



Pro Division 2020

Official Rules

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Introduction and Purpose

This rulebook contains the official rules for the League of Legends Prime League Pro Division (“**PRM**”). The rules apply to each of the Teams who have qualified to play in the 2020 Prime League Pro Division. These rules also apply to the Teams’ Team Managers & Team Members and other employees but apply only to official League play and not to other competitions, tournaments or organized play of League of Legends.

Riot Games Services GmbH, a company registered in Germany, has established these rules for the competitive play of League of Legends in order to unify and standardize the rules used in competitive play.

These official rules are designed solely to ensure the integrity of the system established by the League for professional play of League of Legends and a competitive balance among the Teams that play at the professional level. Standardized rules benefit all parties who are involved in the professional play of League of Legends, including the Team Managers, Team Members and Teams. Rules that impact all regions can be seen here: <https://eu.lolesports.com/en/about/global-rules>.

The terms of engagement between Team Managers, Team Members and Teams are left to each of the Teams and its Team Managers/Members.

1. Eligibility Requirements

To be eligible to compete in the League, each Player must satisfy all of the following:

1.1. Player Age

- 1.1.1. No Player shall be considered eligible to participate in any ERL or EM Match before having lived 16 full years. This shall not prevent Teams from signing Free Agents who have lived 15 full years, granted that they may not participate in an ERL Match until they have lived 16 full years.
- 1.1.2. Any player not having lived 18 full years must have signed permission from a legal guardian to participate in the League.

1.2. Residency & Representation

- 1.2.1. Teams will be required to have a minimum of three Locally-Trained Representatives (LTR) and three EU Residents (IMP) on their starting lineup at all times.
- 1.2.2. LTRs are defined as players who have fulfilled one or more of the following criteria:
 - 1.2.2.1. The player has legally resided and been primarily present in the competitive area of the ERL for no less than 36 out of the last 60 months immediately prior to their participation in the first game of the applicable competition.
 - 1.2.2.2. The player has played the majority of applicable matches in an ERL in no less than two of the last three EM-qualifying ERL splits immediately prior to their participation in the first game of the applicable competition.

Additionally, a split will count towards the LTR requirement for a player who has been on an ERL or LEC Roster for the LEC Rulebook Version 2.01; 21st January, 2020 5 majority of the split, even if the player has not been actively participating in the respective ERL, as long as they have not been participating in any other ERL.
 - 1.2.2.3. The player has legally resided and been primarily present in the competitive area of the ERL for at least 36 months after their 13th birthday, defined as having lived 13 full years.
- 1.2.3. If a Player can prove they have not claimed LTR status in any ERL in the past and cannot currently claim LTR status for any ERL using the clauses above, the ERL may grant LTR status to the player at their sole discretion.
- 1.2.4. A Player may only claim LTR status for the ERL region in which they are currently participating. Upon joining another ERL, the Player will have to prove their LTR status for the respective ERL or become a Non-Representative.

- 1.2.5. A Player may only be an LTR of a single ERL at any point in time. A player will not be considered a representative until they have declared themselves as an LTR to the respective ERL.
- 1.2.6. Players are not required to claim LTR status and may choose to remain a Non-Representative despite being eligible.
- 1.2.7. In order to be deemed a Resident, a Player must qualify under two possible scenarios:
 - 1.2.7.1. Provisional Non-Residents:

A Provisional Non-Resident is a current Non-Resident who has begun accruing time towards becoming a Resident. A Provisional Non-Resident can become a Resident if the Player has legally resided and been primarily present in the region for no less than 48 months out of the last 72 months immediately prior to such Player's participation in the first Game of the applicable competition.
 - 1.2.7.2. New Non-Residents:

A New Non-Resident is a Player who was not on the Roster of a Team in the Professional or Accredited League nor relocated to that region for the goal of training in those Leagues between May 11th, 2015 and August 1st 2016. After that date, a Player will be considered a New Non-Resident and unable to obtain residency only by staying within the region for 8 out of the last 12 Splits. A New Non-Resident Player must obtain lawful permanent resident status in the region the Player participates in.
- 1.2.8. A Player may only be a Resident of a single region at any point in time. Upon joining a Team's Roster, a Player will be considered a Non-Resident until and unless they declare themselves a Resident and meet the standards set forth in this rule. A Player who has lawful permanent resident status in multiple regions cannot be a Resident of two regions simultaneously per this rule. Once a Player declares residency in one region in which they are eligible, in order to switch residency to the other region, they must have participated in at least 50% of Regular Season Matches of their Team within that region in its most recent Split.

- 1.2.9. Players may prove Residency and LTR eligibility by submitting documentary evidence of eligibility. There are two general categories of evidence: government-issued documentation (e.g., government benefits records, military/draft registration papers) and private documentation (e.g., school records, deeds, leases, homeowner association documents, utility bills, bank records/statements, tax returns, insurance documents, medical records & employment records).

Minors may also have a parent or guardian prove Residency or LTR status on their behalf by first, providing documentary evidence of the parent-/guardian-child relationship (e.g., a birth certificate) and second, submitting documentary evidence belonging to the parent/guardian, as outlined above.

- 1.2.10. LEC secondary Teams are required to maintain at least four EU Residents on their ERL Roster, resulting in at least seven EU Residents across both LEC and ERL Rosters.

1.3. Work Eligibility

- 1.3.1. Each Player must submit proof, prior to being added to a Team's ERL Roster, that they will be a legal resident of a country in the EU Competitive Region as per the laws of that country.

- 1.3.2. For EU states, this requirement means the following:

- 1.3.2.1. For EU citizens, they must provide a photo or copy of their passport or state issued identity card.

- 1.3.2.2. For EEA citizens, ensure no additional visas are required.

- 1.3.3. For non-EU citizens, a valid visa with work-eligibility is required.

1.4. Player & Team Eligibility

- 1.4.1. All Players may only compete in one ERL at a time. If a player has participated in more than:

- 1.4.1.1. For League formats - 50% of the matches in an ERL regular split

- 1.4.1.2. For Tournament/Circuit formats - 50% of the tournaments in the circuit

They will be considered locked into that League. Players that are locked into a League may transfer freely in between splits.

- 1.4.2. If a player has played more than 50% of eligible regular season games in a Professional Esports League in at least two out of the last three completed splits, then they will be considered a "Veteran" player. An ERL starting lineup cannot include more than two Veteran players at a time.

- 1.4.3. Players who played in thirteen or more LEC Matches are ineligible to participate in any ERL Regular Season, Playoffs and the EM event for the current Split.
- 1.4.4. Current starters in any Professional League, excluding the LEC, as defined by their ability to qualify for the World Championship Event (LCS, LCK, LPL, LMS etc.), are strictly forbidden from engaging in an ERL.

1.5. Account Vetting

- 1.5.1. Prior to a player being deemed eligible to participate in the Prime League Pro Division, Teams must submit details of all active League of Legends accounts used in the last 6 months, including Username, Summoner Name and server region, to League Officials. Failure to do so may result in penalties.
- 1.5.2. The behaviour check will analyze the Player's behaviour record across all accounts on the live servers and determine whether or not they are in line with the standards we expect from Players in the Prime League Pro Division.
- 1.5.3. League Officials will inform Teams of their Players' eligibility upon completion of the vetting. This process may take up to three working days.
- 1.5.4. If a Player is deemed ineligible, a report containing information on why the Player did not pass vetting will be compiled. League Officials may share this report with the Team upon receiving written permission from the Player. The Player may also receive further sanctions depending on the severity of the case.
- 1.5.5. Players deemed eligible may still be subject to official sanctions such as warnings, suspensions and/or fines based on the results of the behaviour check.

1.6. No Riot, Freaks 4U Gaming Employees

- 1.6.1. Team Owners and Team employees may not be employees of Riot Games Inc. ("RGI") or League of Legends eSports Federation LLC or Riot Games Services GmbH, or any of their respective affiliates. Furthermore, they may not be employees of Freaks 4U Gaming GmbH, or any of their respective affiliates. If "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 the named Riot entities above. "Control" shall mean the power, through any means, to determine the policies or management of an entity, whether through the power to elect, appoint or approve, directly or indirectly, the directors, officers, managers or trustees of such entity or otherwise.

2. Ownership

2.1. Ownership Restrictions

- 2.1.1. In order to preserve the integrity of official League play, the Team Managers, or affiliates thereof, shall not have an interest in more than one ERL Team participating in a European Regional League, as defined below:

An "Interest" in or with an ERL Team means any of the following: (i) a direct or indirect financial interest in, or financial relationship with, such ERL Team, whether by legal or beneficial ownership, control, contractual relationship, loan agreement, or otherwise (including, for the avoidance of doubt, any buyback provision, right of first purchase, voting rights agreement, lien, deferred, reversion or security interest); or (ii) status as an officer, director, employee, stockholder, owner, affiliate, representative, agent, consultant, or advisor of such ERL Team, or any other role whereby a person participates, directly or indirectly, in the financing, operation, marketing, or management of such ERL Team or its assets.

- 2.1.2. Notwithstanding the foregoing, it shall not be considered a violation of Rule 2.1.1 for a Team Manager to have ownership in a common entity or venture that is not an ERL Team, with another Team Manager (a "Common Undertaking") that would otherwise constitute an Interest subject to this rule; provided, however, that such interests comprise (i) a solely passive ownership interest in less than ten percent of the capital stock of such Common Undertaking, (ii) such Team Managers do not undertake any operating role (including as an officer, director, employee, representative, agent, consultant, or advisor, etc.) with, and otherwise has no ability to control or exercise influence over such Common Undertaking, and (iii) such Team Manager has provided written notice to the League of such ownership in a Common Undertaking five business days in advance of such investment.
- 2.1.3. An Organization or Team may only own one ERL Team across all European Regional Leagues.
- 2.1.4. Organizations or Teams are only allowed to participate in one ERL per split. There will be a one split cooldown should they decide to move to another ERL.
- 2.1.5. An Organization may only own one LEC and one secondary Team in an ERL.
- 2.1.6. Changes in ownership and sponsors with naming rights may only occur between Splits.
- 2.1.7. Organizations may entertain multiple teams within the league entity that the ERL is part of. However, no organization may have a team in the next highest division within said entity or have more than one team within the same group of any lower division within said entity.

2.2. Recognition of Ownership

- 2.2.1. The League shall have the right to make final and binding determinations regarding Team ownership, issues relating to the multiple Team restriction and other relationships that may otherwise have an adverse impact on the competitive integrity of the Prime League. Any person that petitions for ownership into the Prime League can be denied admission at the sole discretion of the League. Team Owners agree that they will not contest any final determination of the League in connection therewith.
- 2.2.2. If an Owner is found to have any financial interest or benefit or any level of influence in another Team, the Owner will be required to immediately divest said interest in one of the two Teams and may be subject to punishment by the League.
- 2.2.3. Ownership of a Team competing in an ERL or EM should be clearly indicated by the starting lineup or Organization to ERL officials.

3. Rosters

3.1. Roster Requirements

- 3.1.1. Each ERL Team is required to maintain & keep under contract one Head Coach and at least six Players across their Roster during the entirety of each ERL Split.
- 3.1.2. No individual may simultaneously hold two or more of the roles listed above and a Player cannot be part of their Team's LEC and ERL Roster at the same time. As an exception to this, Teams will be allowed to designate up to two Players from their ERL Roster for their LEC Roster if those Players are not considered Veterans.
- 3.1.3. A Team's ERL Roster can have a maximum of ten Players.
- 3.1.4. Not applicable.
- 3.1.5. A Team's ERL Starting Line-up cannot include more than two Veterans at any given time.
- 3.1.6. A Team will be allowed a Roster of six or seven Players as their Play-Offs-Roster. A Team is required to maintain a seventh Player if the Team's Starting Line-up is comprised of three LTRs and three Residents and the Team's Substitute is either a Non-Representative or Non-Resident. If the Substitute is neither, then the seventh Player would need to be an LTR and a Resident.
- 3.1.7. A Team Member will not be allowed to compete for more than one Organization simultaneously and cannot be listed on the Roster of more than one Team.

- 3.1.8. A Team Member cannot have a contractual or financial arrangement with another Team unless explicitly allowed by the League in writing.
- 3.1.9. A Team Member can only be contracted to one Team globally and if the Team Member currently has a contract with a Team in another region the Team Member must disclose that information to Prime League Officials. To verify that these Team Members are officially under contract, each Team must submit the Summary Sheet from their Coach/Player Agreement for each Team Member they wish to designate as under contract. The Summary Sheet is itself not a Coach/Player Agreement but rather a summary of some key terms needed by the League to verify eligibility and confirm agreement by the Team Member and the Team. In all instances of conflict between the Summary Sheet and the Coach/Player Agreement, where the Coach/Player Agreement is compliant with the requirements outlined in the Team Participation Agreement, the League reserves the right to interpret the Summary Sheet as superseding.
- 3.1.10. All Team Member Agreements have to adhere to the following:
- They must not include any non-compete, right of first refusal or other similar provision that restricts a Team Member from joining another esports team, organization or company after the expiration or termination of the Team Member Agreement.
 - They must include an option to terminate the Team Member Agreement on the part of either party in the event that the other party commits a material breach of the Team Member Agreement that is not cured within thirty days of written notice from the non-breaching party.
 - They must not include any automatic, deemed renewal, or “renewal by silence” provisions that extend the term of the Team Member Agreement without the express written approval of the Team Member.
 - They must include an option to immediately terminate the Team Member Agreement on the part of the Team Member in the event that the respective Team’s Team Participation Agreement is terminated by the League; or the Team Member is officially removed from the Team as triggered by removal from the Global Contract Database.
 - They must not have a term or duration that is fewer than seven days, and in the event that the term or duration extends beyond the LEC Summer Split Roster Lock for the 2020 season, will have an expiration date that ends the term of the agreement on any of: November 16, 2020, November 15, 2021, or November 21, 2022.
 - They must include an exception to any confidentiality restrictions in the Team Member Agreement allowing disclosure of the agreements, and any summary sheet of the agreements, to the League.

- 3.1.11. All Players on a Team's Roster must have held a peak rating of Diamond 4 or above in 5v5 Summoner's Rift Ranked Solo/Duo or Ranked Flex at the end of the last ranked Season or in the current Season.
- 3.1.12. In the case of extenuating circumstances, such as temporary visa issues, a competitive suspension or a medical emergency the roster requirements may be waived temporarily. Grant of this waiver is at the sole discretion of the League.

3.2. Roster Modification

- 3.2.1. At a time designated by League Officials before the start of each Split, each Team must submit their Prime League Pro Division Rosters. If a Team Manager intends to modify a Roster, the Team Manager must submit requests in compliance with these rules. The request must be submitted in advance of the proposed effective date of any such change, at the earliest possible date and time. A Team will not be allowed to start a Player for the first week of the respective Split that is not on a Roster that was declared on this date.
- 3.2.2. The Team Member designated by the Team will be responsible for Roster management and document submissions. The Team Member is authorized to make changes to the Roster using one of the following methods: (1) Trading Players with other Teams; (2) Signing Free Agents; (3) Releasing Players from the Roster; (4) Adding Players from the Reserve Roster to the LEC or ERL Roster and vice versa; (5) Shifting Players between the LEC Roster and the ERL Roster.
- 3.2.3. For a Player to be removed from a Team's Roster, the respective Player's Player Agreement must be terminated.
- 3.2.4. Requests to modify the Prime League Pro Division Starting Line-up for a Team's Match on any Regular Season day must not be submitted any later than outlined below:
 - 3.2.4.1. For any Match all Teams are required to submit their Starting Line-up at least 24 hours before the official Match Time of the first Match of the given playday.
 - 3.2.4.2. League Officials can shift this deadline at their discretion by informing affected Teams. If no decision is submitted in time, the Starting Line-up will default to the Starting Line-up used in the Team's last official Match.
 - 3.2.4.3. For Super Weeks with more than three Match Days all Teams are required to submit their Starting Line-up at least 24 hours before the official Match Time of the first Match of the given playday. All teams can adjust their Starting Line-up until 23:00 PM CEST or 15 minutes after the Nexus of the last Match has been destroyed, whichever is later.

- 3.2.4.4. For Play-offs all Teams are required to submit their Starting Line-up for their first Match at least 24 hours before the official Match Time of the first Match of the given playday. All teams can adjust their Line-up until 23:00 PM CEST or 15 minutes after the Nexus of the last Match has been destroyed, whichever is later.
For every following Play-off Matches of one series, all Teams are required to submit their Starting Line-Up for the next Match within three minutes after the Nexus of the last Match has been destroyed.
- 3.2.5. The designated Team Member may request to modify their Team's Roster. The request must be submitted to a League Official at least 72 hours before the start of the Competition Week and its approval is at the sole discretion of the League.
- 3.2.6. Changes must be submitted to League Officials in writing and contain the following information: (1) Team's name (2) Head Coach's name (3) Players' name and position (4) Players' Roster status (5) Requested effective date.
- 3.2.7. All Roster modifications will be considered effective for the next Competitive Week upon approval by League Officials unless explicitly requested otherwise.
- 3.2.8. The Team's Rosters will be displayed in the Global Contract Database. The Global Contract Database will be updated once authorized Roster changes have been confirmed by League Officials. The Roster in the Global Contract Database will be considered the most up-to-date roster and Teams are responsible to notify League Officials if their current Roster is not accurately reflected.
- 3.2.9. Teams are restricted from announcing any Roster changes needing League approval as final until they have been approved. However, announcements can state that the Roster change is under review from the League. This includes any acquisitions and re-signings to the same Organization.

3.3. Substitutions

- 3.3.1. A Team may substitute a Player between Games of a Match. The Team must notify a League Official and have the substitution approved, no later than 5 minutes after the conclusion of the previous Game.
- 3.3.2. In the event of an emergency, a Team will be given up to one hour to find an immediate Substitute from their Roster for a Game. If a replacement cannot be found, the Team will forfeit. League Officials will determine if an event qualifies as an emergency.
- 3.3.3. Player substitutions have to result in Teams having eligible Rosters.

3.4. Coaches

- 3.4.1. Teams participating in PRM are required to have a Coach available online for every Game that the Team participates in.
- 3.4.2. Teams are required to register a Head Coach with the League.
- 3.4.3. In the event of an emergency, the Team can designate an interim coach. Whether or not an event qualifies as an emergency is determined at the sole discretion of the League.

3.5. EM Implications

- 3.5.1. A Prime League Team must retain at least three players from the starting lineup that played in their respective ERL Finals in order to claim any slot in the European Masters event.
- 3.5.2. If there are multiple claims for a single slot in the EM, the slot is held by the Team which can field the higher number of Starters from the qualifying Roster. If the number of Starters is equal between those Teams, the Team with the higher amount of Substitutes from the qualifying Roster will be granted the slot. If the number of Substitutes is also equal, the total amount of Games all Players played in the respective qualifying event will be the tiebreaker.

3.6. Free Agents & Free Agency

- 3.6.1. The League has established limited periods of time during which Free Agents can be signed. Signings of any kind outside of these specified dates are strictly prohibited. The start of the Free Agency period for the next Season will commence on the 19th of November 2019:

	Free Agent Signing Opening (00:00:00 UTC)	Free Agent Signing Deadline (16:00:00 UTC)
Spring Split	November 19 th , 2019	March 16 th , 2020
Summer Split	June 1 st , 2020	July 27 th , 2020

- 3.6.2. A Free Agent is a Player eligible to participate in the LEC or an ERL and who either has not yet signed a valid written Player Agreement with a Team or has been released from a Team or has had a contract expire without renewal.
- 3.6.3. An intended acquisition must be declared to League Officials at least three working days before the Team wants the Team Member to be added to the Roster.
- 3.6.4. If a Team intends to drop a Team Member from the Roster during the Split, the Team has to submit the Drop Form for that Team Member at least three working days before the Free Agent Signing Deadline of that Split. Contract expirations after the Free Agent Signing Deadline are allowed.

- 3.6.5. Team Members who have participated in any aspect of a Professional or Accredited League in the most recent Split cannot enter into any new oral or verbal commitment, financial arrangement, or contractual arrangement after the Summer Split Free Agency Signing Deadline closes and before the Global Contract Window opens with any Organization owning a Professional or Accredited Team if that commitment extends past the Global Contract Window, or otherwise impacts the Player's status once the Global Contract Window opens.
- 3.6.6. As an exception to the Free Agency restrictions Teams are able to sign Players to their Reserve Roster between the Spring Split Free Agent Signing Deadline and the Summer Split Free Agent Signing Opening if the respective Player is not participating in an ERL or EM. Players who are added to a Team's Roster in this timeframe are ineligible to play for the Team until the Summer Split Free Agent Signing Opening.
- 3.6.7. No official ERL Match may occur between the Spring Free Agency opening and January 1st of the following year.

3.7. Summoner Names

- 3.7.1. Summoner Names may include upper-case letters, lower-case letters, digits, underscores, or single spaces between words only. Summoner Names must not exceed 12 characters including spaces. No additional special characters will be allowed for team names, Summoner Names, or tags. Summoner Names and team names may not contain: vulgarities or obscenities; League of Legends Champion derivatives or other similar character names; or derivatives of products or services that may create confusion.
- 3.7.2. Teams will be permitted a team tag of 2-4 characters to be added to the front of each Player's Summoner Name on the Tournament Realm. These team tags must be a combination of uppercase letters and/or digits. Team tags must be unique globally.
- 3.7.3. All team tags, team names and Summoner Names must be approved by League Officials in advance of use in play. Name changes must be approved by League Officials prior to use in-game. League Officials reserve the right to deny a team name if it does not reflect the professional standards sought by the League and the Team will be required to change their name.

4. Finance

4.1. Sponsors

- 4.1.1. A Team has the ability to acquire sponsors. Restrictions on sponsorship acquisition are defined by the applicable ERL rules. The Team is obligated to notify the League of the intended acquisition of a new sponsor before the acquisition is finalized. If the sponsorship is classified as a Prohibited Sponsorship, then the sponsorship may not be displayed by the Players during the use or play of League of Legends, adjacent to League of Legends related material, the LEC, PRM, EM, or any other Riot-affiliated event.

- 4.1.2. The Team may only sell or manage sponsorships or brand elements for the Team which they are affiliated with.
- 4.1.3. No person or entity may hold the naming rights to more than one ERL Team at a time. A sponsor which holds naming rights to a Team may not sponsor other Teams in the League in any capacity. No person or entity acting as an owner, partial or total, or as a corporate officer for one Organization may sponsor a Team of a different Organization through themselves, a direct connection, another Organization they represent, or a proxy.
- 4.1.4. Teams cannot have multiple brand names in their Team name unless they comply with the naming restrictions set forth in the Team Name Sponsor Integration Policy.

4.2. Prize Money

During the Play-Offs at the end of the Spring Split and the Summer Split Teams shall have the opportunity to earn prize money based on their performance as outlined below:

- 4.2.1. For Prime League:

Position:	Prize:
#1	20.000 €
#2	12.500 €
#3	7.500 €
#4	5.000 €
#5 / #6	2.500 €

5. Additional Provisions

5.1. Publishing

- 5.1.1. The League shall have the right to publish a declaration stating that a Team Manager, Team Member and/or Team has been penalized. Any Team Manager, Team Member and/or Team that may be referenced in such declaration hereby waive any right of legal action against League of Legends Prime League, Riot Games Services GmbH, and/or any of their parents, subsidiaries, affiliates, employees, agents, or contractors for publishing such a declaration.

5.2. Finality of decisions

- 5.2.1. All decisions regarding the interpretation of these rules, Player eligibility, scheduling and staging of the ERL and penalties for misconduct, lie solely with the League, the decisions of which are final.

5.3. Right of modification

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

6. Format

6.1. ERL Regular Season

- 6.1.1. Each Team will face each Team in two Best-of-1s per Split.
- 6.1.2. The right for side selection during the Regular Season will be pre-selected by the League ensuring each Team will have side selection against every opposing Team once.
- 6.1.3. Standings in the League will be determined by the amount of Matches won.
- 6.1.4. A full schedule of dates and Matches will be available online at www.primeleague.gg (available mid of January).

6.2. ERL Play-Offs

- 6.2.1. This phase consists of a three-round seeded tournament among the top six Teams from the Regular Season, seeded according to their Regular Season standings.
- 6.2.2. In the first round the third seed will choose to face either the fifth or sixth seed in Match 1 and the fourth seed will face the fifth/sixth seed which has not been chosen in Match 2. The winning teams will advance to the second round, the losing teams will be eliminated.

The third seed will be required to submit their choice of opponent no later than sixty minutes after the conclusion of the final game of the regular season. If the third seed is playing in that final game, the deadline will be extended to 15 minutes after the conclusion of that game.

- 6.2.3. In the second round the two teams advancing from the first round will play each other in Match 3. The first and second seed will play each other in Match 4.

The winner of Match 3 will advance and then face the loser of Match 4 in Match 5. The winner of Match 4 will advance to the final.

- 6.2.4. In the third round the winner of Match 5 will advance to the final, where they will play against the winner of Match 4. The winner of Match 4 will be considered the higher seed for the purpose of side selection.
- 6.2.5. In the ERL Play-Offs the higher seed will have side selection for the first Game in a series. For all Games after the first, the side selection changes with every game.
- 6.2.6. Each Match of Round 1 and 2 will be played as a Best-of-3. Each Match of Round 3 and 4 will be played as a Best-of-5.

6.3. Tiebreakers

- 6.3.1. In the event that two Teams are tied in the standings at the conclusion of the Regular Season Split, the tie will be broken by their head-to-head record. If those Teams have an identical head-to-head record, the tie will be broken by wins in the second half of the Split, with the Team having more wins in the second half of the Split being granted the higher place. If after this the teams are still tied, the Teams will play a tiebreaker-game. Side selection will be awarded to the Team with the lower Victory Time in the Regular Season Games between those Teams.
- 6.3.2. If three or more Teams are tied, the head-to-head record of all Teams against all other Teams involved in the tiebreaker will be considered. If one or more Teams have won/lost more than 50% of the Matches in aggregate against every Team in the tiebreaker, they are automatically granted the higher/lower place(s) available in the tiebreaker, and a new tiebreaker is declared amongst the remaining Teams. If the Teams have an identical amount of Games won, the wins in the second half of the Split will be taken into account, with the Teams having more wins in the second half of the Split being granted the higher seeds. If after this the Teams are still tied, then the following structures will be used depending on the amount of Teams in the tiebreaker.
- 6.3.3. 3-way-tie:
A single round-robin will be played among the three Teams. If this does not result in hierarchical standings of Teams, then the three Teams will be drawn into a single-elimination bracket where the Team with the lowest Victory Time from the single round-robin tiebreaker games has a bye into the finals.
- 6.3.4. 4-way-tie:
The Teams will be drawn into two first-round matches (Game 1 and Game 2) based on their Victory Time. The winners of Game 1 and Game 2 will then face off in Game 3 while the losers face off in Game 4. The winner of Game 3 will be awarded the highest standing being decided by the tiebreaker, and the loser of Game 3 will be awarded the next highest standing being decided by the tiebreaker. The winner of Game 4 will be awarded the next highest standing being decided by the tiebreaker and the loser of Game 4 will be awarded the lowest standing being decided by the tiebreaker.
- 6.3.5. 5-way-tie:
The Teams will be drawn into a single-elimination bracket based on their Victory Time, where there is a play-in between the two Teams with the highest Victory Time for the fourth semi-final spot. The tournament will require a 3rd-place Game to determine 3rd/4th place.
- 6.3.6. 6-way-tie:
The Teams will be drawn into a single-elimination bracket based on their Victory Time, where the two Teams with the lowest Victory Time have a bye into the semi-final round. The tournament will require a 3rd-place Game to determine 3rd/4th place.

- 6.3.7. 7-way-tie:
The Teams will be drawn into a single-elimination bracket based on their Victory Time, where the Team with the lowest Victory Time has a bye into the semi-final round. The tournament will require a complete loser's bracket to determine seeding for all slots.
- 6.3.8. 8-way-tie:
The Teams will be drawn into a single-elimination bracket based on their Victory Time. The tournament will require a complete loser's bracket to determine seeding for all slots.
- 6.3.9. 9-way-tie:
The Teams will be drawn into a single-elimination bracket based on their Victory Time, where there is a play-in-game between the two Teams with the highest Victory Time. The tournament will require a complete loser's bracket to determine seeding for all slots.
- 6.3.10. 10-way-tie:
The Teams will be drawn into a single-elimination bracket based on their Victory Time, where there are two play-in-games between the four Teams with the highest Victory Time. The tournament will require a complete loser's bracket to determine seeding for all slots.
- 6.3.11. If multiple Teams are tied in Championship Points at the conclusion of the Summer Split, then the Team which gained the most Championship Points in the Summer Split will be considered the higher seed.
- If two Teams gained the same amount of Championship Points in the Summer Split, then their Summer Split Regular Season standings will be the first tiebreaker.
- If two Teams had the same Summer Split Regular Season standings, then their Summer Split Regular Season head-to-head record will be the second tiebreaker.
- If two Teams had the same head-to-head record, then their wins in the second half of the Summer Split will be used to break the tie.
- If two Teams have the same amount of wins in the second half of the Summer Split, they will play a tiebreaker-game.
- 6.3.12. All tiebreaker-games will be played as single Best-of-1 Games.
- 6.3.13. Tiebreaker-games will be scheduled at the sole discretion of the League.
- 6.3.14. For all tiebreaker-games the right for side selection will be determined by the lower Victory Time throughout the Regular Season of the applicable Split.
- 6.3.15. If the Victory Time is identical for multiple Teams, the hierarchy will be determined by a coin flip.

- 6.3.16. Tiebreaker-games will not be played if their outcome will not have any competitive implications.
- 6.3.17. If exactly two Teams are tied for fifth place after the conclusion of the Regular Season no tiebreaker-game will be played and the fifth place will be awarded to the Team with the lower Victory Time.

6.4. Championship Points

- 6.4.1. A Team will be awarded Championship Points based on the final placement of the Team after the Play-Offs for each ERL Split. The Championship Points will be used as a determining factor for seeding in the Season Final. Points will be awarded in the following way:

Place	Spring Split	Summer Split
1 st	240	320
2 nd	150	200
3 rd	90	120
4 th	60	80
5 th	30	40
6 th	15	20

6.5. Submission of Side Selection

- 6.5.1. All Teams are required to submit their side selection 24 hours before the official Match Time of the first Match of the given playday.
- 6.5.2. For all tiebreaker-games side selection must be submitted five minutes after the conclusion of the game which determined the tiebreaker scenario.
- 6.5.3. League Officials can shift these deadlines at their discretion by informing affected Teams. If no decision is submitted in time, selection will go to the opponent to react immediately. If no decision is submitted in time, selection will default the first team to blue side.

7. Match Process

7.1. Equipment

- 7.1.1. For all online matches, Players will be expected to provide all of their own equipment. This includes, but is not limited to: computers, keyboards, mice and mouse pads. As the Matches will not be played on an offline server, Players will also need to account for their own DDOS and other computer protection. Exclusive responsibility for protection will fall upon the Players and Teams. Additionally, the stability of the Player's hardware and internet connection are the responsibility of the Player. In the event that a Game is played on the live server and not the Tournament Realm both Teams will be required to use the default skins for their selected Champions.

- 7.1.2. League Officials may disallow use of specific equipment at their sole discretion for reasons relating to tournament security, safety, operational efficiency/effectiveness or if the equipment features a company or brand competing with Riot Games, the Prime League or League of Legends.
- 7.1.3. For all online Matches, a Team Representative will be expected to be available 30 minutes before their Match has been scheduled, and make sure the players of their submitted line-up are ready to play.

7.2. Clothing & Apparel

- 7.2.1. Team Members may wear apparel with multiple logos, patches or promotional language. All decisions in regard to apparel are at the sole discretion of the League. Objectionable or offensive examples below are listed for illustrative purposes only:
 - 7.2.1.1. Containing any false, unsubstantiated, or unwarranted claims for any product or service, or testimonials, the League considers unethical.
 - 7.2.1.2. Advertising any non-"over the counter" drug, tobacco product, firearm, handgun or ammunition.
 - 7.2.1.3. Containing any material constituting or relating to any activities which are illegal in any League region, including but not limited to, a lottery or an enterprise, service or product that abets, assists or promotes gambling.
 - 7.2.1.4. Containing any material that is defamatory, obscene, profane, vulgar, repulsive or offensive, or that describes or depicts any internal bodily functions or symptomatic results of internal conditions, or refers to matters which are not considered socially acceptable topics.
 - 7.2.1.5. Advertising any pornographic website or pornographic products.
 - 7.2.1.6. Containing any trademark, copyrighted material or other element of intellectual property that is used without the owner's consent or that may give rise to, or subject the League or its affiliates to, any claim of infringement, misappropriation, or other form of unfair competition.
 - 7.2.1.7. Disparaging or libeling any opposing Team or Player or any other person, entity or product.
- 7.2.2. Hats are not allowed.

- 7.2.3. A Player may not cover their face or attempt to conceal his or her identity from League Officials. League Officials must be able to distinguish the identity of each Player at all times and may instruct Players to remove any material that inhibits the identification of Players or is a distraction to other Players or League Officials.
- 7.2.4. The League reserves the right to refuse entry or continued participation in the Match to any Team Member who does not comply with the apparel rules.
- 7.2.5. For all offline Matches, headphones must be placed directly on a Player's ears, and must remain there for the duration of the Game. Players shall not obstruct the placement of headphones by any method. This includes placing any item, excluding glasses, between the headphones and the Player's ears.

7.3. Tournament Realm Accounts

- 7.3.1. Players will be provided Tournament Realm Accounts by the League. It is the Players' responsibility to configure their account to their preferences. The Account's Summoner Name must be set to the Player's Official Tournament Handle as approved by the League and may only be changed upon approval by the League.

7.4. Patch

- 7.4.1. Matches during the 2020 Season will be played on the respective patch available on the Live Server, once a sufficient testing period has occurred. Changes to the competitive patch and champion availability will be at the sole discretion of the League.
- 7.4.2. Champions which have not been available on the live server for more than one week will be automatically restricted. Champions that have undergone reworks will be enabled at the sole discretion of the League.

7.5. Pick-&-Ban Phase

- 7.5.1. The five Players of each team have to take place in a specific order within the game-lobby: Top, Jungle, Mid, Support, ADC.
- 7.5.2. Once all ten Players have reported to the official game-lobby, a League Official will request confirmation that both Teams are ready for the Pick-&-Ban Phase. Once both Teams confirm readiness, a League Official will instruct the game-lobby owner to start the Game.
- 7.5.3. The Pick-&-Ban Phase will be executed through the Client's Tournament Draft feature. At the discretion of League Officials the Pick-&-Ban Phase may be recorded and the Game's start aborted.
- 7.5.4. Game Settings:
 - Map: Summoner's Rift
 - Team Size: 5
 - Allow Spectators: Lobby Only
 - Game Type: Tournament Draft

- 7.5.5. League Officials may choose to employ either the Tournament Draft feature or a manual draft at their discretion.
- 7.5.6. Restrictions may be added at any time before or during a Match, if there are known bugs with any Gameplay Elements or for any other reason as determined at the discretion of the League.
- 7.5.7. Draft mode proceeds in a snake draft as follows:
 - Blue Team = A; Red Team = B
 - Bans: ABABAB
 - Picks: ABBAAB
 - Bans: BABA
 - Picks: BAAB
- 7.5.8. Teams must complete all Champion trades before the 20-second mark during the Trading Phase, or will be subject to penalties.

7.6. Game Start

- 7.6.1. A Game will start immediately after the Pick-&-Ban Phase is complete, unless otherwise stated by a League Official. Players are not allowed to quit a Game after the completion of the Pick-&-Ban Phase.
- 7.6.2. If there is an error in Game Start or a Prime League Official decides to separate the Pick-&-Ban Phase and the Game Start, the Blind Pick feature may be used at the discretion of the League. All Players will select Champions in accordance with the valid completed Champion selections.
- 7.6.3. If a Bugsplat, disconnect or any other failure occurs which interrupts the loading process and prevents a Player from joining a Game, the Game must be immediately paused until all Players are connected.

7.7. Pause

- 7.7.1. In an Online Match Players may only pause a Game immediately following a Disconnect, high ping or a hardware/software malfunction. If at the time of the technical problem there is an engagement between at least one champion from each Team, the Game should only be paused if the affected player is part of the engagement. If the technical problem still persists after the engagement, the Game should be paused immediately.
- 7.7.2. In an Online Match a Team may pause the game for at most 15 minutes in total.
- 7.7.3. During an Online Match League Officials may extend a Team's pause time at their sole discretion.
- 7.7.4. In an Offline Match if a Player intentionally disconnects without notifying a League Official or pausing, the League Official is not required to enforce a pause.

- 7.7.5. In an Offline Match Players may only pause a Game immediately following an Unintentional Disconnect, hardware/software malfunction or physical interference and must notify a League Official immediately and identify the reason.
- 7.7.6. In an Offline Match, for the fairness of all competing Teams, Players are not allowed to communicate with each other during a pause. For the avoidance of doubt, Players may communicate to the Referee, but only in order to identify and remedy the cause for the pause. If a pause extends long enough, Referees may, at their discretion, allow Teams to talk before the Game is un-paused, in order to discuss the Game's conditions.
- 7.7.7. League Officials may order or execute a pause of a Game at the sole discretion of the League Officials.
- 7.7.8. Players are not permitted to resume the Game after a pause. After clearance from a League Official is issued and all Players are notified and ready, which will be contingent on confirming through in-game chat, the in-client spectators will un-pause the Game.
- 7.7.9. If a Player pauses or un-pauses a Game without permission from a League Official, it will be considered unfair play and penalties will be applied at the discretion of the League.

7.8. Post-Game Process

- 7.8.1. After the conclusion of each Match one Player of each Team must be available for a video, at least audio interview within 5 minutes after the Match has ended. The interview will happen within 15 minutes of the conclusion of the Match.
- 7.8.2. Each Team must submit their Player of Choice at least 24 hours before the official Match Time of the first Match of the given playday.
- 7.8.3. The technical details will be communicated by the Administration in time.

7.9. Scheduling

- 7.9.1. The League may, at its sole discretion, modify the schedule of Matches. In the event of a schedule modification the League will notify all Teams at the earliest convenience.

8. Chronobreak

8.1. Definitions

- 8.1.1. Chronobreak. The Deterministic Disaster Recovery Tool.
- 8.1.2. Bug. An error, flaw, failure or fault that produces an incorrect or unexpected result, or causes a game or hardware device to behave in unintended ways.

- 8.1.3. Minor Bug. A bug (including a hardware failure) that is, at worst, inconvenient to players. This may include bugs that alter game stats or gameplay mechanics in a manner that, while not optimal, can be played through if necessary. For the avoidance of doubt, in a case where Chronobreak is not available, these bugs would not result in a remade game.
- 8.1.4. Play Through Bug. A bug that does not significantly alter the competitive integrity of the game. This may mean that there are mitigation steps available for an otherwise difficult to play around bug (like restarting the game client or computer). Alternatively, this may include situations where the impact of the bug can be mitigated through other in-game functions.
- This category also includes bugs provided under the “inform designation” - i.e. those bugs that are provided to teams in advance of games (usually champion, item or environment interactions and persistent effects) for which no Chronobreak or remake will be offered. These effects or interactions cannot be avoided or mitigated through any means other than disabling of the offending champions, skins or items and thus Chronobreak and remakes are not available for these bugs, which must be played through.
- 8.1.5. Unintentional Hardware Failure. The failure of any piece of hardware, including server failure, monitor or PC failure or player peripheral failure. This does not include any hardware failure that is player induced, including the intentional damage to, or destruction of, a player peripheral, damage to the monitor or a player interfering with a PC. The determination of whether a hardware failure is unintentional is up to the sole discretion of League officials.
- 8.1.6. Critical Bug. A bug (including an Unintentional Hardware Failure) that significantly damages a player’s ability to compete in the game situation, significantly alters game stats or gameplay mechanics, or a situation in which the external environmental conditions become untenable. The determination of whether the bug has damaged a player’s ability to compete is up to the sole discretion of League officials.
- 8.1.7. Verifiable Bug. A bug or critical bug that is conclusively present and not attributable to player error. The spectator must be able to replay the instance in question and verify the bug or critical bug.
- 8.1.8. Terminal Situation. A bug or other circumstance that requires that a game be remade. These circumstances include (i) instances of critical bugs where Chronobreak is unavailable or unable to recover the game; (ii) bugs which cannot be remedied or avoided through the use of Chronobreak, including champion or skin bugs that may require that such champion or skin be disabled; or (iii) any other instance in the discretion of League officials where the continuation of the game is untenable (including environmental concerns and catastrophic hardware failure).

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

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

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

- 8.1.10. Cost. Any (i) player deaths; (ii) objectives (tower, inhibitor, dragon, herald or baron) taken that were not otherwise in progress at the dead-ball state (i.e. dragon was pulled or three players on the tower with a minion wave and no opposition); or (iii) ultimate, item or summoner spell usage where such ultimate spell at Rank 1 (regardless of the ultimate rank or cooldown at the time of the bug) or base summoner spell or item (i.e. without cooldown reductions from runes or items) has a cooldown of 110 seconds or longer. An ultimate or summoner spell used, in the opinion of League officials, outside of normal play patterns for the purpose of triggering a cost under this rule shall not constitute a cost. Other factors such as vision (placed or destroyed wards), minions farmed, etc, while all carrying some value in the game, do not rise to the level of consideration in whether to use Chronobreak.
- 8.1.11. Prompt Reporting. Once a player is aware of a bug (which, as defined, includes presumed hardware failures), the player is required to pause the game as soon as is practical through one of the methods listed below and alert League officials as to the bug. These methods are:

- Pausing the game through the /pause command
- Asking a teammate to pause over audible voice communications
- Requesting that a referee pause the game

For the avoidance of doubt, if a player audibly requests that a referee pause the game, even if the game is not immediately paused, the player will be considered to have requested a pause as soon as is practical. In addition, it may not be practical to cause an immediate pause upon recognizing the bug if, for example, the two teams are engaged with each other. In such cases, League officials may determine that it was not practical to pause the game until the engagement ended.

8.1.12. Game of Record. A game where all ten players have loaded and which has progressed to a point of meaningful interaction between opposing teams. Once a game attains Game Of Record (“GOR”) status, the period ends in which incidental restarts may be permitted and a game will be considered as “official” from that point onward. Examples of conditions which establish GOR:

- Establishing line-of-sight between players on opposing teams.
- Any attack or ability is landed on minions, jungle creeps, structures, or enemy Champions.
- Setting foot, establishing vision or targeting skillshot ability in opponent’s jungle by either team, which includes either leaving the river or entering brush connected to enemy jungle.
- Game timer reaches two minutes (00:02:00).

8.2. Chronobreak Availability and Use.

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

8.3. Minor Bug.

8.3.1. If the bug is a minor bug and is not a play through bug, League officials must determine what the appropriate dead-ball state would be and whether there is a cost associated with the use of 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.

8.3.2. 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.

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

- 8.3.4. If any significantly disadvantaged team requests a Chronobreak, League officials will utilize Chronobreak to restore the game to the appropriate dead-ball state. If an appropriate dead-ball state does not exist, players may still be placed back to a recovered spot prior to the bug occurring at the discretion of League officials.

8.4. Critical Bug.

- 8.4.1. In the case of a critical bug (where such critical bug is not a play through bug), League officials must determine (i) whether Chronobreak can restore the game; and (ii) whether reverting the game to an earlier state will fix the bug or avoid the trigger condition for the bug.
- 8.4.2. If Chronobreak cannot restore the game, or reverting the game to an earlier state will not fix or avoid the bug, then the bug constitutes a Terminal Situation.
- 8.4.3. In the case of a critical bug, League officials will determine whether either or both teams were significantly disadvantaged by the critical bug, and any significantly disadvantaged team will be offered the opportunity to Chronobreak the game, although such team will not be told what dead-ball state will be utilized. If any significantly disadvantaged team requests a Chronobreak, League officials will attempt to find an appropriate dead-ball state prior to the bug occurring. If an appropriate dead-ball state does not exist, players may still be placed back to a recovered spot prior to the bug occurring at the discretion of League officials.

8.5. Terminal Situation.

- 8.5.1. In the case of a Terminal Situation, League officials shall follow the remake procedure (below).

8.6. Remakes Before GOR.

- 8.6.1. The following are examples of situations in which a game may be remade if GOR has not been established:
- 8.6.2. If a player notices that player's rune or GUI settings have not applied correctly due to a bug between the game lobby and match, player can pause the game to adjust these settings. If the settings cannot be correctly adjusted, then the game may be restarted.
- 8.6.3. If League officials determine that technical difficulties will not allow for the game to resume as normal (including a team's ability to be in proper position for certain game events, such as minion spawn).
- 8.6.4. Any circumstance which would permit a restart after GOR.

8.7. Restarts After GOR.

- 8.7.1. The following are examples of situations in which a game may be restarted after GOR has been established.
- 8.7.2. If a game experiences a Terminal Situation at any point during the match.

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

8.8. Remake Procedure.

- 8.8.1. Terminal Situation. League officials will determine whether either or both teams were significantly disadvantaged by the bug, and any significantly disadvantaged team will be offered the opportunity to remake the game. If any significantly disadvantaged team accepts a remake, the game will immediately be restarted as per this section. Significant disadvantage is a prerequisite to a remake offer.
- 8.8.2. Controlled Environment. Certain conditions may be preserved in the event of a remade game that has not reached GOR, including, without limitation, picks/bans or Summoner spells. If, however, a match has reached GOR then League officials shall not retain any settings.
- 8.8.3. Champion and Skin Disables. If the remake occurred due to a champion bug, then settings no longer will be retained (including picks and bans) regardless of Game of Record status and the champion may be made ineligible for at least the remainder of the day's matches unless the bug can be conclusively tied to a specific game element that can be fully removed (i.e. a skin that can be disabled).

8.9. Hardware Malfunction.

- 8.9.1. In the case of any hardware malfunctions, League officials shall determine whether the hardware malfunction constitutes a minor bug (i.e. a monitor loses power and a player walks directly into an enemy turret), a critical bug (i.e. a keyboard stops working, causing a player death) or a terminal situation (i.e the game server crashes) and follow the appropriate standard above.

8.10. Reporting Procedure

- 8.10.1. Any bug that triggers analysis under this rule should be documented by the local region in a "Bug Incident Report", including a narrative on the information the team had on hand (i.e. use of ShadowPlay, behavior observed, etc) and the decision making process.

8.11. League Discretion.

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

8.12. Awarded Game Victory

- 8.12.1. In the event of a technical difficulty which leads League officials to declare a restart, League officials may instead award a game victory to a team. If a game has been played for more than 20 minutes on the game clock (00:20:00), League officials, in their sole discretion, may determine that a team cannot avoid defeat to a degree of reasonable certainty. The following criteria may be used (but are not required to be used) in the determination of reasonable certainty.
- Gold Differential. The difference in gold between the teams is more than 33%.
 - Remaining Turret Differential. The difference in the number of remaining turrets between the teams is more than seven (7).
 - Remaining Inhibitor Differential. The difference in the number of standing inhibitors between the teams is more than two (2).
 - Remaining Nexus Turret Differential. The difference in the number of remaining Nexus turrets between Teams is two.
 - Champion Differential. The difference in alive champions between Teams is at least four with the remaining death timers on all dead champions being at least 40 seconds or higher.
 - Straight Up GG. At the time of technical difficulty there is no scenario that in the opinion of League Officials could result in anything other than the victory of one Team.

9. Post-Game Process

- 9.1.1. League Officials will confirm and record the Game's result.
- 9.1.2. Players will inform League Officials of any technical issues.
- 9.1.3. Referees may log into Player Accounts to join the game-lobby.
- 9.1.4. League Officials will inform Players of the remaining time before the next Game's Pick-&-Ban Phase. Pick-&-Ban Phase will commence as scheduled even if a Team is not fully present in the Match Area. If only a single Player of a Team is present when the Pick-&-Ban Phase begins, this Player may determine all Picks and Bans for the Team. If no Player from a Team is present in the Match Area when the Pick-&-Ban Phase begins that Team shall be deemed to have forfeited the Game.
- 9.1.5. After a Match Players will be informed of any post-match obligations including, but not limited to, media appearances, interviews, or further discussion of any other matters.

10. Scheduling

- 10.1.1. The League may, at its sole discretion, modify the schedule of Matches. In the event of a schedule modification the League will notify all Teams at the earliest convenience.
- 10.1.2. Players participating in a League event must arrive on-site and on-stage no later than the time specified by the League Officials.

11. Referees

- 11.1.1. Referees will oversee the League Matches, including the following:
 - Checking the Team's Starting Line-up before a Match
 - Checking and monitoring Player peripherals and Match Areas
 - Announcing the beginning of a Game
 - Ordering pause/resume during a Game
 - Issuing penalties in response to rule violations during the Match
 - Confirming the end of the Match and its results
- 11.1.2. At all times, Referees shall conduct themselves in a professional and impartial manner. No passion or prejudice shall be shown towards any Player, Team, Team Manager, Coach or other individual.
- 11.1.3. If a Referee makes an incorrect judgment, the judgment can be subject to reversal. League Officials, at their discretion, may evaluate the decision during or after the Match to determine if the proper procedure was implemented. If the proper procedure was not followed, League Officials reserve the right to potentially invalidate the Referee's decision. League Officials will always maintain final say in all decisions set forth throughout the League.

12. Code of Conduct

12.1. Competitive Integrity

- 12.1.1. Teams are expected to play at their best at all times within any League Match, and to avoid any behavior inconsistent with the principles of good sportsmanship, honesty, or fair play. Violating this rule will be subject to penalties at the discretion of League Officials. All decisions in regard to violations are at the sole discretion of the League. Examples below are listed for illustrative purposes only:

- 12.1.2. Collusion, which is defined as cooperation or conspiracy to cheat or deceive others. The cooperation or conspiracy can occur among Players, Teams, and/or Organizations, and can be done to the sole benefit of the parties involved in the cooperation or conspiracy. The list of conspirators is not exhaustive. Collusion includes, but is not limited to, acts such as:
- Soft play, which is defined as any agreement among Players to not play at a reasonable standard of competition in a Game.
 - Pre-arranging to split prize money and/or any other form of compensation
 - Sending or receiving signals, electronic or otherwise, from outside sources to/from a Player.
 - Deliberately losing a Game for compensation, or for any other reason, or attempting to induce another Player to do so.
 - Conspiring to predetermine locations for Free Agents and/or conspiring to fix the salaries of contracts for Team Members and/or potential Team Members.
- 12.1.3. Hacking, which is defined as any modification of the League of Legends game client.
- 12.1.4. Exploiting, which is defined as intentionally using any in-game bug to an advantage.
- 12.1.5. Looking at spectator monitors.
- 12.1.6. Ringing, which is defined as playing using another Player's account or solicitation to do so.
- 12.1.7. The use of any kind of cheating device and/or cheat program, or any similar cheating method.
- 12.1.8. Intentional disconnect without a proper and explicitly-stated reason.
- 12.1.9. Any other act which violates these rules and/or standards established by the League.
- 12.1.10. A Team Manager/Member may not use language that is obscene, foul, vulgar, insulting, threatening, abusive, libelous, slanderous, defamatory or otherwise offensive or objectionable; or promote or incite hatred or discriminatory conduct, in or near the Match Area, at any time. A Team Manager/Member may not use any facilities, services or equipment provided or made available by the League or its contractors to post, transmit, disseminate or otherwise make available any such prohibited communications. A Team Manager/Member may not use this type of language on social media or during any public-facing events.
- 12.1.11. A Team Manager/Member may not take any action or perform any gesture directed at an opposing Team Manager/Member, fan, or official, or incite any other individual(s) to do the same, which is insulting, mocking, disruptive or antagonistic.

- 12.1.12. Abuse of League Officials, opposing Team Managers/Members, or audience members will not be tolerated. Repeated etiquette violations, including but not limited to touching another Player's computer, body or property will result in penalties. Team Managers/Members and their guests (if any) must treat all individuals attending a Match with respect.
- 12.1.13. No Team Manager/Member may touch or otherwise interfere with lights, cameras or other studio equipment. Team Managers/Members may not stand on chairs, tables or other studio equipment. Team Managers/Members must follow all instructions of League Officials.
- 12.1.14. During the Match, communication by a Player on the Starting Line-up shall be limited to the other Players on their Starting Line-up and League Officials. In addition the Players are allowed to communicate with their on-stage Coach during the Pick-&-Ban Phase.

12.2. Responsibility under Code

- 12.2.1. Unless expressly stated otherwise, offenses and infringements of these rules are punishable, whether or not they were committed intentionally. Attempts to commit such offenses or infringements are also punishable.
- 12.2.2. Harassment is forbidden. Harassment is defined as systematic, hostile and repeated acts taking place over a considerable period of time, or a singular egregious instance, which is/are intended to isolate or ostracize a person and/or affect the dignity of the person.
- 12.2.3. Sexual harassment is forbidden. Sexual harassment is defined as unwelcome sexual advances. The assessment is based on whether a reasonable person would regard the conduct as undesirable or offensive. There is zero tolerance for any sexual threats/coercion or the promise of advantages in exchange for sexual favors.
- 12.2.4. Team Managers/Members may not offend the dignity or integrity of a country, private person or group of people through contemptuous, discriminatory or denigrating words or actions on account of race, skin color, ethnic, national or social origin, gender, language, religion, political opinion or any other opinion, financial status, birth or any other status, sexual orientation or any other reason.
- 12.2.5. Team Managers/Members may not give, make, issue, authorize or endorse any statement or action having, or designed to have, an effect prejudicial or detrimental to the best interests of the League, Riot Games or its affiliates, or League of Legends, as determined in the sole and absolute discretion of the League.

- 12.2.6. Teams may receive or may be asked to submit paperwork for approval or visibility throughout the League Season. This paperwork is necessary for maintaining expectations throughout the League. Early announcements can disrupt the competitive scouting a Team would use to create strategies for upcoming Matches. For this reason, if a Team Manager/Member has been told not to release information, as it may undermine the competitive process, and the Team Manager/Member proceeds to release said information, then the Team Manager, Team Member and/or Team will be subject to penalties.
- 12.2.7. If the League or Riot Games determine that a Team, Team Manager or Team Member has violated the Summoner's Code, the League of Legends Terms of Use, or other rules of League of Legends, League Officials may assign penalties at their sole discretion. If a League Official contacts a Team Manager/Member to discuss the investigation, the Team Manager/Member is obligated to tell the truth. If a Team Manager/Member withholds information or misleads a League Official creating an obstruction of the investigation then the Team Manager, Team Member and/or Team is subject to punishment.
- 12.2.8. A Team Manager/Member may not engage in any activity which is prohibited by common law, statute, or treaty and which leads to or may be reasonably deemed likely to lead to conviction in any court of competent jurisdiction.
- 12.2.9. A Team Manager/Member may not disclose any confidential information provided by the League or any affiliate of Riot Games, by any method of communication.
- 12.2.10. No Team Manager/Member may offer or accept any gift or reward to a Player, Coach, Team Manager, League Official, Riot Games employee, or person connected with or employed by another League Team for services promised, rendered, or to be rendered in defeating or attempting to defeat a competing Team. The sole exception to this rule shall be in the case of performance-based compensation paid to a Team Manager/Member by a Team's official sponsor or Owner.
- 12.2.11. No Team Manager/Member or Affiliate of a Team may solicit, lure, or make an offer of employment to any official Coach or Player who is signed to any League Team, nor encourage any such Coach or Player to breach or otherwise terminate a contract with said League Team. A Coach or Player may not solicit a Team to violate this rule. A Coach or Player may express publicly their desire to leave the Team and encourage any and all interested parties to contact their Manager. But the Coach or Player may not entice a Team directly to reach out to their Team Manager or attempt to violate their contractual obligations. Violations of this rule shall be subject to penalties, at the discretion of League Officials. To inquire about the status of a Coach or Player from another Team, Team Managers must contact a Team Manager of the Team that the Player and/or Coach is currently contracted with. The inquiring Team must provide visibility to League Officials before being able to discuss the contract with a Player. Contracts for Players can be found in the Global Contract Database.

- 12.2.12. No Team Manager/Member may refuse or fail to apply the reasonable instructions or decisions of League Officials.
- 12.2.13. No Team Manager/Member may offer, agree, conspire, or attempt to influence the outcome of a Game or Match by any means that are prohibited by law or these rules.
- 12.2.14. Documentation or other reasonable items may be required at various times throughout the League Season as requested by League Officials. If the documentation is not completed to the standards set by the League, then a Team may be subject to penalties. Penalties may be imposed if the items requested are not received and completed at the required time.
- 12.2.15. No Team Manager/Member or League Official may take part, either directly or indirectly, in betting or gambling on any results of any esports tournament or Game/Match globally.

12.3. Penalties

- 12.3.1. Any person found to have engaged in or attempted to engage in any act that the League believes, in its sole and absolute discretion, constitutes unfair play, will be subject to penalty. The nature and extent of the penalties imposed due to such acts shall be in the sole and absolute discretion of the League.
- 12.3.2. Upon discovery of any Team Manager/Member committing any violations of the rules, the League may issue the following penalties:
 - Verbal Warning
 - Loss of Side Selection for current or future Game(s)
 - Loss of Ban(s) for Current or Future Game(s)
 - Fine(s) and/or Prize Forfeiture(s)
 - Game and/or Match Forfeiture(s)
 - Suspension(s)
 - Disqualification(s)
- 12.3.3. Repeated infractions are subject to escalating penalties, up to, and including, disqualification from future participation in the League. It should be noted that penalties may not always be imposed in a successive manner. The League, in its sole discretion, can disqualify a Team Manager, Team Member or Team for a first offense if the action of the Team Manager, Team Member or Team is deemed egregious enough to be worthy of disqualification by the League. Penalties that state a listed amount of time for discipline will only apply to competitive months. Competitive months are defined as the months in which League of Legends' professional competition is taking place.
- 12.3.4. Infractions will be governed by the ERL Penalty Index, the LEC Penalty Index and/or the [Global Penalty Index](#) for major infractions.

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13. Glossary & Exhibits

Availability Declaration Form	Exhibit C.
Coach Agreement	The contract between an Organization and their Coach.
Competition Week	A Competition Week is defined as the timeframe between the first scheduled PRM Match of a week and the first scheduled PRM Match of the next week.
Drop Form	Exhibit D.
EM	Stands for European Masters, the championship for ERL winners.
ERL	European Regional Leagues, including the following Leagues: ERL France, ERL DACH, ERL Nordic, ERL Poland, ERL Spain, ERL UK & Ireland, ERL Balkan, ERL Italy, ERL Portugal, ERL Czech Republic & Slovakia, ERL Greece, ERL Benelux, ERL Baltics.
EU Competitive Region	The EU Competitive Region is defined as: Albania, Andorra, Austria, Belgium, Bosnia and Herzegovina, Bulgaria, Croatia, Cyprus, Czech Republic, Denmark, Estonia, Finland, France, Germany, Greece, Hungary, Iceland, Ireland, Italy, Kosovo, Latvia, Liechtenstein, Lithuania, Luxembourg, Macedonia, Malta, Monaco, Montenegro, Netherlands, Norway, Poland, Portugal, Romania, San Marino, Serbia, Slovakia, Slovenia, Spain, Sweden, Switzerland, United Kingdom (UK), Vatican City (Holy See).
Free Agent	A Free Agent is a Player eligible to participate in the League and either (1) has not yet signed a valid written Player Agreement with a Team or (2) has been released from a Team or has had a contract expire without renewal.
Free Agent Signing Approval Request Form	Exhibit B.
Game	An instance of competition on the Summoner's Rift map in League of Legends which is played until a winner is determined by whichever of the following occurs first: (1) Destruction a Nexus (2) Surrendering (3) Forfeiting (4) Awarded Game Victory
Gameplay Elements	Gameplay Elements include but are not limited to Items, Champions, Skins, Runes, Summoner Spells.
Global Contract Database	https://docs.google.com/spreadsheets/d/1Y7k5kQ2AegbuyiGwEPsa62e883FYVtHqr6UVut9RC4o/pubhtml#
Global Contract Window	The date at which contracts need to expire if they extend past the current Season's World Championship. The Global Contract Window opens on the following dates: 19 th of November 2019, 17 th of November 2020, 16 th of November 2021
Global Penalty Index	https://esports-assets.s3.amazonaws.com/production/files/rules/Esports_Global_Penalty_Index.pdf
Intentional Disconnect	A Player losing connection due to the Player's actions. Any actions of a Player leading to a disconnect are considered intentional, regardless of actual intent of the Player.
IMP Resident	Interregional Movement Policy. A Player is classified as a Resident of a region if the Player has obtained residency status as defined in Rule 1.2.5.
LEC	League of Legends European Championship. The highest level of professional competition in Europe.
LEC Penalty Index	https://esports-assets.s3.amazonaws.com/production/files/rules/Esports_Global_Penalty_Index.pdf
League	The governing body of the LEC, ERL & EM.

LTR	Locally Trained Representative. A status that can be acquired by players as outlined in 1.2.2.
Prohibited Sponsorship	<p>The following is a non-exhaustive list of prohibited sponsors:</p> <ul style="list-style-type: none"> ● Any other video game, other video game developer, or publisher ● Any video game consoles ● Any esports or other video game tournament, league, or event ● Any other esports team, owner, or affiliate thereof ● Any prescription drugs ● Firearms, ammunition or firearm accessories ● Pornography or pornographic products ● Tobacco products or paraphernalia ● Betting or gambling providers (bookmakers and betting sites) ● Non-beer/wine Alcohol products (including non-alcoholic beverages marketed by alcohol companies) or other intoxicants the sale or use of which is regulated by Applicable Law ● Sellers of or marketplaces for virtual items known to be counterfeit or illegal ● Seller of or marketplaces for goods or services that violate the LoL Game Terms of Use ● Fantasy esports operators (including daily fantasy) ● Political campaigns or political action committees ● Charities that endorse particular religious or political positions, or are not reputable (by way of example, Red Cross, Stand-Up to Cancer and other similar mainstream charities would be considered reputable) ● Cryptocurrencies, or any other unregulated financial instruments or markets ● Beer and wine products
Match	A set of Games which is played until one Team wins a majority of total Games. The winning Team will either receive a win tally in the League format or advance to the next round in the tournament.
Match Area	The area immediately surrounding any League-provided PCs for the competition. During Matches, presence in the Match Area is restricted to the Starting Line-up.
Organization	The entity owning the Team.
Player Agreement	The contract between an Organization and their Player.
Professional Esports Leagues	League of Legends European Championship, the North American League of Legends Championship Series, the Garena Premier League/League of Legends Master Series, League of Legends Champions Korea, and the Tencent LoL Professional League, and any other league that represents the highest tier in the region that is eligible to qualify a Team to the League of Legends World Championships are considered Professional Esports Leagues.
Referee	Referees are League Officials who are responsible for making judgments on every match-related issue, question and situation which occurs before, during, and immediately following a Match.
Reserve Player	A Player on the Reserve Roster.
Reserve Roster	Players on a Team's Roster who are in the process of becoming eligible to be on the LEC or ERL Roster but are not yet (e.g.: Players who are 16, Players who have applied for a visa but have not received it yet, Players currently banned competitively.)
Roster	The sum of a Team's Active Rosters, Substitute Rosters and Reserve Roster.
Season	Defined as the entirety of the year between the start of the Free Agency Window in a given year and the start of Free Agency in the year that follows.

Secondary Team	An LEC team's respective ERL team.
Accredited Esports Leagues	Any league which qualifies directly into any of the Professional Esports Leagues.
Server Crash	All Players losing connection due to an issue with a game server, Tournament Realm or venue internet instability.
Splits	Spring and Summer Split.
Spring Split	The period from the first Match of a Season until the end of the first Play-Offs/Promotion Tournament (extending to any international League-Events).
Starter	A Player on the Starting Line-up.
Starting Line-up	The five Players actively participating for a Team in a given Game.
Substitute	A Player who is on a Team's Substitute Roster.
Summer Off-Season	The period between Spring & Summer Split.
Summer Split	The period from the first Regular Season Match after Spring Play-Offs until the start of Free Agency.
Team Manager	A Team's Owner, Co-Owner, General Manager or other Manager.
Team Member	A Player or Coach of a Team.
Trade Approval Request Form	Exhibit A.
Unintentional Disconnect	A Player losing connection due to issues with the game client, platform, network or PC.
Veteran	A Player who played more than 50% of eligible Regular Season Games in a Professional League in at least two out of the last three completed Splits.
Victory Time	The time it took a Team to win their Games in aggregate against all other Teams in the tiebreaker.
Winter Off-Season	The period between one Season's Summer Split & Spring Split of the following Season.