February 8, 2017 unless a week of games or a playoff round has started.

8.4.2 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 LCS discretion. A Champion will not be implemented if a week of games or a playoff round has started Champions or reworks released on the playoff patch will be restricted.

Example: Champion A was released February 1, 2017, so Champion A becomes eligible to be used in all LCS matches on February 8, 2017.

8.5 Pre-Match Setup

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

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

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

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

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

8.5.5   **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 LCS officials. Penalties for tardiness may be assessed at the discretion of the LCS.

8.5.6   **Acknowledgement of Pre-Match Testing**. No fewer than five minutes before the match is scheduled to begin, an LCS official will confirm with each player that their setup is complete.

8.5.7   **Player Ready State**. Once all ten players in a match have confirmed completion of setup, players may not alter their rune pages or enter a warm-up game.

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

8.6 Game Setup

8.6.1   **Start of Pick / Ban Process**. Once all ten players have reported to the official game lobby, an LCS official will request confirmation that both teams are ready for the pick/ban phase (as defined and described below). Once both teams confirm readiness, an LCS official will instruct the room owner to start the game.

The head coach will be granted on-stage access and will be allowed to communicate with the team during the Pick/Ban Process. The head

coach will exit the stage to a designated position once the countdown timer has reached 5 seconds during the Trading-Phase.

8.6.2   **Recording of Pick / Ban Process**. Picks/bans will proceed through the client's Tournament Draft feature. If picks/bans are completed substantially in advance of game setup, at the instruction and discretion of LCS officials, the LCS officials will record the official picks/bans and manually abort the game start.

8.6.3   General / Game Settings

8.6.3.1 Map: Summoner's Rift
8.6.3.2 Team Size: 5
8.6.3.3 Allow Spectators: Lobby Only
8.6.3.4 Game Type: Tournament Draft

(See Setup screen below)
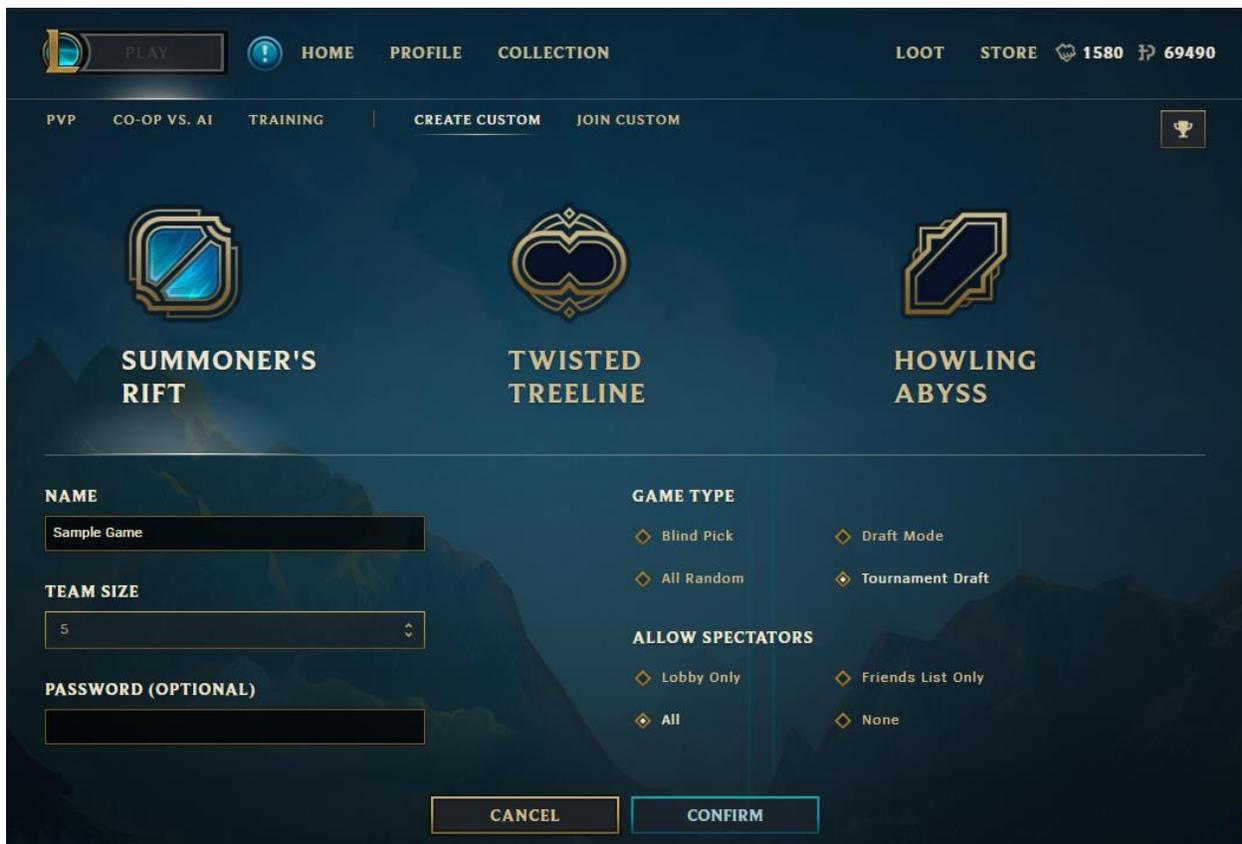
8.7 Pick / Ban Phase & Side Selection

8.7.1   **Tournament Draft**. LCS 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 an LCS official.

8.7.2   **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, masteries, or Summoner spells, or for any other reason as determined at the discretion of the LCS.

8.7.3   **Side Selection**. Teams' sides will be pre-selected during the regular season by LCS as set forth in Section 7.3.1. In the playoffs, the higher-ranked seed will have side selection for odd-numbered games (e.g. Games 1, 3, and 5), while the lower seed will have side selection for even-numbered games (Games 2 and 4). For example, the higher seed may choose to play game 1 on blue side, but game 3 and 5 on red side and the lower seed may choose to play game 2 on red side and game 4 on blue side. The higher seed will be required to submit their final decision for game 1 by the deadline to submit starting rosters.

Side declaration for best of matches will be decided between games after game 1. Teams with side choice for the respective game (lower seed for game 2 and 4, higher seed for game 3 and 5), will have 4 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.

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

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

8.7.6 **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.

8.7.7 **Game Start After Pick/Ban**. A game will start immediately after the pick/ban process is complete, unless otherwise stated by an LCS official. At this point, LCS 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."

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

8.7.9 **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.

9. Game Rules

9.1 Definition of Terms

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

    9.1.2   **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.

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

9.2 Game of Record

A game of record (**"GOR"**) refers to 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 GOR status, the period ends in which incidental restarts may be permitted and a game will be considered as "official" from that point onward. After the establishment of GOR, game restarts will be allowed only under limited conditions (see Section 9.4). Examples of conditions which establish GOR:

    9.2.1   Any attack or ability is landed on minions, jungle creeps, structures, or enemy Champions.

    9.2.2   Line-of-sight is established between players on opposing teams.

    9.2.3   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.

    9.2.4   Game timer reaches two minutes (00:02:00).

9.3 Stoppage of Play

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

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

9.3.2   **Player Pause**. Players may only pause a match immediately following any of the events described below, but must signal an LCS official immediately after the pause and identify the reason. Acceptable reasons include:

9.3.2.1 An Unintentional Disconnection

9.3.2.2 A hardware or software malfunction (*e.g.* monitor power or peripheral disability or game glitch)

9.3.2.3 Physical interference with a player (*e.g.,* fan gank or broken chair)

Player illness, injury, or disability is not an acceptable reason for a player pause. In such a situation, the team must alert an LCS official, who may in his/her sole discretion, grant a pause in order to evaluate the identified player to determine whether player is ready, willing, and able to continue playing within a reasonable period of time, as determined by the LCS official, but not to exceed a few minutes. If the LCS official determines that the identified player is not able to continue playing within such reasonable period of time, then the identified player's team shall forfeit the game unless an LCS official, in his/her discretion, determines that the game is subject to an Awarded Game Victory (see Section 9.5).

9.3.3   **Resuming the Game**. Players are not permitted to resume the game after a pause. After clearance from an LCS 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, the in-client spectators will unpause the game.

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

9.3.5   **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.

9.4 Game Restart

The decision of which condition(s) shall justify a game restart is solely at the discretion of LCS officials. Examples are listed below for purposes of illustration only:

9.4.1   **Restarts Before GOR**. The following are examples of situations in which a game may be restarted if GOR has not been established.

9.4.1.1 If a player notices that player's rune, mastery, 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.

9.4.1.2 If an LCS official determines that technical difficulties will not allow for the game to resume as normal (including a team's ability to be in proper position for certain game events, such as minion spawn).

9.4.2   **Restarts After GOR**. The following are examples of situations in which a game may be restarted after GOR has been established.

9.4.2.1 If a game experiences a critical bug at any point during the match which significantly alters game stats or gameplay mechanics.

9.4.2.2 If an LCS official determines that there are environmental conditions which are unfair (*e.g.* excessive noise, hostile weather, unacceptable safety risks).

9.4.3   **Restart Protocol**. If a game experiences a critical bug at any point during the match that significantly alters game stats or gameplay mechanics, or the external environmental conditions become untenable then a restart may occur.

Certain circumstances must be met before a restart may occur. LCS officials must determine that the bug is critical and verifiable. For the bug to be considered critical, the bug must significantly damage a player's ability to compete in the game situation. The determination of whether the bug has damaged a player's ability to compete is up to the sole discretion of the LCS officials. In order for a bug to be considered verifiable, the bug must be conclusively present and not possibly attributable to player error. The spectator must then be able to replay the instance in question and verify the bug.

If a player believes s/he has experienced a critical bug, s/he must pause the game and alert a referee in a timely fashion. If it is believed that a

player is attempting to delay reporting of a bug to wait for a possible restart at a more advantageous time, then a restart will no longer be granted.

If LCS officials determine that the bug is critical and verifiable and that the player followed the pause protocol, then the disadvantaged team will be presented with the option for a restart. If the team accepts, officials will attempt to utilize the Deterministic Disaster Recovery Tool to recover the game. If the tool is able to recover the game, then a point prior to the bug will be selected by the Head Referee. The Head Referee will attempt to find an appropriate "dead ball" state prior to the bug occurring. A "dead ball" state means a point in the game when neither team is heavily engaged on each other, although some minor engagement may still constitute a "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.

If the Deterministic Disaster Recovery Tool is not able to recover the game, then the game will immediately be restarted as per the rules established in Section 9.4. An exception to Rule 9.4 is if the restart 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).

This section is applicable if the pause is directed as per Section 9.3.1 and does not limit the ability of an LCS official to institute a restart.

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

9.4.5   **Player Confirmation of Settings**. Each team captain shall verify that every player on his/her team has finalized their intended game settings (including runes, masteries, controls, and GUI settings) before GOR is established. Any error in verification is not grounds for a game restart after GOR is established.

9.5 Awarded Game Victory

In the event of a technical difficulty which leads LCS officials to declare a restart, the LCS may instead award a game victory to a team. If a game has been played for more than 20 minutes on the game clock (00:20:00), LCS 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 in the determination of reasonable certainty.

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

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

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

9.6 Post-Game Process

9.6.1 **Results**. LCS officials will confirm and record game result.

9.6.2 **Tech Notes**. Players will identify any tech issues with LCS officials.

9.6.3 **Break Time**. LCS 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 at least 8 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.

9.6.4 **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.

9.7 Post-Match Process

9.7.1 **Results**. LCS officials will confirm and record the match result.

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

9.7.3   **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 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 him or herself 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

10. Player Conduct

10.1 Competition Conduct

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

10.1.1.1 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, and can be done to the sole benefit of the parties involved in the cooperation or conspiracy. The list of conspirators is not exhaustive. Collusion includes, but is not limited to, acts such as:

10.1.1.1.1 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.

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

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

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

10.1.1.1.5 Conspiring to predetermine locations for free agents and/or conspiring to fix the salaries of contracts for team members and/or potential team members.

10.1.1.2 Competitive Integrity. Teams are expected to play at their best at all times within any LCS 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.

10.1.1.3 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.

10.1.1.4 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 LCS officials, is not functioning as intended.

> **10.1.1.5 Spectator Monitors.** Looking at or attempting to look at spectator monitors.
>
> **10.1.1.6 Ringing.** Playing under another player's account or soliciting, inducing, encouraging or directing someone else to play under another player's account.
>
> **10.1.1.7 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.
>
> **10.1.1.8 Intentional Disconnection.** An intentional disconnection without a proper and explicitly-stated reason.
>
> **10.1.1.9 LCS Discretion.** Any other further act, failure to act, or behavior which, in the sole judgment of LCS officials, violates these Rules and/or the standards of integrity established by LCS for competitive game play.

10.1.2 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 LCS 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.

10.1.3 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.

10.1.4 Abusive Behavior. Abuse of LCS 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.

10.1.5 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 LCS studio personnel.

10.1.6 **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 the Starter's team.

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

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

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

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

10.1.7.4 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.

10.1.7.5 Advertising any pornographic website or pornographic products.

10.1.7.6 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 LCS or its affiliates to, any claim of infringement, misappropriation, or other form of unfair competition.

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

10.1.7.8 The LCS 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.

10.1.8 **Identity**. A player may not cover his or her face or attempt to conceal his or her identity from LCS officials. LCS 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 LCS officials. For this reason, as well as those listed in Section 5.7, hats are not allowed.

10.2 Unprofessional Behavior

10.2.1 **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.

10.2.2 **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.

10.2.3 **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.

10.2.4 **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.

10.2.5 **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.

10.2.6 **Tribunal Punishment**. If a Team Member is found guilty and punished by the Riot Tribunal, LCS officials may assign an additional competition penalty at their sole discretion.

10.2.7 **Releasing Information Without Approval**. Teams will be asked to submit paperwork for approval or visibility throughout the LCS season. This paperwork is necessary for maintaining expectations throughout

the league. Early announcements can disrupt the competitive scouting a team would use to create strategies for upcoming matches. For this reason, if a Team Member has been told not to release information, as it may undermine the competitive process, and the Team Member proceeds to release said information, then the Team Member and/or Team will be subject to penalties.

10.2.8   **Player Behavior Investigation**. If LCS 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, LCS officials may assign penalties at their sole discretion. If an LCS 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 LCS official creating an obstruction of the investigation then the Team and/or Team Member is subject to punishment.

10.2.9   **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.

10.2.10   **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.

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

10.2.12   **No Poaching or Tampering**. No Team Member or Affiliate of a team may solicit, lure, or make an offer of employment to any official coach or player who is signed to any LCS team, nor encourage any such official coach or player to breach or otherwise terminate a contract with said LCS 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 (i.e. a general statement aimed at the entire marketplace). 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 (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 LCS officials.

To inquire about the status of an official coach or player from another team, managers must contact the management of the team that the player and/or official coach is currently contracted with. The inquiring team must provide visibility to LCS officials before being able to discuss the contract with a player. A team may list a player or coach as free to speak with any other team by signing the Availability Declaration Form which will be considered a waiver of poaching and tampering protection for that individual.

Contracts for players can be found on the Global Contract Database.

10.2.13 **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.

10.2.14 **Non-Compliance**. No Team Member may refuse or fail to apply the reasonable instructions or decisions of LCS officials.

10.2.15 **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.

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

10.3   Association with Gambling

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

10.4   Subjection to Penalty

Any person found to have engaged in or attempted to engage in any act that LCS 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 LCS.

10.5   Penalties

Upon discovery of any Team Member committing any violations of the rules listed above, the LCS may, without limitation of its authority under Section 10.4, issue the following penalties:

10.5.1   Verbal Warning(s)

10.5.2   Loss of Side Selection for Current or Future Game(s)

10.5.3   Loss of Ban for Current or Future Game(s)

10.5.4   Fine(s) and/or Prize Forfeiture(s)

10.5.5   Game Forfeiture(s)

10.5.6   Match Forfeiture(s)

10.5.7   Suspension(s)

10.5.8   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. LCS, 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 LCS.

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 Legend professional competition are taking place (i.e. January through October).

Infractions will be governed by the LCS Penalty Index which can be found here:

https://riot-web-static.s3.amazonaws.com/lolesports/Rule%20Sets/LCS_Penalty_Index.pdf

Or the Global Penalty Index for major infractions which can be found here:

https://riot-web-static.s3.amazonaws.com/lolesports/Rule%20Sets/Global_Penalty_Index.pdf

10.6   Right to Publish

LCS 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.

11. Spirit of the Rules

11.1   Finality of Decisions

All decisions regarding the interpretation of these rules, player eligibility, scheduling and staging of the LCS, and penalties for misconduct, lie solely with LCS, the decisions of which are final. LCS 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.

11.2   Rule Changes

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

11.3   Best Interests of the LCS

LCS 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. LCS 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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