



# 2025 Official Rules (v25.5)

League of Legends Championship of the Americas

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# 1. Introduction

## 1.1. Background

Riot Games, Inc. (“**RGI**”) and/or its affiliate companies (collectively referred to as “**Riot**,” “**Riot Entities**,” or individually as a “**Riot Entity**”) have established the League of the Americas Ruleset (“**Rules**”) for competitive play of League of Legends (“**LoL**”) in the Americas region. These Rules are designed solely to ensure the integrity of the League of the Americas North (“**LTA North**”) and South (“**LTA South**”), collectively referred to as League of Legends Championship of the Americas (“**LTA**”), with “**League Entity**” referring to the applicable Riot Entity in each contract.

## 1.2. Application of the Rules

- 1.2.1. Riot has created the League of Legends Global Esports Policies (the “**LoL Global Policies**”) and the Rules to set forth certain policies, rules and procedures that will apply to all Team Entities that have entered into the Team Participation Agreements with the League Entity and have been admitted by contract to compete in the League of the Americas.
- 1.2.2. Standardized rules benefit all parties who are involved in the professional play of LoL. The LoL Global Policies in addition to the Rules will apply to and be binding on each of (i) the individual (natural person), entity and/or group (“**Owners**”) who registered a team to participate in the League of the Americas (“**Team**”), and (ii) to each Team’s players (“**Players**”), coaches (“**Coaches**”), managers, owners and other representatives (the foregoing collectively, “**Team Personnel**”).
- 1.2.3. These Rules are in addition to, and not in lieu of any supplementary rules enforced in each of the leagues. In the event of a conflict between the Rules and any supplementary rules, the provisions that are most protective of Riot (as determined by Riot in its sole discretion) will govern.

## 1.3. Due Diligence Requirements

Teams shall fulfill all due diligence requirements prior to their participation in the LTA. Failure by the Teams to meet these requirements by the specified deadline set by Riot may result in disqualification or other penalties as determined by Riot.

## 1.4. Disciplinary Action

Riot shall be entitled to undertake such disciplinary procedures as it determines in relation to any breach of, or failure to comply with, these Rules, any Owners or Team Personnel and to impose such fines, suspensions, disqualifications and other disciplinary actions (or combinations thereof) at the discretion of Riot (collectively, “**Disciplinary Actions**”); and such Disciplinary Actions (i) may be

publicly disclosed by Riot, and (ii) are reasonable and necessary in order to maintain the competitive integrity of the LTA or the goodwill associated with LoL.

### 1.5. **Best Interests of the League**

Individuals charged to oversee and manage league operations may act with the necessary authority to preserve the best interests of the League ("**League Officials**"). This power is not constrained by the lack of any specific language in this document. League Officials may use any form of punitive actions at their disposal against any entity whose conduct is not within the confines of the best interests of the League.

### 1.6. **Finality of Decisions**

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

### 1.7. **Official Language**

The official language of the Rules is English. All documents, communications, rulesets, policies, disciplinary proceedings, and competitive rulings will be written and communicated in English. In cases where translations are provided for convenience only, such translations are unofficial, and the English version shall prevail.

## 2. **League Structure**

### 2.1. **Definitions**

**2.1.1. Champion.** A champion is a unique LoL playable character with distinct abilities and stats.

**2.1.2. Coin Flip.** A method for making a random choice between two options by tossing a coin, either physically or digitally with the assistance of third-party apps, with the Team choosing heads or tails first according to the alphabetical order of the official Team name, excluding sponsors, and using the result to decide the applicable outcome.

**2.1.3. Game.** Game is an instance of League of Legends competition on the Summoner's Rift map.

**2.1.4. Local Time.** The governing time zone will be the local time of the relevant city detailed below:

2.1.4.1. **For LTA North:** Los Angeles

#### 2.1.4.2. **For LTA South:** São Paulo

- 2.1.5. Match.** Match is a set of Games that is played until one Team wins a majority of the total Games. The winning Team will either receive a win tally in a league format or advance to the next round in a tournament format. In a best-of-one format, the terms Game and Match may be used interchangeably. Best-of-one, best-of-three and best-of-five may be abbreviated with Bo1, Bo3 and Bo5 respectively throughout the Rules.
- 2.1.6. Phase.** A Phase is a distinct segment within a Split where Teams compete according to a specific format, such as the Regular Season, Playoffs, or other structured competitions. Each Phase serves a unique purpose, such as establishing rankings, determining qualifications, or advancing Teams to the next stage of the Split.
- 2.1.7. Regular Season.** A Regular Season involves Teams competing within the LTA to establish rankings and determine spots in the Playoffs or other Phases of the applicable Split.
- 2.1.8. Season.** A Season is the period of time during each year in the Term in which League Games will take place, beginning on the date of the first Preseason game in a given year and ending on the date of the last game of the World Championships for such year.
- 2.1.9. Split.** A Split is a competitive stage within the Season where Teams compete across different Phases, such as the Regular Season, Playoffs, or other formats, to determine rankings, qualifications, and performance outcomes.

## 2.2. **League of the Americas Overview**

The League of the Americas spans three splits—Split 1, Split 2, and Split 3—each with distinct Phases and formats that progress from regional to cross-league play. Split 1 involves regional brackets leading to an Americas Stage, where the winner qualifies for the First Stand Tournament. Split 2 features a multiphase format starting with single round robin Bo1 moving into two groups of single round robin Bo3 and concluding with Bo5 playoffs within each League, with the top Team in each conference advancing to the Mid-Season Invitational (MSI). Split 3 will consist of a Pick and Play Phase, an Elimination Phase and a culminating playoffs between top Teams from both conferences to determine the Split 3 Champion. The League of the Americas concludes with a Promotion Tournament that affects Team placements for the next competitive season, with performance in each Split influencing seeding and qualification in subsequent stages.



Note: This information may change based on the format of the individual Splits within a Season. A full schedule of dates and Matches can be found at [www.lolesports.com](http://www.lolesports.com).

### 2.3. Split 1 Schedule

Regular Season	January 25	February 9
Week 1 Roster Lock	January 14 at 5:00pm Local Time	
Split 1 GCD Roster Lock	February 4 at 5:00pm Local Time	
Playoffs Roster Lock	February 11 at 5:00pm Local Time	
Cross Americas Playoffs	February 15	February 23

### 2.4. Split 2 Schedule

Roster Unlock	March 4 at 5:00pm Local Time	
Regular Season	April 5	May 18
Week 1 Roster Lock	March 25 at 5:00pm	
Split 2 GCD Roster Lock	May 6 at 5:00pm Local Time	
Playoffs Roster Lock	May 20 at 5:00pm Local Time	
Playoffs	May 22	June 8

### 2.5. Split 3 Schedule

Rosters Unlock	July 1 at 5:00pm Local Time	
Regular Season	August 1	September 7

Week 1 Roster Lock	July 22 at 5:00pm Local Time	
Roster Lock	August 26 at 5:00pm Local Time	
Playoffs Roster Lock	September 9 at 5:00pm Local Time	
Playoffs	September 18	September 28

## 2.6. Fearless Draft

Throughout every Match during the year, Teams will be utilizing the Fearless Draft Mode.

- In Fearless, Champions that are picked by a Team may not be used again in the duration of that Match for either Team. For example, if A Team selects Aatrox, Sejuani, Orianna, Xayah and Rakan in their pick ban of Game 1 of the Bo3 (or Bo5) Match, Team A and Team B will not be able to use any of the previously selected Champions for the remainder of the Match, regardless of win or loss each Game.
  - In a Bo5, the same process will occur for each Game resulting in 50 Champions overall being banned for Game 5 if needed (40 via Fearless, 10 via the bans in pick ban). In the event a Player picks a Champion that was banned via Fearless, the Champion select will be immediately remade and the associated Team who made the error may be penalized.
  - In the event a Player picks a champion that was banned via Fearless, the Champion select will be immediately remade and the associated Team who made the error will be penalized.
- 2.6.1.** Picks and Bans will follow the standard Snake Draft Mode. Champions banned via this process are available for Teams to select in following Games (unless otherwise banned via Fearless).
- 2.6.2.** Tournament Organizers may utilize a third-party draft solution to complete Fearless if necessary.

## 3. Split 1

### 3.1. Split 1 Phases

Split 1 consists of two Phases: the Regional Bracket and the Americas Stage. In the Regional Bracket Phase, eight Teams in each LTA North and LTA South will

start in a modified double elimination bracket. Teams will be seeded from #1 to #8 and will face off against opponents in Bo1, Bo3 or Bo5 Matches, respectively. The Top 4 Teams from each league in the Regional Bracket Phase will proceed to the Americas Stage, where Teams coming from both leagues will compete in a single elimination bracket. The winner of the Americas Stage will qualify for the First Stand Tournament.

### 3.2. Seeding for Regional Bracket Phase

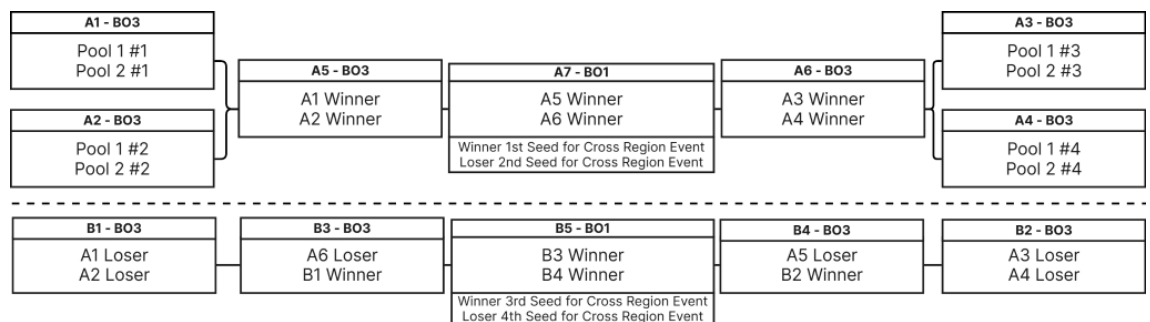
The 8 Teams in each conference will be divided into two pools based on their most recent regional results from the 2024 Season.

- LTA North
  - Pool 1: 1st Place, 2nd Place, 3rd Place and the LATAM Slot
  - Pool 2: 4th Place, 5th Place, 6th Place and the Guest Slot
- LTA South
  - Pool 1: 1st Place, 2nd Place, 3rd Place, and the LATAM Guest Slot
  - Pool 2: 4th Place, 5th Place, 6th Place, and the LATAM Slot

Once the groups are determined, Teams will be pulled one at a time from each pool to determine who their first Round matchup is.

Example: Pick one Team from Pool 1 and one Team from Pool 2, those Teams are playing against each other in Round 1. Continue this process until all Round 1 matchups are determined. Once the Teams are pulled against their first Round opponents, they will be seeded into the shortened Bo3 double elimination bracket.

### 3.3. Double Elimination for the Regional Bracket Phase



- 3.3.1. Round 1.** Round 1 will consist of six Matches, A1, A2, A3, A4, B1 and B2. In Matches A1, A2, A3 and A4, the matchups will be determined by the group pull accordingly. In Match B1, the Teams will be the two losing Teams from A1 and A2 and in Match B2, the Teams will be the two losing Teams from A3 and A4.

**3.3.2. Round 2.** Round 2 will consist of five Matches: A5, A6, B3, B4 and two seeding Matches, A7 and B5. A5 will consist of the winning Teams from A1 and A2, while A6 will consist of the winning Teams from A3 and A4. B3 and B4 will consist of the winning Teams from B1 and B2 as well as the losing Teams from A5 and A6.

- The Team that lost Match A5 will be placed in Match B4, while the Team that lost Match A6 will be placed in Match B3.
- The winning Teams in A5 and A6 and the winning Teams in B3 and B4 will play a single Bo1 at the conclusion of their respective match days to determine seeding for the Americas Stage. Side Selection (“**Side Selection**”), the process of determining which Team plays on either the Blue Side or the Red Side of the map during a Game in both of these Bo1s will be determined by Coin Flip.

### **3.4. Side Selection for the Regional Bracket Phase**

Side Selection for Game 1 of each Match during the Regional Bracket Phase will be determined by Coin Flip. Each Coin Flip will take place once the two Teams are determined for each Match and will take place at the conclusion of the showday.

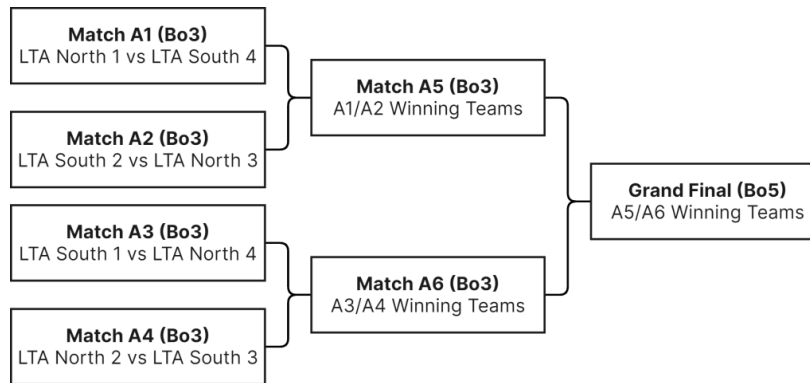
The losing Team in each Game will have Side Selection for the following Game and will have five (5) minutes after the nexus explodes to select their side for the next Game. This will be at the same time as the substitution declaration. The coach will inform the referee (“**Referee**”) assigned to the Team of their Side Selection and any substitution declarations.

For all Matches in the Lower Bracket, the Team that falls to the Lower Bracket in a later Round will control Side Selection for the first Game in each Match.

### **3.5. Seeding for the Americas Stage**

At the conclusion of the Regional Bracket Phase, Teams will be seeded 1-4 based on their final placement.

### 3.6. Single Elimination for the Americas Stage



**3.6.1.** Teams will face an opponent from the opposite league. Teams will compete in a single-elimination Bo3 bracket, with the Grand Final being Bo5.

### 3.7. Side Selection for Americas Stage

Game 1 Side Selection in every Match will be awarded to the higher seeded Team (e.g. LTA North 1 will have Side Selection against LTA North 4). In the event the Teams are the same seed (e.g., LTA North 1 vs LTA South 1), Game 1 Side Selection will be determined by a Coin Flip. Each Coin Flip will take place once the two Teams are determined for each Match and will take place at the conclusion of the showday.

The losing Team with Side Selection for Games 2, 3, 4 and 5, in a Bo3 or Bo5 Match, will have 5 minutes after the nexus explodes to select their side for the next Game. This will be at the same time as the substitution declaration. The Head Coach will inform the Referee assigned to the Team of their Side Selection and any substitution declarations.

## 4. Split 2

### 4.1. Split 2 Phases

Split 2 consists of three phases: the Positioning Phase, the Group Phase and the Playoffs, none of which will have cross-league matchups. In the Positioning Phase, the eight Teams in each of LTA North and LTA South will face each of their opponents in Bo1 matchups. From there will begin the Group Phase where the eight Teams will be divided into two groups of four, with Teams divided into groups based on the Positioning Phase results. The top 6 Teams from the Group Phase will proceed to the Playoffs, where teams will compete in a modified double elimination bracket. The winner of each Playoffs will qualify for the Mid-Season Invitational (“**MSI**”).

## **4.2. Positioning Phase**

In the Positioning Phase, Teams will compete in a single round robin Bo1 against all opponents in the League with every Team playing every day. In the Positioning, Teams will be ranked in order of Match Wins.

### **4.2.1. Side Selection for Positioning Phase**

During the Positioning Phase, where we will be doing a single round robin Bo1, the top four placing Teams from Split 1 will be awarded Game 1 side selection in 4 out of their 7 Matches and the bottom four placing Teams from Split 1 will be awarded Game 1 side selection in 3 out of their 7 Matches. The Teams will all be randomly assigned prior to the start of the Split.

### **4.2.2. Positioning Phase Tiebreakers**

There will be no tiebreakers Matches in the Positioning Phase and all ties will be settled accordingly:

1. Head to Head Within the Tie
2. Strength of Victory (outlined in Appendix 3)
3. Total Game Victory Time (outlined in Appendix 3)
4. Coin Flip

**4.2.3. Tiebreaker of Last Resort.** To the extent a tiebreaker arises that is not contemplated or addressed by these Rules, the order of precedence for tie-breakers shall be (a) Strength of Victory Score, (b) Total Game Victory Time, and (c) Coin Flip. League Officials are empowered to break any ties not contemplated by these rules utilizing this methodology.

## **4.3. Group Phase**

In the Group Phase, Teams will compete in a single round robin Bo3 against all opponents in their respective group. Teams will be ranked in order of Match wins then Game Wins and then least Game losses.

At the conclusion of the round robin, the 1st place Teams in each group will compete in a Bo3 for the 1st and 2nd seed in Playoffs respectively and the 2nd place Teams in each group will compete in a Bo3 for the 3rd and 4th seed in Playoffs respectively.

Additionally, at the conclusion of the round robin, the 3rd place Team in group A will compete against the 4th place Team in group B and the 3rd place Team in group B will compete against the 4th place Team in group A for the 5th and 6th

seeds in Playoffs. 5th seed will be given to whichever Team won their Bo1 against the other winning Team in the Positioning Phase. In the Group Phase, Teams will be ranked in order of Match wins then Game Wins and then least Game losses.

#### 4.3.1. Determination of Groups

The Positioning Phase results will be used to determine which Teams will be in Group A and which Teams will be in Group B.

The breakdown will be as follows:

Group A	Group B
A1 - 1st	B1 - 2nd
A2 - 4th	B2 - 3rd
A3 - 5th	B3 - 6th
A4 - 8th	B4 - 7th

#### 4.3.2. Side Selection for Group Phase

During the Group Phase, where we will be doing a single round robin Bo3, the top two Teams in each group will be awarded Game 1 side selection in 2 out of their 3 Matches and the bottom two Teams in each group will be awarded Game 1 side selection in 1 out of their 3 Matches. The Teams will all be randomly assigned prior to the start of the Split.

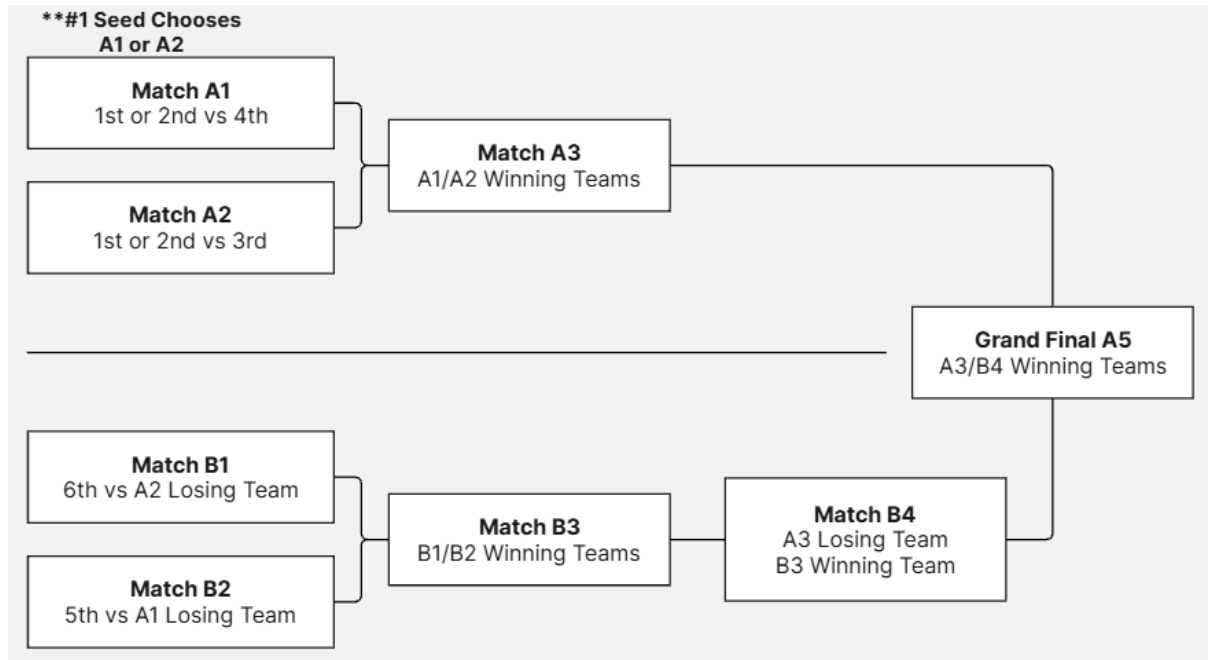
#### 4.3.3. Group Phase Tiebreakers

Tiebreakers in the Group Phase will be solved accordingly:

- i. Head to Head of all Teams in the tie
- ii. Head to Head of all Teams in the tie from the Positioning Stage
- iii. Tiebreaker BO1

**4.3.3.1. Three Way Tie.** If three Teams are tied, the Total Game Victory Time will be used to determine the tiebreaker matchups. The Team with the fastest Total Game Victory Time will get a bye and the other two Teams will play each other with Side Selection going to the Team with the fastest Total Game Victory Time.

#### 4.4. Split 2 Playoffs



The top six Teams at the end of the Group Phase will qualify for Playoffs. Teams will be seeded for the Playoffs based on their Group Phase final positions. The #1 through #4 seeds shall begin in the Upper Bracket. The #5 and #6 seeds shall begin in the Lower Bracket.

Upon completion of the Positioning Phase, the #1 seed shall have 10 minutes after nexus explosion of the last Positioning Phase game (including tiebreakers) to choose to play in either Match A1 or A2 by informing League Officials. All Matches in this Playoffs bracket are Bo5.

**4.4.1.** Round 1 will consist of four Matches, designated A1, A2, B1 and B2. A1 and A2 will occur in the Upper Bracket, and B1 and B2 will occur in the Lower Bracket. Match A1 will have the #1 or #2 seed and the #4 seed and Match A2 will have the #1 or #2 seed and the #3 seed. The winners of A1 and A2 shall advance to play each other in Match A3 of the Upper Bracket in Round 2. The loser of A2 shall advance to Match B1 in the Lower Bracket against the #6 seed. The loser of Match A1 shall advance to Match B2 against the #5 seed. The winners of Matches B1 and B2 will advance to Match B3 of the Lower Bracket. The losing Teams of Matches B1 and B2 will be eliminated from Playoffs.

**4.4.2.** Round 2 will consist of two Matches. (i) Match A3 in the Upper Bracket will be played by the winners of Matches A1 and A2. The winner of Match A3



shall advance to the Grand Final. The loser of Match A3 shall advance to the Lower Bracket in Match B4. (ii) Match B3 in the Lower Bracket will be played by the winners of Matches B1 and B2. The winner of B3 will advance to Match B4 against the loser of Match A3. The loser of Match B3 shall be eliminated from Playoffs and considered the fourth place Team for the Split 2.

- 4.4.3.** Round 3 will consist of two Matches. (i) Match B4 in the Lower Bracket will be played between the Winner of Match B3 in the Lower Bracket and the loser of Match A3 in the Upper Bracket. The Winner of Match B4 shall advance to the Grand Final to play the winner of Match A3 in the Grand Final. The loser of Match B4 shall be eliminated from Playoffs and shall be considered the third place Team for the Split. (ii) The Grand Final will be played between the winner of Match A3 and the winner of Match B4. The winner of the Grand Final shall be the Split 2 Champion. The loser of the Grand Final will be considered the second place Team for the Split 2.

#### **4.5. Side Selection for Playoffs**

For all Playoff Matches in Upper Bracket with the exception of Grand Final, the higher-ranked seed will control Side Selection for the first Game in each Match. For all Matches in the Lower Bracket, the Team that falls to the Lower Bracket in a later Round will control Side Selection for the first Game in each Match. If both Teams in a Match fell to the Lower Bracket in the same Round, the higher-ranked seed will control Side Selection for the first Game of the Match. For the Grand Final, the Team that has not fallen out of the Upper Bracket will control Side Selection for the first Game of the Match.

In a situation where the Teams were awarded equal seeds, the higher seed Side Selection will be determined by a Coin Flip after both Teams are finalized for that associated Match and at the end of the current showday.

For all Games after the first, the losing Team of the previous Game will have Side Selection. Teams with Side Selection for the next Game in a Match will have five (5) minutes after the nexus explodes to select their side for the next Game. This will be at the same time as the substitution declaration. The coach will inform the Referee assigned to the Team of their Side Selection and any substitution declarations.

## **5. Split 3**

### **5.1. Split 3 Phases**

Split 3 consists of 3 Phases: The Pick and Play Phase, the Elimination Phase and the Playoffs. The Pick and Play and Eliminations phases will take place separately

in LTA North and LTA South. The top three Teams from each league advance to the Playoffs, where they will compete against each other.

## **5.2. Pick and Play Phase**

In the Pick and Play Phase, Teams will compete in one Bo3 each week where the Team with the worst records will choose an opponent from the Teams with better records.

Teams will play three Bo3s against three different Teams within the league. The first match of the Split will be based on the final standings from Split 2.

Week 1 Matchups		
1st	vs	8th
2nd	vs	7th
3rd	vs	6th
4th	vs	5th

## **5.3. Pick and Play Phase Opponent Selection Process**

For the 2nd and 3rd Matches, there will be a process set in place for Teams to select their opponent. Teams will be ranked following each in order accordingly:

- i. Highest Match Wins
- ii. Highest Game Wins
- iii. Least Game Losses
- iv. 2nd Split Final Results

The lowest ranked Team accordingly will choose an opponent who is higher ranked than them as their opponent

- 5.3.1.** There are no rematches in the Pick and Play Phase. Selecting Teams must choose an opponent they have not played against.
- 5.3.2.** Each selecting Team will have 5 minutes following the conclusion of the previous pick to determine who their next opponent will be. Selecting Teams are required to designate a Team representative by the Weekly Roster deadline who will be present for the selection process. Any Team without a proper Team representative on-site to complete the selection may be subject to penalties at the discretion of the League.

#### **5.4. Pick and Play Phase Side Selection**

For the first Match of the Pick and Play Phase, Game 1 Side Selection will be determined by a Coin Flip. For each following week, the following process will be in place.

- 5.4.1.** If your opponent has had more Game 1 Side Selections than your Team in the Pick and Play Phase, your Team will get Side Selection for Game 1.
- 5.4.2.** If your opponent has had fewer Game 1 Side Selections than your Team in the Pick and Play Phase, the opposing Team will get Side Selection for Game 1.
- 5.4.3.** If both teams have had the same number of Game 1 Side Selections in the Pick and Play Phase, Game 1 Side Selection will be determined by a Coin Flip.
- 5.4.4.** For all Games after the first, the losing Team of the previous Game will have Side Selection. Teams with Side Selection for the next Game in a Match will have three (3) minutes after the nexus explodes to select their side for the next Game.

#### **5.5. Elimination Phase**

At the conclusion of the Pick and Play Phase, the Elimination Phase will begin. This will consist of up to 3 Bo5s for Teams where they are either playing for seeding or playing in an elimination Match. For each of the Matches in the Elimination Phase, the opponent selection process will continue, however now the highest ranked Team accordingly will choose an opponent who is lower ranked than them and now rematches are allowed.

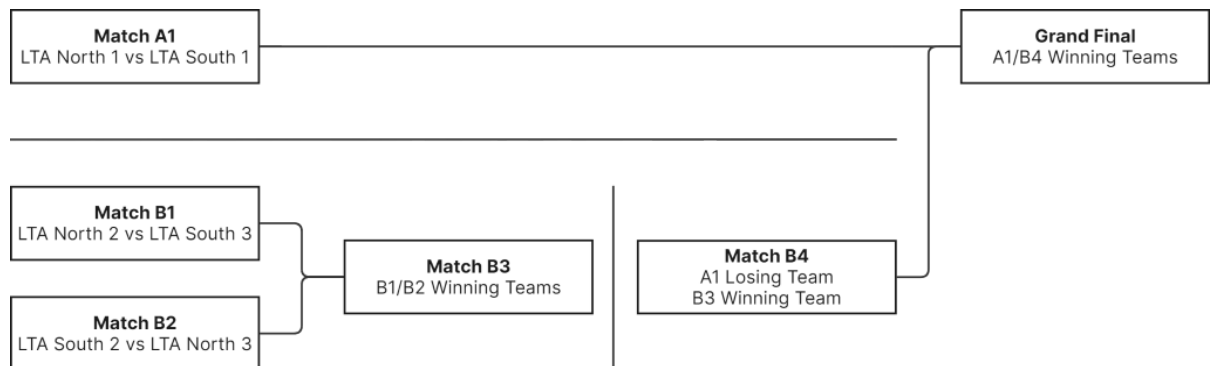
- 5.5.1.** Following the conclusion of the Pick and Play Phase, the teams will be seeded based on their previous results.
- 5.5.2.** The bottom four Teams will be placed into the bottom elimination Matches and the top four Teams will continue to play seeding Matches.

#### **5.6. Elimination Phase Side Selection**

For all Matches within the Elimination Phase, Game 1 Side Selection will be given to the higher seeded Team (or the Team selecting their opponent).

- 5.6.1.** For all Games after the first, the losing Team of the previous Game will have Side Selection. Teams with Side Selection for the next Game in a Match will have three (3) minutes after the nexus explodes to select their side for the next Game.

## 5.7. Split 3 Playoffs



This phase consists of a tournament among the top six (6) Teams, with three (3) from LTA North and three (3) from LTA South, seeded according to their Split 3 final results. LTA North #1 and LTA South #1 will play in the Upper Bracket. LTA North and LTA South Seeds #2 and #3 will start in the Lower Bracket. The loser of the Upper Bracket will fall to the Lower Bracket. The Upper Bracket winner advances to the Season Championship alongside the Lower Bracket semi final winners. The Season Championship will be a LAN event featuring the Lower Bracket Final and the Grand Final of the Split 3 Playoffs bracket.

Each Round will consist of Bo5 Matches.

- 5.7.1.** Round 1 will consist of three Matches, designated A1, B1 and B2. A1 will occur in the Upper Bracket and Match B1 and Match B2 will occur in the Lower Bracket. Match A1 will involve LTA North #1 and LTA South #2. The winner of A1 shall advance to play the Grand Final in the Season Championship. The loser of Match A1 shall fall to Match B4 of the Lower Bracket.

Match B1 will involve LTA North #2 and LTA South #3. Match B2 will involve LTA North #3 and LTA South #2. The winners of Match B1 and Match B2 will advance to Match B3 of the Lower Bracket. The losers of Match B1 and Match B2 shall be eliminated from Playoffs.

- 5.7.2.** Round 2 will consist of one Match, designated Match B3. Match B3 will occur in the Lower Bracket. Match B3 will involve the winner of Match B1 and the winner of Match B2. The loser of Match B3 shall be eliminated from Playoffs and shall be considered the fourth place Team for the Split.

- 5.7.3.** Round 3 will consist of two Matches, designated Match B4 and Grand Final. The Grand Final will occur in the Upper Bracket and Match B4 will occur in the Lower Bracket. Match B4 will consist of the winner of Match B3 and the loser of Match A1. The loser of Match B4 shall be eliminated from Playoffs and considered the third place Team for the Split.

- 5.7.4.** The Grand Final will consist of the Match A1 winner and the winner of Match B4. The winner of the Grand Final shall be Split Champion. The Loser of the Grand Final will be considered the second place Team for the Split.

**5.8. Playoffs Side Selection**

For all Playoff Matches, the higher-ranked seed will control Side Selection for the first Game in each Match. For the Grand Final, the Team that has not fallen out of the Upper Bracket will control Side Selection for the first Game of the Match. In a situation where there is a Match involving Teams who were awarded equal seeds, the Team who will have Game 1 Side Selection will be determined by a Coin Flip after both Teams are finalized for that associated Match and at the end of the current showday.

For all Games after the first, the losing Team of the previous Game will have Side Selection. Teams with Side Selection for the next Game in a Match will have five (5) minutes after the nexus explodes to select their side for the next Game. This will be at the same time as the substitution declaration. The Coach will inform the Referee assigned to the Team of their Side Selection and any substitution declarations.

**5.9. Split 3 Tiebreakers**

For all tiebreakers, they will be solved accordingly:

- i. Head to Head if all teams in the tie have played against each other
- ii. Strength of Victory
- iii. Split 2 Final Results

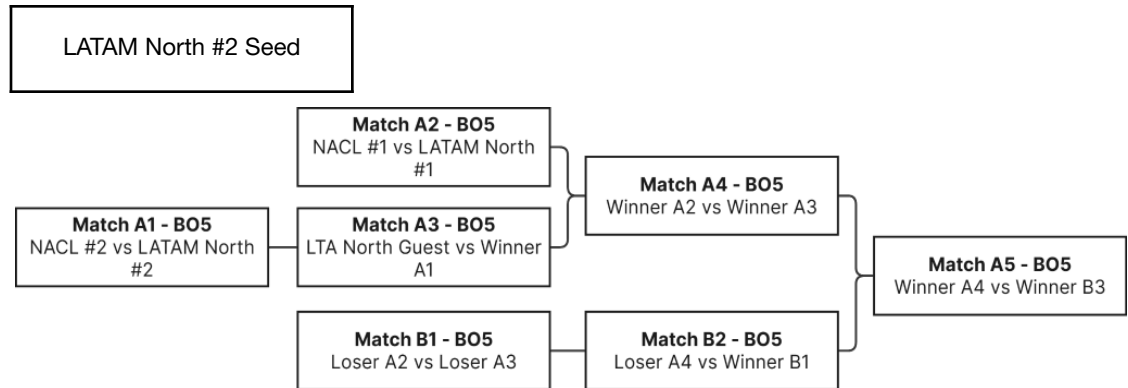
**6. Promotion Tournament**

**6.1. Promotion Tournament**

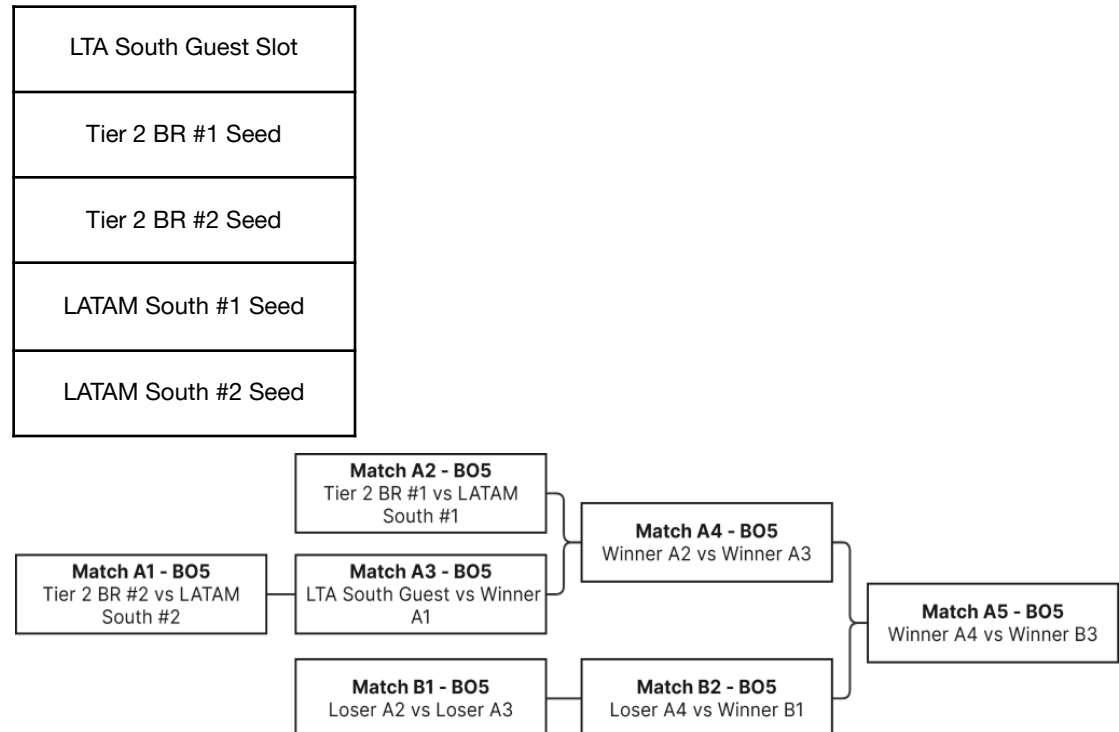
The Promotion Tournament will follow the conclusion of the LTA Season and will consist of 5 Teams from within Tier 2 League and the LTA Guest Slot.

**LTA North Promotion Tournament Teams**

LTA North Guest Slot
NACL #1 Seed
NACL #2 Seed
LATAM North #1 Seed



### LTA South Promotion Tournament Teams



- 6.1.1.** Round 1 will consist of Match A1 which will be LTA North/LTA South Tier 2 #2 Seed vs LATAM North/LATAM South #2. The winner of each Match will advance and the loser will be eliminated.
- 6.1.2.** Round 2 will consist of Match A2 which will be the LTA North/LTA South Guest Slot vs the winner of A1 and Match B1 which will be the loser of A2 and the loser of A3.

The winners in A2 and A3 will advance within the upper bracket and the losers will move to L1. The winner of B1 will remain in the Losers Bracket and the loser will be eliminated.

- 6.1.3.** Round will consist of Match A4, which will be the Winner of A2 vs the Winner of A3 and Match B2, which will be the Winner of B1 and the Loser of A4.

The winner of A5 will advance to the final round and the loser will drop to B2.

- 6.1.4.** Round 4 will consist of the Promotion Tournament Championship Match between the Winner of A4 and the Winner of B2.

## **6.2. Promotion Tournament Side Selection**

For all Promotion Tournament Matches in Winners Bracket with the exception of Finals, the higher-ranked seed will control Side Selection for the first Game in each series.

- 6.2.1.** For all Matches in the Losers Bracket, the Team that falls to the Losers Bracket in a later Round will control Side Selection for the first Game in each series (i.e. in match B2, the loser of A4 will control Side Selection over the winner of B1, since the loser of A4 fell to the Losers Bracket in Round 2 and the winner of B1 fell to the Losers Bracket in Round 1).
- 6.2.2.** If both Teams in a Match fell to the Losers Bracket in the same round, the higher-ranked seed will control Side Selection for the first Game of the series. For Finals, the Team that has not fallen out of the Winners Bracket will control Side Selection for the first Game of the series.
- 6.2.3.** Teams will be separated into two groupings:
- **Group 1:** LTA Guest Slot / Tier 2 #1 Seed / LATAM #1 Seed
  - **Group 2:** Tier 2 #2 Seed / LATAM #2 Seed

In a situation where a Team from Group 1 is playing a Team from Group 2, the Group 1 Team will have Game 1 Side Selection (unless the Match is in Losers then it will follow the above policy). In a situation where a Team from Group 1 is playing another Team from Group 1 (or Group 2 vs Group 2), Game 1 Side Selection will be determined by Coin Flip after both Teams are finalized for that associated Match and at the end of the current showday.

For all Games after the first, the losing Team of the previous Game will have Side Selection. Teams with Side Selection for the next Game in a Match will have five (5) minutes after the nexus explodes to select their side for the next Game. This will be at the same time as the substitution declaration.

The coach will inform the Referee assigned to the Team of their Side Selection and any substitution declarations.

## 7. International Tournament Qualification

### 7.1. First Stand Tournament

The Team that finishes in first place at the conclusion of the Split 1 Playoffs will represent the LTA at First Stand.

### 7.2. Mid-Season Invitational

The Teams that finish in first place in the LTA North and LTA South at the conclusion of the Split 2 will represent the LTA at the Mid-Season Invitational (“**MSI**”) as the 2 LTA Seeds. The conference who wins the Americas Stage portion of Split 1 will have their Team as the LTA #1 Seed.

### 7.3. World Championship Event

At the conclusion of the Split 3, the first, second and third place Teams from the LTA will advance to the World Championship Event (“**WCE**”) as the #1, #2, and #3 Seeds respectively. In the event that an LTA Team finishes as the MSI champion, the LTA will obtain an additional (#4) Seed to the WCE. The Team that wins MSI will automatically qualify for the WCE as the #4 Seed as long as the Team qualifies for Split 3 Playoffs, even if they were to finish below fourth place in the Split 3 Playoffs. However, that Team may obtain a higher Seed by placing higher than fourth place in Split 3, with their Seed to the WCE matching their finish in the Split 3 Playoffs.

- Example #1: Team A wins MSI. They do not qualify for Split 3 Playoffs. They will not qualify to the WCE.
- Example #2: Team A wins MSI. They qualify for Split 3 Playoffs, finish in sixth place in Split 3 Playoffs, and will still qualify to the WCE as the #4 Seed. The first, second, and third place Teams from Split 3 Playoffs will advance to the WCE as the #1, #2, and #3 Seeds respectively.
- Example #3: Team A wins MSI. They finish in first place in the Split 3 Split and will qualify to the WCE as the #1 Seed. The second, third, and fourth place Teams from Split 3 Playoffs will advance to the WCE as the #2, #3, and #4 Seeds respectively.

## 8. Competitive Patch & Tournament Realm

### 8.1. Competitive Patch

All Games will be played on the current patch available on the live service (“**Live Service**”). Changes to the competitive patch will be at the discretion of the League. The competitive patch will be updated after its release onto the live



server. A patch will not be implemented if a week of Games or a playoff round has started. Example: Patch X.X was released on 11:59pm, February 5. It will be eligible to be used as a competitive patch for all Matches on or after 11:59pm, February 5 unless a week of Matches or a playoff round has started.

## 8.2. Champions

New Champions and Champions that have undergone Major Reworks will be automatically restricted for the patch of their release on Live Service. A restricted Champion will not be enabled if a week of Matches or a playoff round has started. Example: Champion A was released on Patch 14.1, so Champion A will not be eligible to be used in any Matches on Patch 14.1 as a competitive patch. Champion A will be eligible for use in all Matches on all competitive patches succeeding Patch 14.2.

## 9. Prizes

### 9.1. Split 1 Playoffs

The winner of the Split 1 Playoffs will receive prize pool as outlined in the First Stand event specific Rules. The 2nd place finisher will receive \$20,000 USD. The 3rd and 4th place finishers will receive \$10,000 USD each.

### 9.2. Split 2 Playoffs

The winner for the Split 2 Playoffs from the LTA North will receive a prize of \$80,000 USD. The 2nd place finisher will receive \$40,000 USD. The 3rd place finisher will receive \$24,000 USD and the 4th place finisher will receive \$16,000 USD.

The winner for the Split 2 Playoff from the LTA South will receive a prize of R\$115,000. The 2nd place finisher will receive R\$85,000. The 3rd place finisher will receive R\$60,000 and the 4th place finisher will receive R\$50,000.

### 9.3. Split 3 Playoffs

The winner for the Split 3 Playoffs will receive a prize of \$80,000 USD. The 2nd place finisher will receive \$50,000 USD. The 3rd place finisher will receive \$30,000 USD. The 4th place finisher will receive \$20,000 USD. The 5th and 6th place finishers will receive \$12,500 USD each.

Standing	Split 1 Americas Stage	Split 2 Playoffs North	Split 2 Playoffs South	Split 3 Playoffs
1	From FST	\$80,000	R\$115,000	\$80,000
2	\$20,000	\$40,000	R\$85,000	\$50,000

3	\$10,000	\$24,000	R\$60,000	\$30,000
4	\$10,000	\$16,000	R\$50,000	\$20,000
5	\$0	\$0	R\$0	\$12,500
6	\$0	\$0	R\$0	\$12,500
7	\$0	\$0	R\$0	\$0
8	\$0	\$0	R\$0	\$0

## 10. Roster Construction Rules

### 10.1. Application of LoL Global Policies and the Manual

The following shall be In addition to the Roster Construction Rules of the LoL Global Policies and the Manual.

### 10.2. Definitions

- 10.2.1. Americas Resident.** Americas Resident means a player who is a citizen, lawful permanent resident, or the holder of other special status (e.g., refugee or asylum status) in a country within the Americas Territory.
- 10.2.2. Americas Territory.** Americas Territory means all countries and territories within North America, Central America, South America, and the Caribbean.
- 10.2.3. Competitive Season.** Competitive Season means the time period between (i) the Split 1 Week 1 Roster Lock date listed in Section 2.3 and the Team's last competitive Match of the Split 2 Split (including the Split 2 Playoffs); and (ii) the Split 3 Split Week 1 Roster Lock date listed in Section 2.5 and the Team's last competitive Match of the Split 3 Split (including the League of the Americas Championship).
- 10.2.4. Home Region.** Home Region means a country, territory, or collection of countries and/or territories that a Team represents in the League. League Entity will assign each Team a Home Region at its discretion.
- 10.2.5. Native Resident.** Native Resident means a player who is a Resident in the Team's Home Region.
- 10.2.6. Non-Americas Dual Resident.** Non-Americas Dual Resident means a player who has dual residency or otherwise meets the qualifications to be considered a Resident of both (i) a country within the Americas Territory and (ii) a country outside of the Americas Territory.

**10.2.7. Region.** Region means the geographic area, including all countries, territories, and locales, where a Riot-operated League takes place. The Regions of LoL Esports are Americas, Europe, EMEA, APAC, South Korea, and China.

**10.2.8. Resident.** Resident means a player who is a citizen, lawful permanent resident, or the holder of other special status (e.g., refugee or asylum status) with respect to a particular country.

### **10.3. Player Age**

A Player must be at least seventeen (17) years of age to be considered eligible to compete on an Active Roster in the LTA by the time of their first match.

### **10.4. Regional Representation**

Each Team will be assigned to a Home Region. Each Team must maintain a Starting Roster ("**Starting Roster**") that complies with the following requirements at all times during the Competitive Season.

- The Starting Roster must include at least three (3) Americas Residents, two (2) of which must be Native Residents of the Home Region.
- The Starting Roster may not include more than two (2) players from a single country outside of the Team's Home Region.
- For purpose of illustration, if a Team's Home Region is Brazil, the following Starting Roster compositions would be acceptable (there are other acceptable combinations):
  - 5 BRA
  - 3 BRA, 2 USA
  - 2 BRA, 2 KOR, 1 USA
  - 2 BRA, 1 CHN, 2 USA
  - 2 BRA, 1 MEX, 1 USA, 1 FRA
  - 2 BRA, 1 MEX, 1 USA, 1 URU
- If a Team's Home Region is Brazil, the following Starting Roster compositions **would not** be acceptable:
  - 1 BRA, 2 MEX, 2 USA (not enough Native Residents)
  - 2 BRA, 2 GER, 1 FRA (not enough Americas Residents)
  - 2 BRA, 3 USA (more than 2 players from a single country outside of the Team's Home Region)

### **10.5. Certification and Proof of Residency**

Each Player must certify their residency status by: (a) submitting an eligibility form; and (b) providing acceptable forms of documentation as proof of such residency status (e.g., temporary or long-term residency permits).

### **10.6. Establishing New Residency**

To be considered a Native Resident or Americas Resident when establishing new residency, a Player must meet both of the following requirements:

1. **Certification Requirements:** The Player must comply with the certification and residency proof requirements detailed in Section 10.5.
2. **Participation in the Home Region:** The Player must participate within the applicable Home Region for a total of three (3) calendar years. This participation can be fulfilled through either:
  - Three (3) consecutive calendar years; or
  - An aggregate of three (3) calendar years, as long as the Player does not have an active Player Services Agreement with a Team in another region.

Example: Player A participates for 2 calendar years in LTA South and begins establishing residency in Brazil. Player A then chooses not to participate in any region for 1 calendar year. Later, Player A returns to participate in LTA South and certifies their residency status in Brazil. As a result, Player A is recognized as a Native Resident of LTA South.

### **10.7. Non-Americas Dual Residents**

To be considered a Native Resident and/or Americas Resident, Players that are Non-Americas Dual Residents who have participated outside of the Americas Territory (i.e., competed in another Tier 1 LoL league as resident of such league's territory), must meet the following requirement:

The Player must participate within the applicable Home Region for a total of three (3) calendar years. This participation can be fulfilled through either:

- Three (3) consecutive calendar years; or
- An aggregate of three (3) calendar years, as long as the Player does not have an active Player Services Agreement with a Team in another region.

### **10.8. Americas Dual Resident**

A Player who has dual citizenship or otherwise meets the qualifications to be considered a Resident of more than one country within the Americas Territory can be considered a Native Resident for any Team whose Home Region includes a

country that such Player is a Resident of. For example, if a Player is a Resident of both Brazil and the United States, such Player would be considered a Native Resident for each of the following: (i) a Team assigned Brazil as a Home Region and (ii) a Team assigned the United States as a Home Region. For the avoidance of doubt, the rules set forth above regarding establishing new residencies apply to players who wish to establish dual Residency within the Americas.

#### **10.9. Ecosystem Changes in Residency**

Due to changes within the League of Legends ecosystem, the Players listed in Appendix 1 under OCE Residents and IMP Residents are considered Americas Residents with a Home Region of North America. The Players listed in Appendix 1 under “ER Residents” are not considered Americas Residents.

#### **10.10. Residence Requirement Violations**

Each Team is responsible for ensuring that its Players meet the residency requirements outlined in the LoL Global Policies and the Rules. It shall be a violation of these Rules, by both the Team and the Player, if a Player (or their parent or guardian, if applicable) provides false, misleading or incomplete information resulting in the misclassification of such Player’s residency and Region.

#### **10.11. Solo Queue Ranking Requirement**

All Players on the Full Team Roster must have held a peak solo queue ranking within the last 2 years from the date of signing of Diamond 1 or above.

#### **10.12. Owner/GM/Coach as Player**

GMs, Coaches, and any Owner of the Team may not be on the Full Team Roster.

#### **10.13. No Riot Employees**

Members of the Full Team Roster may not be employees of RGI, the League of Legends eSports Federation LLC or any of their respective Affiliates at any point during the Competitive Season. “**Affiliate**” is defined as any person or other entity which owns or controls, is under the ownership or control of, or is under common ownership or control with, an owner. “**Control**” shall mean the power, through any means, to determine the policies or management of an entity, whether through the power to elect, appoint or approve, directly or indirectly, the directors, officers, managers or trustees of such entity or otherwise.

## **11. Contract Requirements and Pass Through Terms**

### **11.1. Application of LoL Global Policies and the Manual**

The following shall be in addition to the Contract Requirements and Pass Through Terms for Player Services Agreements and Coach Services Agreements listed in the LoL Global Policies and the Manual.

### **11.2. Contract Requirements**

**11.2.1.** All Players on the Full Team Roster must have a written contract with the Team they play for ("**Player Services Agreement**").

**11.2.2.** Coaches must have a written contract with the Team they coach for (a "**Coach Services Agreement**").

### **11.3. Minimum Exercise Period**

Each offer of a Player Services Agreement and Coach Services Agreement shall remain open and exercisable by a Team's Player and Coaches (collectively, "**Team Members**") for a minimum of sixteen (16) business hours, where a business hour is defined as a sixty (60) minute period between the hours of 9:00 AM and 5:00 PM on any weekday that is not a Federal or State holiday in the local time zones of the Team or the Team Member.

Note: For the avoidance of doubt, a Team Member may execute a Player Services Agreement or Coach Services Agreement without waiting sixteen (16) business hours, but the Team Entity may not require execution in less than sixteen (16) business hours.

### **11.4. Prohibited Provisions**

In addition to the Prohibited Provisions listed in the LoL Global Policies, Teams are prohibited from including the following terms in the Player or Coach Services Agreements: any agreement with another team or other third party that results in any party acquiring the ability to influence in employment, performance, or player transfer related matters the independence of any team.

### **11.5. Required Provisions**

To the extent permitted by Applicable Law and in addition to the Required Provisions established in the LoL Esports Global Policies, each Player Services Agreement and Coach Services Agreement must include each of the following terms or provisions in order to ensure the orderly operation of the League:

**11.5.1.** An exception to any confidentiality restrictions in the Player Services Agreement or Coach Services Agreement allowing disclosure of:

- the Player Services Agreement or Coach Services Agreement, as the case may be, and any summary sheet of the agreements, to the League Entity; and
- with respect to Player Services Agreements, aggregated compensation information to any players' association.

**11.5.2. LTA North Only:**

- 11.5.2.1. A provision that permits the Team Member to resolve a dispute with the Team or Organization through arbitration; and
- 11.5.2.2. A provision acknowledging the existence of the LTAPA Agent Certification Database of LTAPA Certified Player Agents along with its associated hyperlink and the Team Member's ability to utilize the LTAPA Agent Certification Database as a resource if they choose to engage representation. Notwithstanding the foregoing, Team Members may retain any agent they choose, regardless of certification status, or choose not to retain an agent.

**11.6. Required Termination Provision**

- 11.6.1.** Each Player Services Agreement and Coach Services Agreement must include an option to terminate the Player Services Agreement or Coach Services Agreement on the part of either party in the event that the other party commits a material breach of the Player Services Agreement or Coach Services Agreement that is not cured (to the extent curable) within thirty (30) days' written notice by the non-breaching party.
- 11.6.2.** Each Player Services Agreement and Coach Services Agreement must include an option to immediately terminate in the event that the Team Participation Agreement is terminated or not renewed by the League Entity, and such termination of the Player Services Agreement or Coach Services Agreement shall render null and unenforceable any provision of the Player Services Agreement or Coach Services Agreement that:
  - Prohibits the Player or Coach from negotiating with or joining another team that participates in the Professional Leagues,
  - Requires the Team Member to pay a buyout or termination fee to the Team, or
  - Requires the Team to pay a buyout or termination fee to the Team Member.
- 11.6.3.** Each Player Services Agreement and Coach Services Agreement must include an option on behalf of the Team Member to terminate the Player Services Agreement or Coach Services Agreement if the Team Member is

removed from the Global Contract Database (assuming the Team Member was submitted to the Global Contract Database by the Team).

Note: For the sake of clarity, “**Global Contract Database**” (also referred to as the “**GCD**”) means the esports global contract database which includes the contract end-dates of all players in official, Riot-sanctioned professional and semi-professional leagues, and which is publicly available online.

#### **11.7. Employment Status (LTA North Only)**

All Team Members must be engaged as employees of the Team or Organization. However, Team Members who are physically located in Canada who will be remotely competing in NACL games from Canada may be contracted as independent contractors.

#### **11.8. Health Care and Benefits (LTA North Only)**

LTA North Teams must provide all Team Members with the minimum level of health care and benefits as required by applicable law. However, to the extent that the Team is unable to offer these benefits to Team Members who are physically located in Canada and are contracted as independent contractors, the Team shall make a one-time bonus payment to the player of five thousand dollars (\$5,000), which shall not be considered in calculating the Minimum Salary, as defined in the Manual.

#### **11.9. Term Requirements**

In addition to the provisions listed in the LoL Global Policies for Term Requirements:

- 11.9.1.** Each Player Services Agreement and Coach Services Agreement must have a term or duration that is at least seven (7) days.
- 11.9.2.** In order to align with the period beginning at midnight UTC on the third Tuesday in November when teams may execute contracts with players not already associated with their team (“**Global Free Agency Window**”), in the event that the term or duration of the Player Services Agreement or Coach Services Agreement extends beyond the start of the period between the day after the final game of the World Championship Event and the start of the first competitive Match of the succeeding LTA Competitive Split) for the next Season (i.e., the third Monday of November) (“**Pre-Season**”), such Player Services Agreement or Coach Services Agreement will expire at midnight UTC on the third Tuesday of November in the last calendar year of the term of the Player Services Agreement or Coach Services Agreement.
- 11.9.3.** The standard Player Services Agreement or Coach Services Agreement shall have a term limited at four (4) years in duration.



### **11.10. Team Member Compensation Requirements**

Teams are required to follow the Team Member Compensation Requirements as outlined in the Manual.

## **12. Roster Formation Rules**

### **12.1. Definitions**

**12.1.1. Assistant Coach.** Any coach who is not designated as the Head Coach.

**12.1.2. Head Coach.** Head Coach is the primary Team professional who leads and develops the Team and is responsible for their overall success.

### **12.2. Roster Enforcement Period**

Teams are required to maintain a Minimum Roster and have a registered GM and at least one (1) Coach at all times while competing in a Split. Teams that qualify for MSI or WCE must continue to maintain a Minimum Roster during their participation in those events pursuant to the rules of each of those events.

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

### **12.3. LTA Coaches**

**12.3.1.** Teams are required to maintain at all times during the Competitive Season, a minimum of one (1) and a maximum of four (4) Coaches who will be considered official coaches for the Team.

**12.3.2.** A Coach must be at least seventeen (17) years of age in order to be considered eligible to coach in the LTA.

**12.3.3.** All Coaches will be listed on Lolesports.com and the Global Contracts Database (“**GCD**”).

**12.3.4.** Coaches cannot be on the Active Roster, on the Reserve Roster, and/or the GM.

**12.3.5.** At least one (1) Coach will be required to be on site for every Game in which their Team participates. At least one (1) Coach will be required to be on stage for the pick/ban phase of each Game, up to a maximum of two (2) Coaches on stage. If at least one (1) Coach is not present on site or is not on stage for the pick/ban phase of each Game, then the Team is subject to penalties. In lieu of a second Coach, one (1) Player on the Active Roster, who is not on the Starting Roster, may be on stage alongside one (1) Coach during the pick/ban phase of each Game.

#### 12.4. General Manager

Each Team is required to designate and maintain at all times during the Competitive Season one (1) General Manager. The General Manager is responsible to travel with the Team to all events. The General Manager is responsible for administering Team commitments associated with weekly League activities including, but not limited to, content requests, Game schedule, on-site studio coordination and weekly update calls with a Riot Player Management representative. This same person is responsible to travel with the Team to all events, domestic or international, to uphold the aforementioned duties.

#### 12.5. Team Roster Size

Each team is required to maintain a roster of no fewer than five (5) Players ("**Minimum Roster**") at all times during the Competitive Season. These Players must be eligible to participate in LTA-affiliated Matches or LTA Tier 2-affiliated Matches (the "**Active Roster**"). The roster may include up to twelve (12) Players ("**Maximum Roster**"), including the Reserve roster.

#### 12.6. Reserve Roster

Teams may hold reserve players who are in the process of becoming eligible for the active roster but do not yet meet the qualifications ("**Reserves**"). Reserves are placed on the "**Reserve Roster**." Together, the active roster and reserve roster form the "**Full Team Roster**," which must not drop below the Minimum Roster requirement during the Competitive Season or exceed the Maximum Roster requirement at any time.

#### 12.7. Playoff Rosters

Each Team must designate which five (5) Players are considered starters ("**Starters**") for their Team's Playoff Roster ("**Playoffs Roster**"). Only Players who are on a Team's Active Roster at the roster lock deadlines are eligible to be included on that Team's Playoff Roster.

#### 12.8. Midseason and Offseason Starter Designation

As reflected on the GCD, the League will recognize the five (5) Players that played the last competitive Game for a Team in any given split as Starters for that Team until the Team's first competitive Game of the following split.

#### 12.9. Weekly Roster Designation

Each week in which a Team is scheduled to play either LTA or their respective Tier 2 League, the Team's eligible Active Roster for that week's Games will be set as of Tuesday at 12:00p local time ("**Weekly Roster Designation**").

- 12.9.1. Players added to a Full Team Roster before the Weekly Roster Designation, but are not active due to missing proof of work eligibility may be considered

Active if valid proof of work eligibility is submitted to and approved by League Officials before the Starting Roster is due for the first Match of the competitive week for a designated level of competition (LTA or LTA Tier 2). League Officials must be informed of imminent proof of work eligibility by Weekly Roster Designation and will inform opposing Teams of any Active Players pending imminent proof of work eligibility. If a Team declares to League Officials imminent proof of work eligibility for a Player and that Player does not have proof of work eligibility at the requisite submission deadline for Starting Rosters, the Player will be considered a part of the Reserve Roster and the Team will be subject to penalty. Proof of work eligibility must be submitted before 5:00pm Local Time the day before the Match following the associated Roster Lock deadline.

- 12.9.2.** As part of its Weekly Roster Designation, each Team must also declare a maximum of three (3) non-resident Players and one (1) Emerging Region Player on the Team's Active Roster that will be eligible to play that week.

#### **12.10. Interregional Movement Policy Roster Restrictions**

- 12.10.1.** At the sole discretion of the League, a Player may only be considered as an Emerging Region Player if they were previously designated as such, and no new Player may gain Emerging Region Player status.
- 12.10.2.** Teams may not have more than two (2) non-resident Players playing in the Starting Roster at any time. In the event that a Team has one (1) Emerging Region Player (as designated by the League Entity) in the Starting Roster, the Team is limited to one (1) non-resident Player in the Starting Roster.

#### **12.11. Emergency Substitutions**

- 12.11.1.** In the event of an emergency on the day of the Match, a Team will be given up to one (1) hour to find an immediate substitute ("**Substitute**") from their Roster for a Game. If a replacement Player or Coach cannot be found, the Team may be subject to forfeit at the discretion of the League Officials. League Officials will determine if an event qualifies as an emergency in the League Official's sole discretion.
- 12.11.2.** In the event of an emergency prior to the day of the Match, a Team may be given up to forty-eight (48) hours to sign a Player to their Roster. The exact time given will be decided based on the proximity to the Team's Match and will be at the sole discretion of League Officials.
- 12.11.3.** The eligible Players to be signed will be subject to the following restrictions:
- Only Players who are eligible to participate in the League and are not subject to a valid written Player Services Agreement with a Team

(“**Free Agents**”) on the most recent signing deadline will be eligible for signing.

- The new addition may not be a Player who played in any Worlds-qualifying region in the current Competitive Split.
- The Player Services Agreement must expire before the upcoming Free Agency opening date, and must meet all other contract end date rules.
- A Player signed this way may only compete for as long as the emergency persists. The Team will be responsible for providing necessary proof to the League.

## **13. Full Team Roster Changes**

### **13.1. Roster Change Rules**

Subject to the change rules detailed below, Teams are authorized to use the following two (2) methods to make changes to its Full Team Roster: (1) trading Players with other Teams or interregional Teams; and (2) signing (or releasing) Free Agents.

- 13.1.1. Full Roster Requirement.** No change to the Full Team Roster shall relieve a Team of the requirement to maintain a Minimum Roster. If a Team’s Active Roster falls below the Minimum Roster, the Team will be subject to penalties, unless given permission to drop below the Minimum Roster at the sole discretion of the League Officials.
- 13.1.2. Change Submission Deadline.** If a Team wishes to: (i) add a Player to its Active Roster through a free agency signing or a trade; or (ii) have a Player listed on the Reserve Roster deemed eligible for the Active Roster, that addition or status change to the Active Roster must be Declared (as defined below) to League Officials before the Weekly Roster Designation to be eligible to play in any Games that week. For purposes of this Ruleset, Declared means the League has been provided with confirmation from all parties involved about the change/addition, and that the League and Team(s) have agreed to a schedule for the provision of all required documents.
- 13.1.3. League Approval.** League Officials reserve the right to approve or deny any request to add or remove a Player from a Team’s roster based upon the eligibility of the Player(s) involved and compliance with these Rules and the Manual.
- 13.1.4. Competitive Disclosures.** The League reserves the right to notify the participants in any upcoming Match of the details of any roster change

request that has been submitted to the League that would affect that Match, to the extent such roster change has not been publicly announced.

Note: This rule is intended for situations where a transaction is timely submitted to the League, but is pending approval, or is the subject of a request by the submitting Team to allow the Team to announce the changes on a reasonable schedule.

- 13.1.5. 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 (“**Roster Change Start Date**”) and must become effective no later than the Roster change deadline date (“**Roster Change Deadline Date**”).
- 13.1.6. Playoff Roster Lock.** Teams that have qualified for Split 2 Playoffs or the Championship must submit their roster for Split 2 Playoffs or the Championship and MSI/WCE as applicable (in the case of the roster), in accordance with the Playoffs Roster Locks for each Split. All rosters must be compliant with the Playoff Roster restrictions.
- 13.1.7. Split 2 and Split 3 Additions to the Inactive Roster.** From the period of February 5, 2025 at 5:00pm local time through March 3, 2025 at 4:59p local time as well as May 7, 2025 at 5:00pm local time through June 30, 2025 at 5:00pm local time, a Team may sign Players to its Reserve Roster, subject to the Team’s compliance with the Maximum Roster Size. Players added during this period are ineligible to be moved to the Active Roster (and thus are not eligible to play in any Game or Match) until each Split’s Roster Unlock date, denoted in Section 2.3, 2.4 and 2.5.
- 13.1.8. Roster Change Deadline Safe Harbor.** The Roster Change Deadline shall be extended by three (3) business days with respect to any Player released from a Full Team Roster within the forty-eight (48) hours preceding the Roster Change Deadline in either Split. Players eligible for Safe Harbor will be designated under a special category on the GCD for a duration of three (3) business days.

Note: This rule is intended for situations where a Player is dropped from a Team close to the Roster. Change Deadline to provide a period of time where any Team in the League may sign the Player.

## **13.2. Player Trades**

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

- 13.2.1. Quantity.** There is no maximum total number of Players who may be traded per split or per season.
- 13.2.2. Asymmetrical Trades.** Trades are not required to be structured as symmetrical exchanges (e.g., 1-for-1, 2-for-2). Trade transactions are not limited to two (2) Teams per transaction.
- 13.2.3. Trades for Cash.** Players may be traded from one (1) Team to another in exchange for a payment of cash or other consideration subject to the conditions and requirements set forth in these Rules. Hybrid transactions, where a Player is traded in exchange for a combination of one (1) or more Players plus cash and/or other consideration, are also permitted.
- 13.2.4. Interregional Trades.** North American Players may be traded for any Players within any region and vice-versa, subject to the eligibility requirements set forth in these Rules and any applicable provisions in the Players' written Player Services Agreement.

### **13.3. Free Agent Signings**

A Team may sign Free Agents as follows:

- 13.3.1. Free Agent.** Free Agents are free to sign with any Team, so long as they continue to meet all eligibility requirements.
- 13.3.2. League Approval.** Free Agent signing requests must be submitted by a Team in advance, in writing, and approved by the League, in writing, before becoming effective, pursuant to the Manual.

### **13.4. Restrictions Regarding College Players (LTA North)**

- 13.4.1.** Between the start of the first match of the Split 2 Split Regular Season and Roster Change Start Date for the Split 3, no Team may acquire any Player that is a member of a varsity College League of Legends team ("**College League of Legends**") to the extent that such individual has accepted a scholarship from their college or university to play League of Legends. For the sake of clarity, if an individual has accepted a scholarship with a varsity College League of Legends team, this prohibition attaches to that individual, even if the individual quits the college or university team, is terminated by the college or university team or leaves the college or university.
- 13.4.2.** League Officials may waive this restriction if the requisite college or university requests a waiver of this provision for an individual to which it provided a scholarship.

# RULES OF THE GAME

## 14. Equipment

### 14.1. Definitions

**14.1.1. Bug.** A Bug is an error, flaw, failure or fault that produces an incorrect or unexpected result, or causes a Game or hardware device to behave in unintended ways.

**14.1.2. Native Programs.** Native Programs are software applications that are designed to run directly on the operating system without the need for any additional installation.

### 14.2. League Provided Player Equipment

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

- PC and Monitor
- Headsets and/or Microphones
- Table and Chair

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

- PC Keyboards
- PC Mice
- Mousepads

### 14.3. Permissible Player-Owned or Team-Owned Equipment

Players are allowed to provide equipment in the following categories, which they own or are owned by their Team, into the area immediately surrounding any competition PCs used during Match play (“**Match Area**”) and use such equipment during official League Matches.

- PC Keyboards
- PC Mice
- Cord Holders
- PC Mousepads

### 14.4. Prohibited Player-Owned or Team-Owned Equipment

**14.4.1.** Players may not bring, use, or wear any Player-owned or Team-owned equipment from the following categories into the Match Area: headsets, earbuds, and microphones.

- 14.4.2.** Players may not bring any Player-owned or Team-owned hardware or equipment into the Match Area if it features or displays any name, likeness or logo of a company or brand which is a competitor of RGI or LoL.

#### **14.5. League Approval for Player-Owned or Team-Owned Equipment**

All Player-owned or Team-owned hardware or equipment must be submitted to League Officials in advance for approval. League Officials may disallow the use of any individual piece of equipment in their sole discretion. If a Player is deemed to have brought, used, or worn unapproved equipment, the Player will be required to use equipment provided by the League Official instead.

#### **14.6. Storing and Accessibility**

Approved equipment will remain on-site with League Officials and will only be accessible before the Match or at such time as approved by the head referee (“**Head Referee**”).

#### **14.7. Peripheral Policy**

All Player-owned or Team-owned equipment must be submitted to League Officials in advance for approval. Unapproved equipment or equipment that is suspected by League Officials of providing an unfair competitive advantage will not be permitted for use, and Players will be required to use LTA-provided equipment instead. At their discretion, League Officials may disallow the use of any individual piece of equipment for reasons relating to tournament security, safety or operational efficiency or effectiveness. No Player-owned or Team-owned hardware or equipment may be brought into the Match Area if it features or displays any name, likeness or logo of a company or brand which is a competitor of Riot Games or LoL.

#### **14.8. Replacement of Equipment**

- 14.8.1.** If equipment or technical issues are suspected, a Player or League Official may formally request a technical review. Upon such request, a League technician will be assigned to diagnose and troubleshoot the problem. If necessary, the technician may recommend equipment replacement, subject to the approval and final decision of the League Official.
- 14.8.2.** Decisions regarding the replacement of any equipment are solely at the discretion of the League.
- 14.8.3.** If a Player wishes to use personal replacement equipment, the Player must use equipment which has been pre-approved by League Officials otherwise they will be provided replacement equipment by the League Officials.



## **14.9. Computer Programs & Usage**

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

### **14.9.1. Voice Chat.**

- 14.9.1.1. Voice chat will be provided only via the native system used in League provided headsets.
- 14.9.1.2. Use of third-party voice chat software (e.g., Discord) is not permitted, unless specified otherwise by League Officials.
- 14.9.1.3. League Officials may monitor a Team's audio at the discretion of the League.

### **14.9.2. Social Media and Communication.**

It is prohibited to use League computers to view or post on any social media or communication sites, including but not limited to, Facebook, X (formerly known as Twitter), Instagram, online forums/message boards and emails.

**14.9.3. Non-Essential Equipment.** It is prohibited to connect non-essential equipment, including but not limited to, cell phones, flash drives or MP3 players, to League computers for any reason.

**14.9.4. Native Programs.** Players may use Native Programs before Games. However, the following restrictions apply:

- 14.9.4.1. Any language or imagery created by Players on Native Programs is subject to the conduct standards outlined in in the Code of Conduct and in these Rules.
- 14.9.4.2. Any advertisement or mention of Teams, sponsors, and brands is prohibited on Native Programs, including advertisement of personal brands and social media or communication accounts.
- 14.9.4.3. Any strategy notes on Native programs created during Pre-Game Set Up as outlined in the Match Day Guidebook must be deleted before the Game begins.
- 14.9.4.4. Any pause that League Officials deem is a direct or indirect result of Players using Native Programs will be considered impermissible and deemed a violation of the Rules. League Officials will not offer Chronobreaks or remakes for Bugs that occur due to usage of

Native Programs. For clarity, usage of Native Programs include the act of switching application windows to access Native Programs.

- 14.9.4.5. League Officials may penalize Players for violations of the restrictions set for Native Programs and may prohibit Players from accessing Native Programs in cases of abuse.

#### **14.10. Audio Restrictions**

- 14.10.1. Players will be required to maintain volume levels above minimum settings.
- 14.10.2. League Officials may require Players to adjust their volume levels higher if League Officials determine, in their sole discretion, that volume levels are too low.
- 14.10.3. Headphones must be placed directly on a Player's ears for the entire duration of the Game.
- 14.10.4. Players are not permitted to obstruct the placement of headphones by any method or place any articles of clothing or accessories (e.g., hat, scarves, hoodies, etc.) between the headphones and the Player's ears.

#### **14.11. Equipment Tampering**

Players may not touch or handle another Player-owned or League provided equipment after a Match has started. Players who require assistance with their equipment should seek assistance from a League Official.

### **15. Venue, Competition Area Layout and Schedule**

#### **15.1. Definitions**

- 15.1.1. **Free Time.** Free Time means the time between the completion of picks/bans and Game launch.
- 15.1.2. **Trading Phase.** Trading Phase is defined as the 60 seconds following the conclusion of all picks and bans before the game formally starts.

#### **15.2. General Venue Access**

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

#### **15.3. Match Area**

- 15.3.1. **Starters.** During Match play, presence of Team Members in the Match Area is restricted solely to the Starters of the Teams in play.
- 15.3.2. **Team Managers.** Managers may be in the Match Area during the Game prep process, but must leave prior to the pick/ban phase and may not return until after the end of the Game.

- 15.3.3. Coach Stage Access.** During Matches, Coaches will be granted on-stage access and will be allowed to communicate with the Team during the Pick/Ban Process. No other Team staff will be permitted on-stage during this time without the express permission of League Officials. Coaches will exit the stage to a designated position once the countdown timer has reached five (5) seconds during the Trading-Phase.
- 15.3.4. Wireless Devices.** Wireless devices, including mobile phones and tablets, are not allowed in the Match Area while the Players are involved in active play, including during pick/ban phase, pauses, remakes, and between Games of multi-Game Matches. League Officials will collect such devices from Players in the Match Area and return them after the end of the Game.
- 15.3.5. Food and Drink Restrictions.** No food is allowed in the Match Areas. Drinks are permitted in the Match Area only in RGI-approved, re-sealable containers. League Officials will provide such containers to Players upon request.

## **16. Match Process**

### **16.1. Change to Schedule**

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

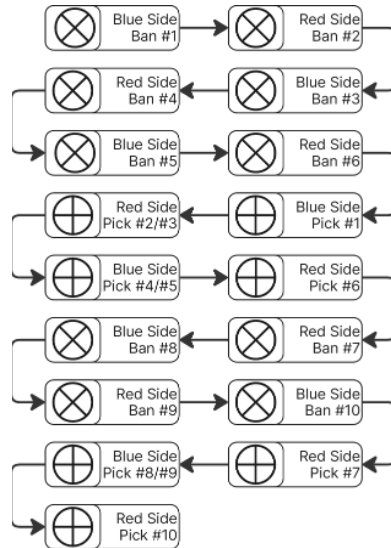
### **16.2. Arrival at Studio**

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

### **16.3. Game Setup and Player Restrictions**

- 16.3.1. Start of Pick/Ban Process.** Referees or League Officials will inform players of the remaining amount of time before the next Game's pick/ban phase begins. The exact time will be communicated 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 Players are not in their seats, ready for Champion Select, at the time designated to them by the Referees, the Team may be penalized for delay of game. Once all ten Players have reported to the official Game lobby, a Referee or League Official will request confirmation that both Teams are ready for the pick/ban phase. Once both Teams confirm readiness, a Referee or League Official will instruct the lobby owner to start the Game.

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



**16.3.3. Selection Error.** In the event of an erroneously-selected Champion pick, the team in error must notify a Referee or League Official of their intended pick before the other team has locked in their next selection. If so, the process will be restarted and brought back to the point at which the error occurred so that the Team in error may correct its mistake. If the next selection is locked before the Team in error gives notice to a Referee or a League Official, the erroneous selection shall be deemed irrevocable. In the event of an erroneously-selected Champion ban, the erroneous ban will be deemed irrevocable.

**16.3.4. Trading Champions.** Teams must complete all champion trades before the 20-second mark during the Trading Phase, or will be subject to a penalty, including having the champion trade disallowed.

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

**16.3.6. Controlled Game Start.** In the event of an error in Game start or a decision by League Officials to separate the pick/ban process from Game start, a League Official may start the Game in a controlled manner and all Players will select Champions in accordance with the previous valid completed pick/ban process.

**16.3.7. Slow Client Load.** If a Bugsplat, disconnect, or any other failure occurs which interrupts the loading process and prevents a Player from joining a Game upon Game start, the Game must be immediately paused until all ten Players are connected to the Game.

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

**16.3.9. Starting Roster Declaration Timing.**

Teams must set their Rosters with their Starters for their first Match of the day from the applicable Weekly Roster Designation at no later than 5:00pm local time, or an hour after the conclusion of the final Game of the day, whichever is the latest, the day prior to the Team's match. For example, Teams must set their Starting Roster on Wednesday at 5:00pm local time for Thursday Matches. A Starting Roster includes the five (5) starting players and the up to two (2) coaches.

If a Team fails to submit a valid Starting Roster by the deadline, they will be default to the last declared Starting Roster. If the deadline was missed before any roster was declared for the year, the Team may be subject to penalty.

The League will consider the Starting Roster submission final for the Game in question, regardless of whether the Team made alterations to their submission after the deadline. The process for completing a Team's selection will be determined by the League Officials. If there are any issues or concerns with a Starting Roster after they have been distributed to Teams the night before, Teams must inform League Officials ("**League Officials**") within three (3) minutes of them being sent out or they will be locked into that side for their upcoming Game.

**16.3.10. Side Selection Declaration Timing.**

Teams must set their side selection choice no later than 5:00pm local time, or an hour after the conclusion of the final Game of the day, whichever is the latest, the day prior to the Team's Match. For example, Teams must set their Side Selection choice on Wednesday at 5:00pm local time for Thursday Matches. The League will consider the Side Selection choice final for the Game in question, regardless of whether the Team made alterations to their submission after the deadline. The process for completing a Team's selection will be determined by the League Officials. If

there are any issues or concerns with a Side Selection after they have been distributed the night before, Teams must inform League Officials within five (5) minutes of them being sent out or they will be locked into that side for their upcoming Game. If a Team fails to submit a valid Side Selection by the deadline, they will be defaulted to the blue side.

## 17. Pauses and Crashes

### 17.1. Definitions

- 17.1.1. **Intentional Disconnection.** Intentional Disconnections is when a Player loses 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.
- 17.1.2. **Server Crash.** Server Crash is when all players lose connection to a Game due to an issue with the LoL server, Tournament Realm platform, or venue internet instability.
- 17.1.3. **Unintentional Disconnection.** Unintentional Disconnection is when a Player loses connection to the Game due to problems or issues with the LoL client, platform, network, or PC.

### 17.2. Stoppage of Play

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

- 17.2.1. **Direct Pause.** A Referee or League Official may order the pause of a Match or execute a pause command on any Player station at the sole discretion of the Referee or League Official, at any time.
- 17.2.2. **Player Pause.** Players may only pause a Match immediately following any of the events described below, but must signal a Referee or League Official immediately after the pause and identify the reason. Acceptable reasons include:
  - An Unintentional Disconnection
  - A hardware or software malfunction (e.g., monitor power or peripheral disability or LoL glitch)
  - Physical interference with a Player (e.g., fan gank or broken chair)
- 17.2.3. **Illness, Injury, or Disability.**

Player illness, injury, or disability is not an acceptable reason for a pause initiated by a Player.

- 17.2.3.1. If a League Official observes a condition or behavior, is notified by a Team or otherwise has a good faith belief that leads the official to believe that a Player is medically unfit to play or continue play, the League Official may, in their sole discretion, grant a pause, not to exceed ten minutes, in order to evaluate the identified Player.
- 17.2.3.2. If a Player is rendered unable to continue to play, the Team shall forfeit the Game unless a League Official, in their discretion, determines that the Game is subject to an Awarded Game Victory.
- 17.2.4. **Resuming the Game.** Players are not permitted to resume the Game after a pause. After clearance from a Referee or League Official is issued and all Players are notified and ready at their stations, which will be contingent on the Team captain confirming through in-game chat that both Teams are ready to resume play, a League Official will unpause the Game.
- 17.2.5. **Unauthorized Pause.** If a Player pauses or unpauses a Game without permission from a Referee or League Official, it will be considered unfair play and penalties will be applied at the discretion of League Officials.
- 17.2.6. **Player Communication During Stoppage of Play.** For the fairness of all competing Teams, Players are not allowed to communicate, in any fashion, with each other during a Game pause. For the avoidance of doubt, Players may communicate to the Referee, but only when directed in order to identify and remedy the cause for the stoppage. Referees or League Officials may, at their sole discretion, allow Teams to talk before the Game is unpause, in order to discuss the Game conditions.

## 18. Chronobreak and Game Stoppage

### 18.1. Definitions

- 18.1.1. **Chronobreak.** Chronobreak is a tool used to rollback the state of a Game to a previous time, in the event that League Officials determine the integrity of a Game has been compromised.
- 18.1.2. **Cost.** Cost is any (i) Player character deaths; (ii) objectives (Tower, Inhibitor, Dragon, Rift Herald, or Baron) taken that were not otherwise in progress at the Dead-Ball State (i.e., dragon was pulled or three Players on the tower with a minion wave and no opposition); or (iii) ultimate, item or summoner spell usage where such ultimate spell at Rank 1 (regardless of the ultimate rank or cooldown at the time of the bug) or base summoner spell or item (i.e., without cooldown reductions from masteries or items) has a cooldown of 110 seconds or longer. An ultimate or summoner spell used, in the opinion of League Officials, outside of normal play patterns for the purpose

of triggering a Cost under this rule shall not constitute a Cost. Other factors such as vision (placed or destroyed wards), minions farmed, etc., while all carrying some value in the Game, do not rise to the level of consideration in whether to use Chronobreak.

- 18.1.3. Critical Bug.** Critical Bug is a Bug (including an Unintentional Hardware Failure) that significantly damages a Player's ability to compete in the Game situation, significantly alters Game stats or gameplay mechanics, or a situation in which the external environmental conditions become untenable.
- 18.1.4. Dead-Ball State.** Dead-Ball State is a point in a Game when neither Team is heavily engaged with one another, although some minor engagement may still constitute a Dead-Ball State.
- 18.1.5. Game of Record.** A Game where all ten Players have loaded and which has progressed to a point of meaningful interaction between opposing Teams. Once a Game attains Game Of Record ("**GOR**") status, the period ends in which incidental restarts may be permitted and a Game will be considered as "official" from that point onward. Examples of conditions which establish GOR:
- Establishing line-of-sight between players on opposing teams.
  - Any attack or ability is landed on minions, jungle creeps, structures, or enemy Champions.
  - Setting foot, establishing vision or targeting skillshot ability in opponent's jungle by either Team, which includes either leaving the river or entering brush connected to enemy jungle.
  - Game timer reaches two minutes (00:02:00).
- 18.1.6. Minor Bug.** Minor Bug is a Bug (including an Unintentional Hardware Failure) that is, at worst, inconvenient to Players. This may include Bugs that alter Game stats or gameplay mechanics in a manner that, while not optimal, can be played through if necessary. For the absence of doubt, in a case where Chronobreak is not available, these Bugs would not result in a remade Game.
- 18.1.7. Play Through Bug.** A Play Through Bug is a Bug that does not significantly alter the competitive integrity of the Game and may include situations where the impact of the Bug can be mitigated through other in-game functions.

This category also includes Bugs provided under the "inform designation" - i.e., those Bugs that are provided to Teams in advance of Games (usually champion, item or environment interactions and persistent effects) for



which no remake will be offered. These effects or interactions cannot be avoided or mitigated through any means other than disabling of the offending champions, skins or items and thus remakes are not available for these Bugs.

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

**18.1.8. Prompt Reporting.** Once a Player is aware of a Bug (which, as defined, includes presumed hardware failures), the Player is required to pause the Game as soon as is practical through one of the methods listed below and alert League Officials to the Bug.

- Pausing the Game through the /pause command;
- Asking another Player to pause over audible voice communications;
- Requesting that a Referee pause the Game

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

**18.1.9. Summoner Spell and Runes Errors.** In the event of an erroneously-selected summoner spell or rune, only errors that are caused by bugs are eligible for a Game remake. In this instance, the Players must report the incident before GOR. All Champion selections and runes/summoner spells for all Players will remain the same in this remake situation (unless a verified bug results in a change). This rule applies to all summoner spells with the exception of Smite in which specifically a remake may occur under League Official discretion. Intentional violations, as deemed by the League Officials, will result in penalties.

- 18.1.10. Terminal Situation.** Terminal Situation is a Bug or other circumstance that requires that a Game be remade. These circumstances include (i) instances of Critical Bugs where Chronobreak is unavailable or unable to recover the Game; (ii) Bugs which cannot be remedied or avoided through the use of Chronobreak, including champion or skin Bugs that may require that such champion or skin be disabled; or (iii) any other instance in the discretion of League Officials where the continuation of the Game is untenable (including environmental concerns and catastrophic hardware failure).
- 18.1.11. Unintentional Hardware Failure.** Unintentional Hardware Failure is a failure of any piece of hardware, including server failure, monitor or PC failure or Player peripheral failure. This does not include any hardware failure that is Player induced, including the intentional damage to, or destruction of, a Player peripheral, damage to the monitor or a Player interfering with a PC. The determination of whether a hardware failure is unintentional is up to the sole discretion of Referees and League Officials.
- 18.1.12. Verifiable Bug.** Verifiable Bug is a Bug or Critical Bug that is conclusively present and not attributable to Player error. The spectator must be able to replay the instance in question and verify the Bug or Critical Bug.

## **18.2. Chronobreak Availability and Use**

If a Game experiences a Bug at any point during the Match, League Officials must first determine whether the Player followed the pause protocol set forth above. If the Game was paused in a timely manner, League Officials must next determine whether the bug is a Verifiable Bug. If it is a Verifiable Bug, League Officials must next determine whether the Bug is a Minor Bug, Critical Bug or Terminal Situation.

## **18.3. Minor Bug**

- 18.3.1.** If the Bug is a Minor Bug, League Officials must determine what the appropriate Dead-Ball State would be and whether there is a Cost associated with using Chronobreak to revert to that Dead-Ball State. If there is a cost associated with the Minor Bug, Chronobreak is not available and Players should be instructed to play through the Bug.
- 18.3.2.** In the case of a Minor Bug with no Cost, League Officials must determine (i) whether Chronobreak can restore the Game; and (ii) whether reverting the Game to an earlier state will fix the Bug or avoid the trigger condition for the Bug. If Chronobreak cannot restore the Game or reverting the Game to an earlier state will not fix or avoid the Bug, or in the case of any play through Bug, Chronobreak shall not be used and the Players will be instructed to play through the Bug.