OFFICIAL ERL RULEBOOK v1.0
2023 SEASON

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Introduction and Purpose

This document lays out Riot's rules which all tournaments operating under the "EMEA Regional League" (ERL) banner must abide by. These rules will apply to each of the Teams who have qualified to play in ERLs. 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 organised play of League of Legends. Standardised 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://www.competitiveops.eu/.

Riot Games Limited, a limited liability company registered in the Republic of Ireland, has established these rules for the competitive play of League of Legends in order to unify and standardise the rules used in competitive play.

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

The rules contained in this Rulebook are applicable to all ERLs without exception. Each ERL may add ERL specific rules as an appendix to this Rulebook, with prior written approval from Riot Games, and which do not conflict with the rules contained in this Rulebook. This section's purpose is to allow ERLs to add clauses, which would impact operations of their specific regional competition and are not already covered by the ERL Rulebook.

Any dispute over the interpretation or application of these rules should be raised to the attention of the ERL Operations team. The English version of these rules will supersede any translation.

1. Eligibility Requirements

1.1.1. To be eligible to compete in the ERL and/or EM, each Player must satisfy all of the following:

1.2. Player Age

1.2.1. 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.

1.2.2. Additionally, players younger than the age of majority in their country of residence must receive parental permission to participate in any ERL or EM Match.

1.3. Residency & Representation

1.3.1. A Player can be an EMEA Resident (IMP) and an LTR simultaneously.

1.3.2. LTRs are defined as players who have fulfilled one or more of the following criteria:

- 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.

- The Player who has been on an ERL Team Roster for the majority of applicable matches in an ERL in no less than two of the last three ERL Splits immediately prior to their participation in the first Game of the applicable competition.

- For LEC players, if the LEC organisation operates an ERL roster: The player was on the roster of an LEC team for the majority of Competition Weeks in no less than two of the last three LEC Competitive Half-Seasons 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 Team Roster for the 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.

- 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.

- A player can gain the LTR status by participating in any of 1st or 2nd Division ERLs, excluding Pro-Am and other regional

competitions.

1.3.3.   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 League may grant LTR status to the Player at their sole discretion.

1.3.4.   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.

1.3.5.   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.

1.3.6.   Players are not required to claim LTR status and may choose to remain a Non-Representative despite being eligible.

1.3.7.   In order to be deemed a Resident, a Player must qualify under two possible scenarios:

- **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.

- **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.

1.3.8.   A Player may only be a Resident of one 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.

1.3.9.   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.

1.4.   Team Member Services Agreement
1.4.1.   For any contractual agreement signed between a Team Member and an ERL Team, the contract needs to adhere to and be governed by applicable local laws.

1.4.2.   For Accredited ERLs: Team Members are required to have a Team Member Service Agreement with their respective Teams.

1.5.   Player Eligibility
1.5.1.   Players may only compete in one ERL at a time. If a player has participated in more than 50% of the Matches in a Regular Season they will be considered locked into their respective ERL for the remainder of the Split. Locked Players may only be signed or be traded to a Team within their own ERL.

1.5.2.   Players who played 50% or more matches in any 1st or 2nd Division ERL Spring or Summer Split may not compete for any other ERL Team in Promotion/Relegation tournaments for that Split, including Qualifying tournaments for promotion into 1st Division, for Non-Accredited ERLs.

1.5.3.   Players who played in thirteen or more LEC Matches in the current split are ineligible to participate in any ERL Regular Season, Play-Offs and the EM event for the current Split.

1.5.4.   Players contracted to a non-LEC organisation in any Professional League, as defined by their ability to qualify for the World Championship Event (LCS, LCK, LPL, PCS etc.), are strictly forbidden from engaging in any competition within the ERL Scope.

1.5.5.   Team Members who are not part of GCD (for Accredited ERLs) or EPD (for Non-Accredited ERLs) are not eligible to participate in competitions within ERL scope, and EM.
● As an exception, for Pro-Am, Players who are not on the Team Roster of an ERL Team are not required to register in EPD or GCD.

1.6.   Account Vetting (1st Divisions)
    1.6.1.   Prior to a Team Member being deemed eligible to participate in the ERL, Team must submit details of all active League of Legends accounts used in the last 6 months, including user/summoner name and server region, to ERL Officials. Failure to do so may result in penalties.

    After the initial behaviour check, every Team Members will be subject to a behaviour check prior to the start of each Split. To clarify, if a Team Member was added and checked for Spring Split, he will need to do another behaviour check for Summer Split.

    1.6.2.   The behaviour check will analyse the Team Member's behaviour record across all accounts on the live servers and determine whether or not they are in line with the standards expected from Team Members in the ERL.

    1.6.3.   ERL Officials will inform Teams of their Team Members' eligibility upon completion of the vetting. This process may take up to 96 hours.

    1.6.4.   ERL Officials will share the Account Vetting report with the respective Team and Team Member. The Team Member may also receive further sanctions such as warnings, suspensions and/or fines based on the result of the behaviour check.

1.7.   No Riot Employees
    1.7.1.   Team Owners and Team employees may not be employees of Riot Games Inc., Riot Games Limited, League of Legends European Championship Limited, or their affiliates ("Riot Entities"); or employees of the Tournament Organiser or its respective affiliates. "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 or Tournament Organiser. "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.

1.8.   Eligibility & Release form
    1.8.1.   Team Members will receive a Team Member Eligibility and Release Form (Accredited ERLs), or Team Member Registration Form (Non-Accredited ERLs) by the ERL TO. This form will inform the Team Member which information, including personal information, that the League will collect and process for use on broadcast, social media and player movements.

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 ERL or/and EM, as defined below:

An "Interest" in or with a 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.

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 a 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.

2.1.2.   An Organisation or Team may only own one ERL Team across all ERLs.

2.1.3.   Organisations or Teams are only allowed to participate in one ERL per Season. Any changes can only take effect between Seasons and must follow the procedures and timeline outlined by the ERL Officials. An Organisation or Team must receive approval from both the future ERL Officials and League Officials for the change to occur. If an Organisation or Team is relegated from their ERL top division, they shall not acquire the place of another top division ERL Organisation or Team for the duration of one Season within that same ERL top division, unless exceptional prior written approval from ERL Officials and League Officials is obtained.

2.1.4.   Unless otherwise permitted in writing by LEC Officials, from the Organisations or Teams belonging to the Professional Esports Leagues (cf. section 11 below, Glossary & Exhibits), LEC Organisations or Teams are the only Organisations or Teams permitted to own and operate an ERL Team. Unless permitted in writing by LEC Officials in advance, no individual who, directly or indirectly, is an Owner of a professional Organisation or Team, can also own and operate an ERL Team.

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 ERL. Any person that petitions for ownership into the ERL 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 Line-up or Organisation to ERL officials.

3.   Team Rosters [Accredited ERLs]

3.1.   Team Roster Requirements (1st and 2nd Division)

3.1.1.   Teams are required to maintain at least five Players, a Substitute (A total of six Players) and a Coach in their Team Roster during the entirety of a Split.

3.1.2.   Teams will be required to have a Team Roster of six to seven Players as their Play-Offs-Roster.

3.1.3.   Teams may register up to a maximum of 14 Team Members in their Team Roster, but not more than ten Players.

3.1.4.   Teams will be required to have a minimum of three LTRs and four EMEA Residents (IMP) in their Team Roster at all times. In the Starting Line-up, Teams are required to have a minimum of two LTRs and three EMEA Residents at all times.

3.1.5.   An ERL Starting Line-up cannot include more than two Veteran Players at a time.

3.1.6.   A Team shall maintain their Starting Line-up and Substitutes from their most recent Regular Season (1st Division) or Playoff (2nd Division) roster lock, for their Promotion/Relegation tournament.
- Teams participating in Promotion/Relegation tournament need to have at least six Players declared in their roster lock.

3.1.7.   A Team Member will not be allowed to have a contractual or financial arrangement with, be on the Team Roster, or compete for more than one Team.
- Team Coaches may be allowed to work with another Team outside of ERL scope - subject to League approval.

3.1.8.   A Team Member is only allowed to compete for the one Organisation they have a contract with. 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 ERL Officials. A Team Member cannot have a contractual or financial arrangement with another Team unless explicitly allowed by the League in writing. To clarify, loans are not allowed.

3.1.9.   For 1st Divisions: To verify that Team Members are officially under contract, each Team must submit the Summary Sheet of the Team Member Agreement for each Team Member they wish to designate as under contract. The Summary Sheet is itself not a Team Member 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 Team Member Agreement, where the Team Member 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.   For 1st Divisions: 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, organisation 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 Global Contract Window Closing for the current Season, will have an expiration date that ends the term of the agreement on any of Global Contract Window Openings in the following two Seasons (20. November 2023 23:59 UTC, 18. November 2024 23:59 UTC). Any agreement or contract, other than the Team Member Agreement, shall not have a duration longer than the expiration date of the Team Member Agreement. All contractual obligations between the Team Member and the Team must end on said expiration date with the exception of ongoing financial obligations.

- If the contract is signed during the Pro-Am Window, they must not have a duration which extends beyond Global Contract Window Opening for the current Season.

- 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 Roster must have held a peak rating of Diamond 3 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 Team Roster requirements may be waived temporarily. Grant of this waiver is at the sole discretion of the ERL TO.

3.2. Substitutions

3.2.1. Player substitutions have to result in Teams having eligible Team Rosters. To clarify, a suspended player cannot be a Substitute.

3.2.2. A Team may substitute a Player within a Match (i.e. between Games of a best-of-three or best-of-five) or between Games in the best-of-one rounds given any of the Teams participating is playing back to back Games. The Team must notify an ERL Official and have a Substitute approved immediately following the previous Game, no later than 5 minutes after the explosion of the nexus. For example, if a Team wishes to substitute a Player for Game 2, then the point of contact must notify an ERL Official no later than 5 minutes following Game 1.

3.2.3. In the event of an emergency, a Team may be given extra time to find an immediate Substitute from their Team Roster for a Game. If a replacement cannot be found, the Team will forfeit. ERL Officials will determine if an event qualifies as an emergency.

3.2.4. For any offline stages, Teams must have at least one Substitute physically present at all times.

3.3. Coaches

3.3.1. Teams are required to register a Head Coach in their Team Roster. In addition Teams may register up to three other Coaches as either Strategic Coaches, Assistant Coaches or Performance Coaches.

3.3.2. Up to two of Team's registered Coaches or Substitutes are eligible to participate in the pick & ban phase of the Team's official Games.

3.3.3. 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 ERL Officials.

3.4. Inter-Team Roster Changes

3.4.1. Team Players are allowed, under certain conditions, to play for their ERL Academy Team:

- ERL Team Players who played more than 50% of Regular Season Games, are ineligible to participate for their Academy Team in any event they may compete in, for the current Split.

- An ERL Team Player cannot be part of their ERL and ERL Academy Team Roster at the same time.

3.4.2. An LEC Secondary Team Player cannot be part of their LEC and ERL Team Roster at the same time. As an exception to this, LEC Teams will be allowed to

designate up to two Players from their ERL Team Roster for their LEC Team Roster if those Players are not considered Veterans.

3.5. Global Contract Window (1st Divisions)

    3.5.1. The League has established limited periods of time during which new Team Members or Free Agents can be signed or traded. Signings or trading of any kind outside of these specified dates are strictly prohibited outside of the exceptions listed in Team Roster Modifications.

Global Contract Window				
	Spring-Summer Window		Pro-Am Window	
Season	Opening	Closing	Opening	Closing
2023	22 November 2022 at 00:00 UTC	72h prior to the first match of the last week of the respective ERL's Summer Regular Season	The day after EM Summer Finals at 00:00 UTC	22 September 2023 at 00:00 UTC

    3.5.2. Any Team Member signed or traded during the Pro-Am Window, may only participate in the Pro-Am for their respective Team.

3.6. Trades (1st Divisions)

    3.6.1. Trades need to adhere to the Global Contract Window.

    3.6.2. Teams may trade Team Members with other Teams, in the EMEA Region or globally. Trades are not limited in quantity, can be asymmetrical and can involve cash or other considerations as part of the trade.

    3.6.3. A Team must submit trade requests to ERL Officials in advance, in writing, using the Trade Approval Request Form. The ERL & League must approve trade requests, in writing, before becoming effective.

3.7. Team Roster Modification

    3.7.1. The League has established limited periods to allow ERL Teams to register Team Members as a part of their Team Roster.

    3.7.2. An individual appointed by the Team will be responsible for Team Roster management and document submissions. The individual is authorised to make changes to the Team Roster using one of the following methods: (1) Trading Players with other Teams; (2) Signing Free Agents; (3) Releasing Players from the Team Roster.

    3.7.3. At a time designated by the ERL Officials before the start of each Split, each Team must submit their Team Rosters. If Team Managers intend to modify a Team Roster, they 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. An ERL Team will not be allowed to start a Player for the first week of the respective Split that is not on a Team Roster that was declared on this date.

3.7.4. The Team Rosters will be displayed in the GCD. The GCD will be updated once authorised Team Roster changes have been confirmed by ERL Officials. The Team Roster in the GCD will be considered the most up-to-date Team Roster and Teams are responsible to notify ERL Officials if their current Team Roster is not accurately reflected.

3.7.5. Teams may request to modify their Team Roster. The request must be submitted to an ERL Official at least 72 hours before the start of the first Game of their ERL in any given Competition Week and its approval is at the sole discretion of the ERL TO. As an exception to the above, shifts between the LEC and ERL Team Roster of an LEC Team may be requested up until 24 hours before the start of the Competition Week.

3.7.6. If a Team intends to drop a Team Member from the Team Roster during the Split, the Team has to submit the Drop Form for that Team Member at least 72 hours before the Global Contract Window Closing of that Split. Mutually agreed upon terminations after the Global Contract Window Closing are allowed.

3.7.7. For a Team Member to be removed from a Team Roster, the respective Team Member Agreement must be terminated.

3.7.8. Any Team Member who is dropped from Team Roster may not rejoin that Team Roster until a minimum of three weeks have elapsed after the effective date of the Team Member's prior removal from the Team Roster.

Team Roster Modification					
Spring Split - Opening	Spring Split - Closing	Summer Split - Opening	Summer Split - Closing	Pro-Am Opening	Pro-Am Closing
22 November 2022 at 00:00 UTC	72h prior to the first match of the last week of the respective ERL's Spring Regular Season	The day after EM Spring Finals at 00:00 UTC	72h prior to the first match of the last week of the respective ERL's Summer Regular Season	The day after EM Summer Finals at 00:00 UTC	22 September 2023 at 00:00 UTC

3.7.9. Signing or trading Team Members to Reserve Roster between the Spring Split Closing and Summer Split Opening is allowed, but these Team Members will not be eligible to participate until the next Team Roster Modification Opening.

3.7.10. Team Members are allowed to switch roles within their Team, where Coach would become a Player and vice-versa, after Global Contract Window Closing. Any change that would modify the Starting Line-up, would have to be done prior to respective Competitive Week roster lock.

3.7.11. 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 Global Contract Window Closing and before the Global Contract Window Opening with any Organization owning a Professional or Accredited Team if that commitment extends past the Global Contract Window Opening, or otherwise impacts the Team Member's status once the Global Contract Window opens.

- To clarify, this does not apply to individuals who have never played, coached, or been contracted to a team in a Professional League or ERLs.

- As an additional exception to the Global Contract Window restrictions, Teams are able to sign Coaches starting the day after the conclusion of the World Championship. To clarify, this only includes individuals who have participated in any aspect of a Professional or Semi-Professional League in the most recent Split as a Coach.

3.8. Non-Competitive Language

3.8.1. Teams may not enter into any agreements, arrangements or conduct that have as their object or effect any non-compete, right of first refusal or other similar provision that restricts the Team Member from joining another esports team, Organisation, or company after the expiration or termination of the Team Member Services Agreement.

3.8.2. Teams may not enter into an agreement with another Team or other third party that results in any party acquiring the ability to influence in employment, performance, or Team Member transfer related matters the independence of any Team.

4. Team Rosters [Non-Accredited ERLs]

4.1. Team Roster Requirements (1st and 2nd Division)

4.1.1. Teams are required to maintain at least five Players in their Team Roster during the entirety of Split.

4.1.2. Teams will be required to have a Team Roster of six to seven Players as their Play-Offs-Roster.

4.1.3. Teams may register up to a maximum of 14 Team Members in their Team Roster, but not more than ten Players.

4.1.4. Teams will be required to have a minimum of three LTRs and four EMEA Residents (IMP) in their Team Roster at all times (if their Team Roster has six or more Players). In Starting Line-up, Teams are required to have a minimum of two LTRs and three EMEA Residents at all times.

4.1.5. An ERL Starting line-up cannot include more than two Veteran Players at a time.

4.1.6. A Team shall maintain their Starting Line-up and Substitutes from their most recent Regular Season (1st Division) or Playoff (2nd Division/Qualifier) roster lock, for their Promotion/Relegation tournament.
- Teams participating in Promotion/Relegation tournament need to have at least six Players declared in their roster lock.

4.1.7. A Team Member will not be allowed to have a contractual or financial arrangement with, be on the Team Roster, or compete for more than one Team.
- Team Coaches may be allowed to work with another Team outside of ERL scope - subject to League approval.

4.1.8. All Players on a Team's Roster must have held a peak rating of Diamond 3 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.

4.1.9. In the case of extenuating circumstances, such as temporary visa issues, a competitive suspension or a medical emergency, the Team Roster requirements may be waived temporarily. Grant of this waiver is at the sole discretion of the ERL TO.

4.2. Substitutions

4.2.1. Player substitutions have to result in Teams having eligible Team Rosters. To clarify, a suspended Player cannot be a Substitute.

4.2.2. A team may substitute a Player within a Match (i.e. between Games of a best-of-three or best-of-five) or between Games in the best-of-one rounds given any of the Teams participating is playing back to back Games. The Team must notify an ERL Official and have the Substitute approved immediately following the previous Game, no later than 5 minutes after the explosion of the Nexus. For

example, if a Team wishes to substitute a Player for Game 2, then the point of contact must notify an ERL Official no later than 5 minutes following Game 1.

4.2.3.   In the event of an emergency, a Team may be given extra time to find an immediate Substitute from their Team Roster for a Game. If a replacement cannot be found, the Team will forfeit. ERL Officials will determine if an event qualifies as an emergency.

4.2.4.   For any offline stages, Teams must have at least one Substitute physically present at all times.

4.3.   Coaches
4.3.1.   Teams may register a Head Coach in their Team Roster. In addition Teams may register up to three other Coaches as either Strategic Coaches, Assistant Coaches or Performance Coaches.

4.3.2.   Up to two of Team's registered Coaches or Substitutes are eligible to participate in the pick & ban phase of the Team's official Games.

4.3.3.   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 ERL Officials.

4.4.   Inter-Team Roster Changes
4.4.1.   ERL Team Players are allowed, under certain conditions, to play for their Academy Team::
● ERL Team Players who played more than 50% of Regular Season Games, are ineligible to participate for their Academy Team in any event they may compete in, for the current Split.

● An ERL Team Player cannot be part of their ERL and ERL Academy Team Roster at the same time.

4.4.2.   An LEC Secondary Team Player cannot be part of their LEC and ERL Team Roster at the same time. As an exception to this, LEC Teams will be allowed to designate up to two Players from their ERL Team Roster for their LEC Team Roster if those Players are not considered Veterans.

4.5.   Team Member Movement
4.5.1.   Non-Accredited ERL Teams may sign or trade Team Members outside of Global Contract Window.

4.6.   Trades
4.6.1.   Teams may trade Team Members with other Teams, in EMEA Region or globally. Trades are not limited in quantity, can be asymmetrical and can involve cash or other considerations as part of the trade.

4.6.2.   A Team must submit trade requests to ERL Officials in advance, in writing, using the Trade Approval Request Form. The ERL Officials must approve trade

requests, in writing, before becoming effective.

4.7. Team Roster Modification

4.7.1. The League has established limited periods to allow Teams to register Team Members as a part of their Team Roster.

4.7.2. At a time designated by ERL Officials before the start of each Split, each Team must submit their Team Rosters. If a Team Manager intends to modify a Team 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 Team Roster that was declared on this date.

4.7.3. An individual appointed by the Team will be responsible for Team Roster management and document submissions. The individual is authorised to make changes to the Team Roster using one of the following methods: (1) Trading Players with other Teams; (2) Signing Free Agents; (3) Releasing Players from the Roster.

4.7.4. The Team's Rosters will be displayed in the ERL Player Database. The ERL Player Database will be updated once authorised Team Roster changes have been confirmed by ERL Officials. The Team Roster in the ERL Player Database will be considered the most up-to-date roster and Teams are responsible to notify ERL Officials if their current Team Roster is not accurately reflected.

4.7.5. ERL Teams may request to modify their ERL Team Roster. The request must be submitted to an ERL Official at least 72 hours before the start of the first Game of their ERL in any given Competition Week and its approval is at the sole discretion of the ERL TO. As an exception to the above, shifts between the LEC and ERL Team Roster of an LEC Team may be requested up until 24 hours before the start of the Competition Week.

4.7.6. Any Team Member who is dropped from a Team Roster may not rejoin that Team Roster until a minimum of three weeks have elapsed after the effective date of the Team Member's prior removal from the Team Roster.

Team Roster Modification					
Spring Split - Opening	Spring Split - Closing	Summer Split - Opening	Summer Split - Closing	Pro-Am Opening	Pro-Am Closing
n/a	72h prior to the first match of the last week of the respective ERL's Spring	The day after EM Spring Finals at 00:00 UTC	72h prior to the first match of the last week of the respective ERL's Summer	The day after EM Summer Finals at 00:00 UTC	22 September 2023 at 00:00 UTC

	Regular Season		Regular Season		

4.7.7. Adding Team Members to Reserve Roster during these windows is allowed, however, they are not eligible to play until the opening of the next window.

5. Summoner Names and Team Names

5.1.   Naming Regulations

    5.1.1.   Summoner Names may include upper-case letters, lower-case letters, digits, underscores, or single spaces between words only. Summoner Names must not exceed 11 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.

    5.1.2.   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.

    5.1.3.   Team tri-codes and Summoner names must be unique globally.

5.2.   League Approval & Conflict Resolution

    5.2.1.   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. Any cosmetic change to team tags, team names, etc. must be made 96 hours in advance of the first Game of the Split of the respective ERL. 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.

    5.2.2.   Conflict Resolution - In a case where two players with identical summoner names are entering the LEC/ERL play at the same time, but one is entering at the Professional level (LEC) and the other is entering at the Semi-Professional level (Accredited ERLs), the player entering professional play will be granted use of the summoner name.
In a case where two Players with identical summoner names are entering the LEC/ERL play at the same time, but one is entering at the Semi-Professional level (Accredited ERLs) and the other is entering at the Non-Accredited ERLs level, the player entering Semi-professional play will be granted use of the summoner name.

6. Competition Format

6.1. Accredited Leagues

6.1.1. The Competitive season for Accredited ERLs will consist of Spring and Summer Splits which will end with respective split Play-Offs.

6.1.2. 1st Division Regular Season
- 10 teams will participate in the league. In the Regular Season, Teams will face every other Team in a Best-of-1 double round robin format every Split.

- The Top 6 Teams at the end of the Split will qualify for Play-offs.

6.1.3. 1st Division Play-Offs
- The Play-Offs will take place after the Spring and Summer Split respectively. The Top 6 Teams will play in a Seeded Double Elimination Bracket, with each match being a Best-of-5.

- Round One:
  - Match 1 (Bo5): Seed #3 vs. Seed #5/#6 (Seed #3 chooses Opponent).
  - Match 2 (Bo5): Seed #4 vs Seed 5/#6 (Seed #4 faces remaining Opponent).

    Seed #3 will be required to submit their choice of opponent no later than five minutes after the conclusion of the final game of the Regular Season. If Seed #3 is playing in that final game, the deadline will be extended to 15 minutes after the conclusion of that game.

- Round Two:
  - Match 3 (Bo5): Seed #1 vs. Seed #2
  - Match 4 (Bo5): Winner Match 1 vs. Winner Match 2.

- Semi-Final (Bo5):
  - Loser Round 2, Match 1 vs Winner Round 2, Match 2.

- Final (Bo5):
  - Winner Round 2, Match 1 vs Winner Semi-Final.

- See Exhibit J for a graphical presentation of the Playoffs Format.

6.1.4. 2nd Division Regular Season
- 10 teams will participate in the league. In the Regular Season, Teams will face every other Team in a Best-of-1 double round robin format every Split.

- The Top 6 Teams at the end of the split will enter the Playoffs.

- The top 2 Teams will enter the promotion tournament after the conclusion of the Summer Split.

6.1.5.　2nd Division Play-Offs
- The Play-Offs will take place after the Spring and Summer Split respectively. The Top 6 Teams will play in a Seeded Double Elimination Bracket, with each match being a Best-of-5.

- Round One:
  - Match 1 (Bo5): Seed #3 vs. Seed #5/#6 (Seed #3 chooses Opponent).
  - Match 2 (Bo5): Seed #4 vs Seed 5/#6 (Seed #4 faces remaining Opponent).

    Seed #3 will be required to submit their choice of opponent no later than five minutes after the conclusion of the final game of the Regular Season. If Seed #3 is playing in that final Game, the deadline will be extended to 15 minutes after the conclusion of that Game.

- Round Two:
  - Match 3 (Bo5): Seed #1 vs. Seed #2.
  - Match 4 (Bo5): Winner Match 1 vs. Winner Match 2.

- Semi-Final (Bo5):
  - Loser Round 2, Match 1 vs Winner Round 2, Match 2.

- Final (Bo5):
  - Winner Round 2, Match 1 vs Winner Semi-Final.

- See Exhibit J for a graphical presentation of the Playoffs Format.

6.1.6.　Promotion/Relegation
- **For 1st Division.** The tournament will take place after the Summer Split.
  For 2nd Division. The tournament will take place after the Summer Split. At ERL TO discretion, an additional promotion/relegation tournament can be organized after the Spring Split.

- **For 1st Division.** For promotion into 1st Division, use the format below.
  For 2nd Division. For promotion into 2nd Division, use the format below, regardless if top 2 teams come from a 3rd Division or Open Qualifiers.

- The bottom 2 Teams from the higher division and the top 2 Teams from the lower division or qualifier will face each other in a Double Elimination format. Matches will be Best-of-5.

- The higher placed Team from the higher division will have a choice of their opponent for Match 1.

- ○ Example: 1st Division #9 may choose to face 2nd Division #1 or #2. 1st Division #10 will face the remaining Team.

- ● Should a Team not be able participate in the tournament for any reason, the following will occur:
  - ○ One Team in the higher division: The remaining Team in the higher division will automatically advance to the next round. The lower division Teams will play a Best-of-5 Match, then the winner and loser of the Match will proceed into the upper or lower bracket respectively. The next Match involving the missing team will act as a default win for their opponent.
  - ○ One Team in the lower division: The higher placed Team from the higher division will automatically advance to the next Match. The next Match involving the missing Team will act as a default win for their opponent.
  - ○ No teams from the higher division: Both Teams from the lower division will automatically be promoted.
  - ○ No teams from the lower division: Both Teams from the higher division will automatically stay in their division.

- ● ERL Academy Teams coming from 3rd division or through a qualifier cannot play in the promotional tournament which qualifies into the 2nd Division.

- ● Round One:
  - ○ Match 1 (Bo5): 1st Division #9 vs.2nd Division #1 or #2.
  - ○ Match 2 (Bo5): 1st Division #10 vs. 2nd Division remaining team.

- ● Round Two:
  - ○ Match 3, (Bo5): Loser Match 1 vs. Loser Match 2.
  - ○ Match 4 (Bo5): Winner from Match 1 vs Winner from Match 2.

- ● Round Three:
  - ○ Match 5 (Bo5): Loser Match 4 vs. Winner Match 3

- ● The winners from Match 4 and Match 5 are promoted into the higher division.

- ● See Exhibit J for a graphical presentation of the Promotion/Relegation Format.

6.2.   Non-Accredited Leagues
    6.2.1.   The Competitive season for Non-Accredited ERLs will consist of Spring and Summer Split which will end with respective split Play-Off.

6.2.2.   1st Division Regular Season
- ● 8 teams will participate in the league. In the Regular Season, Teams will face every other Team in a Best-of-1 double round robin format every Split.

- ● The Top 4 Teams at the end of the split will enter the Playoffs.

6.2.3.   1st Division Play-Offs
- ● The Play-Offs will take place after the Spring and Summer split respectively. The Top 4 Teams will play in the Page-McIntyre/Page-Playoff system, with each match being a Best-of-5.

- ● Round 1
  - ○ Match 1 (Bo5): Seed #1 vs. Seed #2
  - ○ Match 2 (Bo5): Seed #3 vs. Seed #4

- ● Semi-Final (Bo5)
  - ○ Loser Match 1 vs. Winner Match 2

- ● Final (Bo5)
  - ○ Winner Match 1 vs. Winner Match 3

- ● See Exhibit J for a graphical presentation of the Playoffs Format.

6.2.4.   2nd Division Regular Season (if applicable)
- ● 8 teams will participate in the league. In the Regular Season, Teams will face every other Team in a Best-of-1 double round robin format every Split.

- ● The Top 4 Teams at the end of the split will enter the Playoffs.

- ● The top 2 Teams will enter the promotion tournament after the conclusion of the Summer Split.

6.2.5.   2nd Division Play-Offs
- ● The Play-Offs will take place after the Spring and Summer split respectively. The Top 4 Teams will play Best-of-5 matches in the Page-McIntyre/Page-Playoff system.

- ● Round 1
  - ○ Match 1 (Bo5): Seed #1 vs. Seed #2
  - ○ Match 2 (Bo5): Seed #3 vs. Seed #4

- ● Semi-Final (Bo5)
  - ○ Loser Match 1 vs. Winner Match 2

- ● Final (Bo5)
  - ○ Winner Match 1 vs. Winner Match 3

- ○ Both finalists qualify to play promotion, while the winner has the higher seed.

- See [Exhibit J](#) for a graphical presentation of the Playoffs Format.

6.2.6. Promotion/Relegation
- **For 1st Division.** The tournament will take place after the Summer split.
  For 2nd Division. The tournament will take place after the Summer split. At League discretion, an additional promotion/relegation tournament can be organised after the Spring split.

- **For 1st Division.** For promotion into 1st Division, use the format below.
  For 2nd Division. For promotion into 2nd Division, use the format below, regardless if top 2 teams come from a 3rd Division or Open Qualifiers.

- The bottom 2 Teams from the higher division and the top 2 Teams from the lower division or qualifier will face each other in a Double Elimination format. Matches will be Best-of-5.

- The higher placed team from the higher division will have a choice of their opponent for Match 1.
  - ○ Example: 1st Division #7 may choose to face 2nd Division #1 or #2. 1st Division #8 will face the remaining team.

- Should a Team not be able participate in the tournament for any reason, the following will occur:
  - ○ One Team in the higher division: The remaining Team in the higher division will automatically advance to the next round. The lower division Teams will play a Best-of-5 Match, then the winner and loser of the Match will proceed into the upper or lower bracket respectively. The next Match involving the missing team will act as a default win for their opponent.
  - ○ One Team in the lower division: The higher placed Team from the higher division will automatically advance to the next Match. The next Match involving the missing Team will act as a default win for their opponent.
  - ○ No teams from the higher division: Both Teams from the lower division will automatically be promoted.
  - ○ No teams from the lower division: Both Teams from the higher division will automatically stay in their division

- ERL Academy Teams coming from 3rd division or through a qualifier cannot play in the promotional tournament which qualifies into the 2nd Division.

- Round One:
  - ○ Match 1 (Bo5): 1st Division #7 vs. 2nd Division #1 or #2.
  - ○ Match 2 (Bo5): 1st Division #8 vs. 2nd Division remaining team.

- Round Two:
  - Match 3, (Bo5): Loser Match 1 vs. Loser Match 2.
  - Match 4 (Bo5): Winner from Match 1 vs Winner from Match 2.

- Round Three:
  - Match 5 (Bo5): Loser Match 4 vs. Winner Match 3

- The Winners from Match 4 and Match 5 are promoted into the higher division.

- See Exhibit J for a graphical presentation of the Promotion/Relegation Format.

6.3.   Championship Points

6.3.1.   Standings in the league will be determined by the amount of Matches won. Each position on the standings will be awarded with Championship points.

6.3.2.   Championship points are awarded based on Play-off results for Teams participating in Play-offs, while remaining Teams will receive Championship Points based on their regular Season standings.

6.3.3.   Championship points will be used to determine seedings for Pro-Am Tournament at discretion of the League.

6.3.4.   For 1st Divisions - Championship points are used to determine the top 2 and bottom 2 after each ERL Season, as well as to determine seeding for the promotion/relegation tournament.

6.3.5.   For 2nd Divisions - Championship Points are used to determine the top 2 and bottom 2 Teams for the promotion/relegation tournament as well as seeding for the promotion/relegation tournament. This rule applies to ERL regions where promotion/relegation is taking place after Summer Split ends.
  - In cases where an ERL region has promotion/relegation both after Spring and after Summer Split, Championship points will not be used to determine standings for relegation. Instead, regular season team standings will be used.

6.3.6.   A Team will be awarded Championship points based on the final placement of the Team after the Play-Offs for each ERL Split. If the placement within the Play-Offs between two Teams is the same, the team with the better placing in the Regular Season is placed higher in the final ranking of the Split. If a Team does not qualify for the Play-Offs, the Team's Regular Season placement will determine its final ranking of the Split instead.

6.3.7.   The Championship Points will be used for a variety of reasons, detailed below depending on Division. Points will be awarded in the following way:

6.3.8.   Championship Points Distribution (Accredited Leagues - 1st & 2nd Division):

Position	Spring Split	Summer Split
1st	180	240
2nd	135	180
3rd	105	140
4th	75	100
5th	60	80
6th	45	60
7th	30	40
8th	18	24
9th	12	16
10th	0	0

6.3.9.   Championship Points Distribution (Non-Accredited Leagues 1st & 2nd Division):

Position	Spring Split	Summer Split
1st	105	140
2nd	75	100
3rd	60	80
4th	45	60
5th	30	40
6th	18	24
7th	12	16
8th	0	0

6.4.   Tiebreaker Rules
6.4.1.   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.

6.4.2.   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. Meaning that, 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 remaining 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.

6.4.3.   2-way-tie:
See above 4.4.1.

6.4.4.   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.

6.4.5.   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.

6.4.6.   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.

6.4.7.   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.

6.4.8.   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.

6.4.9. 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.

6.4.10. 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.

6.4.11. 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.

6.4.12. 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 after the tiebreaker games will be used to break the tie.

6.4.13. All tiebreaker-games will be played as single Best-of-1 Games.

6.4.14. Tiebreaker-games will be scheduled at the sole discretion of the League.

6.4.15. 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.

6.4.16. If the Victory Time is identical for multiple Teams, the hierarchy will be determined by a coin flip.

6.4.17. Tiebreaker games will not be played if their outcome will not have any competitive implications.

6.4.18. 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.

6.5.   Side Selection Rules

6.5.1.   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.

6.5.2.   For the first Matchday of the week in Regular Season all Teams are required to submit their side selection 24 hours before the scheduled start of the first Match of the first broadcast day.

6.5.3.   For the second and any other Matchday of the week in Regular Season all Teams are required to submit their side selection no later than 24 hours before the scheduled start of the first Match of the Matchday or no later than 15 minutes after the conclusion of the last Game on the previous day, whichever is later.

6.5.4.   In the Play-Offs the higher seed will have side selection for the first Game in a series. For all Games after the first, the losing Team of the previous Game will have side selection.

6.5.5.   For the first Game of a Match in Play-offs Teams are required to submit their side selection 24 hours before the scheduled start of the first scheduled Match of the broadcast day. In case an ERL Match occurs on the day on which the side selection is due, the side selection deadline will shift to 15 minutes after the conclusion of the last Game on that day.

6.5.6.   For all other Games of a Match the Teams must notify the ERLOfficial of their side selection no later than 5 minutes after the conclusion of the previous Game. This will be at the same time as the substitution declaration. The team point of contact will inform the ERL officials of their selection.

6.5.7.   For Promotion/Relegation: Teams from the higher division will have side selection priority. If teams from the same division match, the team with the higher seed will have side selection priority.

6.5.8.   For all tiebreaker-Games side selection must be submitted five minutes after the conclusion of the Game which determined the tiebreaker scenario.

6.5.9.   ERL Officials can shift these deadlines at their discretion by informing affected Teams. If no decision is submitted in time, selection will default to blue side.

7. Pro-Am Participation

7.1.1. ERL Teams from the same Organisation are not allowed to participate in the same Pro-Am tournament. Organisations will be required to declare which of their Teams will represent them in the Pro-Am.

7.1.2. Players can only participate in one Pro-Am tournament per season.

8. Finance

8.1. Sponsors

    8.1.1. A Team has the ability to acquire sponsors. Restrictions on sponsorship acquisition are defined by the applicable ERL & EM rules. The Team is obligated to notify the League of the intended acquisition of a new sponsor before the acquisition is finalised. 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, ERL, EM, or any other Riot-affiliated event. If the sponsorship is classified as a Conditional Sponsorship, then the Team must follow the rules and regulations regarding receiving approval from League Officials (exhibit K).

    8.1.2. The Team may only sell or manage sponsorships or brand elements for the Team which they are affiliated with.

    8.1.3. 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 Organisation may sponsor a Team of a different Organisation through themselves, a direct connection, another Organisation they represent, or a proxy.

    8.1.4. 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.

8.2. ERLs Prize Money

    8.2.1. The prize distribution is as follows (per team):

Accredited ERLs - Per Split					
1st	2nd	3rd	4th	5th	6th
8,000 €	5,000 €	3,000 €	2,000 €	1,000 €	1,000 €

Non-Accredited ERLs - Per Split			
1st	2nd	3rd	4th
4,500 €	3,000 €	1,500 €	1,000 €

9. Additional Provisions

9.1.   Publishing

    9.1.1.   The League shall have the right to publish a declaration stating that a Team Manager, Team Member and/or Team has been penalised. Any Team Manager, Team Member and/or Team that may be referenced in such declaration hereby waive any right of legal action against the ERL, EM, League of Legends European Championship Limited, and/or any of their parents, subsidiaries, affiliates, employees, agents, or contractors for publishing such a declaration.

9.2.   IP Usage

    9.2.1.   Refer to your Team Participation Agreement with your ERL TO for general usage guidelines.

9.3.   Finality of decisions

    9.3.1.   All decisions regarding the interpretation of these rules, Team Member eligibility, scheduling and staging of the ERL & EM and penalties for misconduct, lie solely with the League, the decisions of which are final.

9.4.   Right of modification

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

10.   Match Process

10.1.   Tournament Realm and Live Accounts

10.1.1.   Players will be provided with Tournament Realm Accounts by the ERL TO. 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 ERL TO.

10.1.2.   The use of ward skins and emotes on Tournament Realms is allowed unless usage has been restricted by ERL Officials.

10.2.   Patch

10.2.1.   The Tournament Realm patch will be communicated by ERL TOs to participating Teams at their earliest convenience.

10.2.2.   Champions will be automatically restricted from play for their release patch. Champions that have undergone reworks will be enabled at the sole discretion of the League.

10.3.   Scheduling

10.3.1.   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.

10.4.   Referees

10.4.1.   Referees will oversee the ERL matches, including the following:
- Checking the Team's Starting Line-up before the Match.
- 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 a Match and its results.
- Checking and monitoring Player peripherals and Match Areas, if applicable.

10.4.2.   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.

10.4.3.   If a Referee makes an incorrect judgement, the judgement can be subject to reversal. ERL 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, ERL Officials reserve the right to invalidate the Referee's decision. ERL Officials will always maintain a final say in all decisions set forth throughout the ERL competition.

10.5.   Readiness

10.5.1.   All Players will be expected to be ready to join the Game-lobby at the time specified by the ERL Officials. Readiness includes but is not limited to, all five Players on the Starting Line-up having completed client

patching and the configuration of in-game settings.

10.5.2. Tournaments held on a rolling schedule will have estimated Match start times. Teams are required to be available to play their Match up to 90 minutes in advance of their estimated time, or as otherwise directed by ERL Officials.

10.6. Punctuality

10.6.1. Players participating in the ERL event must arrive at the designated Match area no later than the time specified by the ERL Officials.

10.6.2. During the Regular Season all Teams are required to be fully ready for their Matches in the respective Game Lobby at least 5 minutes before the official Game Time.

10.6.3. During the Play-Offs all Teams are required to be fully ready for their Matches in the respective Game Lobby at least 5 minutes before the official Game Time for Game 1 of each Match. For all following Games within one Match Teams are required to be fully ready at least 2 minutes before the official Game Time.

10.6.4. If a Team is not fully ready at the aforementioned times, the ERL Officials may issue a penalty at their own discretion. ERL TO shall communicate any punctuality penalty index to Teams, to inform them about possible sanctions for lateness. ERL TOs must seek approval from Riot before introducing any punctuality related systems.

10.6.5. If a Team or any of their Players does not show up in time for any of their Matches, as defined by the aforementioned rule, due to a force majeure, Teams must inform ERL Officials immediately. ERLe Officials may postpone, suspend or cancel the Game or Match at their sole discretion.

10.6.6. If a Match is postponed, it will be rescheduled to a date within the same or the following week, unless another agreement can be found among Teams and ERL Officials. The exact Match date will be communicated by ERL Officials at the earliest convenience.

10.7. Pick-&-Ban Phase

10.7.1. Once all ten Players report to the official game lobby, an ERL Official will request confirmation that both Teams are ready for the Pick-&-Ban Phase. Once both Teams confirm readiness, an ERL Official will instruct the game-lobby owner to start the Game.
- For Offline events: Coaches will be granted on-stage access and will be allowed to communicate with the Players during the pick-and-ban phase. Coaches will exit the stage to a designated position once the countdown timer has reached five seconds during the trading phase and if applicable, will be muted once the timer has reached zero seconds.

1.1.2. If a player disconnects during the Pick-&-Ban Phase, punctuality rules will apply. If the player reconnects to the lobby in time, the Pick-&-Ban Phase will continue

from the state where the latest pick or ban is locked.

10.7.2.   The Pick-&-Ban Phase will be executed through the Client's Tournament Draft feature. At the discretion of ERL Officials, the Pick-&-Ban Phase may be recorded and the game's start aborted.

10.7.3.   Game Settings:
● Map: Summoner's Rift
● Team Size: 5
● Allow Spectators: Lobby Only
● Game Type: Tournament Draft

10.7.4.   ERL Officials may choose to employ either the Tournament Draft feature or a manual draft at their discretion.

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

10.7.6.   Restrictions may be added at any time before or during a Match if there are known bugs with any Gameplay Elements or for any reason as determined at the discretion of ERL Officials.

10.7.7.   If a Player picks or bans a Champion by mistake in the Pick-&-Ban Phase, the player must notify an ERL Official of their intended selection before the other Team has locked in their next selection. In this case, the Pick-&-Ban Phase will be restarted with the same Picks and Bans up until the mistake occurred and the Player may correct the mistake. In the case the other Team has locked in their next selection, before the Player notifies an ERL Official, the Pick-&-Ban Phase will not be restarted and the mistakenly selected Champion stays locked in.

10.7.8.   Teams must complete all Champion trades before the 20-second mark during the Trading Phase or will be subject to penalties.

10.8.   Game Start
10.8.1.   A Game will start immediately after the Pick-&-Ban Phase is complete, unless otherwise stated by an ERL Official. Players are not allowed to quit a Game after the completion of the Pick-&-Ban Phase.
● ERL Officials will remove any printed materials from the Match Area, including any notes written by Team Members.

10.8.2.   If there is an error in the Game Start, or an ERL Official decides to separate the Pick-&-Ban Phase and the Game starts, the Blind Pick feature may be used at the discretion of the ERL Officials. All Players will select Champions in accordance with the valid completed Champion selections.

10.8.3. 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.

10.9. Pause

10.9.1. If a Player intentionally disconnects without notifying an ERL Official or pausing, the ERL Official is not required to enforce a pause.
- During any pause, Players may not leave the Match Area unless authorized and accompanied by an ERL Official or a Referee.

10.9.2. ERL Officials may order to execute a pause of a Game at their sole discretion.

10.9.3. Players may only pause a Game immediately following an Unintentional Disconnect, hardware/software malfunction or physical interference and must notify an ERL Official immediately and identify the reason.

10.9.4. Minor Player illness, injury, or disability is not an acceptable reason for a Player pause. In the case of an underlying and/or pre-declared medical condition the Player may however inform an ERL Official prior to the Match, who may then grant a pause during the Match in order to evaluate the issue and to determine whether the Player is ready, willing, and able to continue playing within a reasonable period of time, as determined by the ERL Official, but not to exceed a few minutes. If the ERL Official determines that the Player is not able to continue playing within such a reasonable period of time, then the Player's Team shall forfeit the Game unless an ERL Official determines that the Game is subject to an Awarded Game Victory at the League's discretion.

10.9.5. If an ERL Official observes a condition or behaviour, 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 ERL Official may, in his/her sole discretion, grant a pause, not to exceed ten minutes, in order to evaluate the identified Player.

If ERL Officials determine that a Player needs to be examined by medical officials, such Player must receive medical clearance to play or continue play.

Such Players may refuse medical exam or care, but in such a situation they will lack requisite medical clearance and will not be able to play or continue to play.

If a Player is rendered unable to play or continue to play because of a lack of medical clearance, or if the Team is unable to field a Team Roster that is compliant with these Rules, the Team shall forfeit the Game unless a ERL Official, at their sole discretion, determines that the Game is subject to an Awarded Game Victory.

10.9.6. Players are not permitted to resume the Game after a pause. After clearance from an ERL 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 unpause the Game.

10.9.7.   If a Player pauses a Game without a valid reason as outlined above, or un-pauses a Game without permission from an ERL Official, it will be considered unfair play and penalties will be applied at the discretion of the ERL TO.

10.9.8.   For Offline events: 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 unpaused, in order to discuss the Game's conditions.

10.10.   Pause Allowance & 5v5 Play
10.10.1.   Teams may pause the game for a maximum of 10 minutes over the course of a single Game, or 20 minutes over the course of a best-of-three Match, or 30 minutes over the course of best-of-five Match to resolve issues affecting their gameplay. These issues include but are not limited to: FPS drops, connection issues, peripherals or other hardware not working properly, possible in-game bugs that critically affect gameplay or put the Team at a significant disadvantage. Pausing beyond allowance time will be considered unfair play and penalties will be applied at the discretion of ERL Officials. ERL Officials may ask the Team to immediately resume the Game if there has been a minor issue and after reasonable steps are taken to remedy the situation or if the impact on the Game is deemed minimal. ERL Officials will also ask the Team to immediately resume the Game if the pause is deemed unauthorized.

10.10.2.   Teams are required to field a full team of five Players to start a Match. If a Player disconnects during a Game, a Team may continue to play after the Pause allowance is exhausted to attempt to complete the Game.

10.11.   Post-Game Process
10.11.1.   ERL Officials will confirm and record the Game's result.

10.11.2.   Players will inform ERL Officials of any tech issues.

10.11.3.   Referees may log into Player Accounts to join the next Game's lobby.

10.11.4.   ERL Officials will inform Players of the remaining time before the next Game's Pick-&-Ban Phase. Pick-&-Ban Phase may commence as scheduled even if a Team is not fully present in the Lobby at the discretion of ERL Officials. 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 Lobby when the Pick-&-Ban Phase begins that Team shall be deemed to have forfeited the Game.

10.11.5.   Results of Forfeiture. Matches won by forfeit will be reported by the minimum score it would take for one Team to win the Match (e.g. 1-0 for best-of-1 Matches,

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

10.12.   Post-Match Process
   10.12.1.   ERL officials will confirm and record the match result.

   10.12.2.   Players will be informed of their current standing in the competition, including their next scheduled match.

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

11. Online Match Process

11.1. Equipment

11.1.1. Players will be expected to provide all of their own equipment. This includes, but is not limited to: computers, keyboards, mice, and voice programs. 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.

12. Offline Match Process

12.1. Equipment

    12.1.1. ERL Officials will provide and Players will exclusively use the following equipment: (1) PC & monitor; (2) headsets and/or earbuds and/or microphones; (3) table & chair.

    12.1.2. Players can provide the following equipment and use it during on-site Matches: (1) PC keyboards; (2) PC mice; (3) PC mouse pads.

    12.1.3. Checking of Player Equipment is at sole discretion of ERL Officials.

    12.1.4. ERL 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 ERL event or League of Legends.

    12.1.5. Players are prohibited from installing their own programs and must use only the programs provided by the ERL TO on-site, unless explicitly allowed by an ERL Official.

12.2. Match Area

    12.2.1. If applicable, the foregoing regulations shall apply to any Match venue a Team participates from.

    12.2.2. Access for Teams to the restricted areas of venues for Matches is restricted to the Team only unless otherwise approved by the ERL Officials. Permission to attend ERL Matches is solely at the discretion of the ERL TO.

    12.2.3. Team Managers are not allowed in the Match Area during the Match. They may be in the Match Area during the Match preparation process but must leave prior to the Pick-&-Ban Phase.

    12.2.4. Players are not allowed to have wireless devices in the Match Area. The ERL Officials will collect such devices in the Match Area and return them at the end of the Match.

    12.2.5. Players must sit in the order in which they will join the game lobby: Top, Jungle, Mid, Bot, Support. This order should be considered from the vantage point of a viewer facing the Players, and read from left to right.

    12.2.6. No food is allowed in the Match Area. Drinks are permitted in ERL-provided re-sealable containers.

    12.2.7. Access to other areas within the venue may be granted by the ERL Officials. Access to these areas is also restricted to Teams and at the ERL Officials' discretion.

12.3. Setup Time

12.3.1. Players will have a designated time frame prior to their Match to ensure they are properly prepared. ERL Officials will inform Players and Teams of their scheduled preparation time frame as part of their Match schedule. ERL Officials may change the schedule at any time. Setup time is considered to have begun once Players enter the Match Area, at which point they are not allowed to leave without permission of the on-site ERL Official or Referee and accompanied by another ERL Official or Referee. Setup is comprised of the following:

- Ensuring the quality of all equipment
- Connecting and calibrating peripherals
- Ensuring the proper function of the voice chat system
- Testing that editing and saving of rune pages and summoner spells is working as intended
- Adjusting in-game settings
- Limited in-game warm-up

12.3.2. If a Player encounters any equipment issues during Setup Time, the Player must notify an ERL Official immediately.

12.3.3. ERL Officials might be available to assist with the setup process during the pre-Match setup period.

12.3.4. It is expected that Players will resolve any issues with the setup process within the allotted time and that Match will begin at the scheduled time. Delays due to setup issues may be permitted, at the sole discretion of ERL Officials. Penalties for tardiness may be assessed at the discretion of the ERL Officials.

12.3.5. No fewer than two minutes before the Match is scheduled to begin, an ERL Official will confirm with each Player that their setup is complete.

12.3.6. Once all ten Players in a Match have confirmed completion of setup, Players may not enter a warm-up Game.

12.3.7. ERL Officials will decide how the official Game lobby will be created. Players will be directed by ERL Officials to join a Game lobby, as soon as Setup Time has ended, in the following order of positions: Top, Jungle, Mid, Bot, Support.

12.4. Pause Allowance & 5v5 Play

12.4.1. Teams may pause the Game for a maximum of 10 minutes over the course of a single Game, or 20 minutes over the course of a best-of-three match, or 30 minutes over the course of best-of-five match to resolve issues affecting their gameplay. These issues include but are not limited to: FPS drops, connection issues, peripherals or other hardware not working properly, possible in-game bugs that critically affect gameplay or put the Team at a significant disadvantage. Pausing beyond allowance time will be considered unfair play and penalties will be applied at the discretion of ERL Officials. ERL Officials may ask the Team to immediately resume the Game if there has been a minor issue and after reasonable steps are taken to remedy the situation or if the impact on the Game is deemed

minimal. ERL Officials will also ask the Team to immediately resume the Game if the pause is deemed unauthorised.

12.4.2.   Teams are required to field a full team of five players to start a Match. If a player disconnects during a Game, a Team may continue to play after the pause allowance is exhausted to attempt to complete the Game.

13.   Chronobreak & Remakes

13.1.   Chronobreak

    13.1.1.   Chronobreak. The Deterministic Disaster Recovery Tool.

    13.1.2.   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.

    13.1.3.   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 absence of doubt, in a case where Chronobreak is not available, these bugs would not result in a remade Game.

    13.1.4.   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 remakes are not available for these bugs, which must be played through.

    13.1.5.   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 ERL officials.

    13.1.6.   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 significantly damaged a player's ability to compete is up to the sole discretion of ERL officials.

    13.1.7.   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.

    13.1.8.   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 ERL officials where the continuation of the game is untenable (including environmental concerns and catastrophic hardware failure).

13.1.9. "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 prioritised (for example, going too far back could potentially remove setup a team has done, including wards, lane pressure and flanking).

13.1.10. 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 ERL 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.

13.1.11. 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 ERL 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, ERL Officials may determine that it was not practical to pause the game until the engagement ended.

13.1.12. 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).

13.2. Chronobreak Availability and Use

13.2.1. If a game experiences a bug at any point during the match, ERL officials must first determine whether the player followed the pause protocol (see Prompt Reporting). If the game was timely paused, ERL officials must next determine whether the bug is a verifiable bug. If it is a verifiable bug, ERL officials must next determine whether the bug is a minor bug, critical bug or terminal situation.

13.3. Minor Bug

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

1.1.3. In the case of a minor bug with no cost, ERL 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.

13.3.2. If ERL officials determine to the use of Chronobreak is appropriate, ERL 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 utilised. If both teams are significantly disadvantaged, either team requesting a Chronobreak will trigger the use of Chronobreak.

13.3.3. If any significantly disadvantaged team requests a Chronobreak, ERL officials will utilise 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 ERL officials.

13.4. Critical Bug

13.4.1. In the case of a critical bug (where such critical bug is not a play through bug), ERL 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.

13.4.2. 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.

13.4.3. In the case of a critical bug, ERL 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, ERL 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 ERL officials.

13.5. Terminal Situation

13.5.1. In the case of a Terminal Situation, ERL officials shall follow the remake procedure (below).

13.6. Remakes Before GOR

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

13.6.2. If a player notices that a player's rune, Summoner Spell or GUI settings have not applied correctly due to a bug between the game lobby and match, the player can pause the game to adjust these settings. If the settings cannot be correctly adjusted, then the game may be restarted. The Game will not be restarted if the settings have not applied correctly for game elements that have no significant competitive effect (e.g. ward skins, emotes, etc.).

13.6.3. If ERL 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).

13.6.4. Any circumstance which would permit a restart after GOR.

13.7. Remakes After GOR

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

13.7.2.   If a game experiences a Terminal Situation at any point during the match.

13.7.3.   If ERL officials determine that there are environmental conditions which are unfair (e.g. excessive noise, hostile weather, unacceptable safety risks).

13.8.   Remake Procedure

13.8.1.   Terminal Situation. ERL 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.

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

13.8.3.   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). For clarity, settings may be retained in situations where Game of Record has not been established and the bug can be conclusively tied to a specific game element that can be fully removed.

13.9.   Hardware Malfunction

13.9.1.   Online:

- In the case of any hardware malfunctions, player/team affected by hardware malfunctions shall provide demonstrable evidence and ERL 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.

13.9.2.   Offline:

- In the case of any hardware malfunctions, ERL 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.

13.10.   ERL Discretion

13.10.1.   ERL officials may utilise Chronobreak at any time or restart any game if ERL officials, in their sole and absolute discretion, believe that such an action is necessary to preserve the best interests of the ERL. This power is not

constrained by the lack of any specific language in this document.

13.11.   Awarded Game Victory

    13.11.1.   In the event of a technical difficulty which leads ERL officials to declare a restart, ERL officials may instead award a game victory to a Team. ERL officials, at 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.

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

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

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

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

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

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

13.12.   Straight Up GG

    13.12.1.   At the time of technical difficulty there is no scenario that in the opinion of ERL Officials could result in anything other than the victory of one Team.
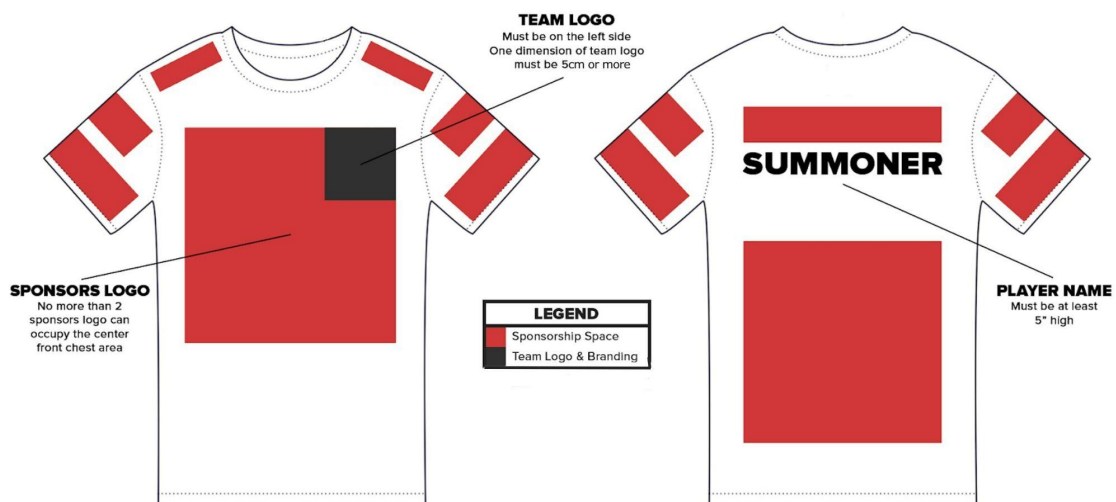
14.   Clothing & Apparel

14.1.1.   This set of rules regulate usage of Team jerseys and pants for match days and during official Games. Teams are expected to adhere and follow the regulations set forth in this section.

14.1.2.   Teams must have their jersey and pants designs approved prior to use by the ERL TO.
- Regular Season: Team jerseys and pants designs must be sent for approval before the ERL Split starts. Not later than 5 working days before the first official Game.
  - Designs (including sponsor logo placements) cannot be changed until Playoff

- Playoff: Team jerseys and pants designs must be sent for approval before the ERL Playoff starts. Deadlines at ERL TO's discretion.

- EM: Team jerseys and pants designs must be sent for approval before the EM starts. Not later than 5 working days before the first official Match.

- Jerseys and/or Pants must match across all five Players of the team.

14.1.3.   Players must wear official approved Team jerseys during all ERL Matches and approved Team branded apparel during all pre-/post-match interviews.

14.1.4.   All Players on the Starting Line-up must wear closed-toe shoes and matching jerseys and pants. The attire will require approval from the ERL TO.

14.1.5.   Jerseys may have a collar, a hood, short or long sleeves and need to be polyester-based. Cotton-based or cotton-blend materials are not acceptable. Exceptions to this rule for legitimate medical reasons will be granted at the discretion of the ERL TO on a case-by-case basis.

14.1.6.   Outerwear, including hoodies and jackets may only be worn onstage if they are official Team gear, have official Team branding on the front, are the same colours as all other outerwear being worn on stage by the Team and only use official Team colours represented on the Team's approved jersey. A jersey with a hood can be considered a jersey and not outerwear.

14.1.7.   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 ERL TO. Objectionable or offensive examples below are listed for illustrative purposes only:

- Containing any false, unsubstantiated, or unwarranted claims for any product or service, or testimonials, the League considers unethical.

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

- 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.

- 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.

- Advertising any pornographic website or pornographic products.

- 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.

- Disparaging or libeling any opposing Team or Player or any other person, entity or product.

14.2.   Jersey Guidelines
14.2.1.   All ERL jerseys shall comply with all of the following:

TEAM LOGO
Must be on the left side
One dimension of team logo
must be 5cm or more

SUMMONER

SPONSORS LOGO
No more than 2
sponsors logo can
occupy the center
front chest area

LEGEND
Sponsorship Space
Team Logo & Branding

PLAYER NAME
Must be at least
5" high

14.2.2. The chest area of the jersey needs to feature the team name/logo and can feature up to two sponsors. The equivalent area on the back of the jersey is reserved for Team branding and Summoner Name.

14.2.3. Sponsor logos may be placed on the shoulders, sleeves, collar bones as well as the area below the chest and the corresponding area on the back of the jersey. No ERL or Riot Games logos may be used on jerseys except for the spaces dictated by the League.

14.2.4. Long-sleeved shirts of cotton or athletic material may be worn underneath the Team jerseys. The under-jersey apparel must be either Team colors or a neutral color. Sponsors will only be allowed on this attire if the design has been previously submitted and approved by the ERL TO.

14.3. Pants Guidelines

14.3.1. All ERL Player pants can have a maximum of: 1 sponsor logo, 1 manufacturer logo and the team logo. Sponsor and team logos should remain inside the areas designated below. Please share your mockups for final approval. All sponsor restrictions for the jerseys also apply to pants (e.g. Beer/Crypto: Not allowed).

LEGEND
Sponsorship / Team logo Space
Team Logo
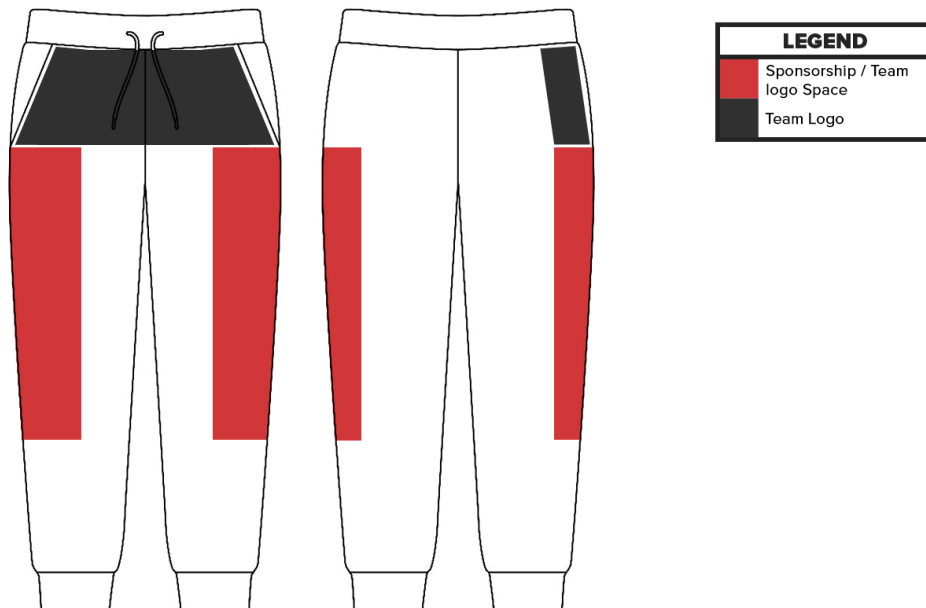
14.3.2. Coaches must wear, at a minimum, business casual attire while at the studio. Business casual is defined as clothing suitable for the environment. Examples of this include simple polo t-shirts with a Team logo, buttoned shirts, suit jackets,

jeans, trousers. Business casual does not include: athletic wear and Team and sponsor-branded apparel, beyond what is specifically mentioned above.

14.3.3.   All apparel must conform to the League Branding and Style Guide.

14.3.4.   Hats or any headwear that would block the headset covering the ears are not allowed without prior written approval of the ERL TO.

14.3.5.   A Player may not cover their face or attempt to conceal his or her identity from ERL Officials. ERL Officials must be able to distinguish the identity of each Player at all times and may instruct Players to remove any material that inhibits the identification of Players or is a distraction to other Players or League Officials.

14.3.6.   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.

14.3.7.   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.

15.   ERL Streaming Regulations

15.1.   Team Streaming Rights

15.1.1.   Team Members registered on either the Global Contract Database (GCD) or the ERL Player Database (EPD) are prohibited from streaming any gameplay on any platform while their ERL has a live broadcast for an ERL Matchday of the Division that the Team Member participates in.

15.1.1.1.   Non-GCD or non-EPD Team Members can stream while their ERL has a live broadcast for an ERL Matchday provided they receive written approval from their ERL TO.

15.1.2.   Teams' other staff that currently is or has at any point been directly involved with League of Legends in a professional capacity are prohibited from streaming League of Legends, or co-commentating on the ERL broadcast on any platform during the ERL broadcast unless approved by the ERL TO in writing at its sole discretion.

15.1.3.   ERL TO shall seek approval for any sublicensing from League.

15.1.4.   ERL TO shall have the right to provide streaming rights for 1st Division and 2nd division Teams to broadcast the ERL competition, using the following regulations:

- Teams shall be able to stream on a Team's channel; Streaming channel to be approved by the League, and can be changed by the Team provided that they inform the ERL TO and the ERL TO approves it.

- Teams can only stream matches that they are playing in.

- Teams shall not monetize outside of the streaming platform (e.g., Pre-rolls, ads, etc.).

- Teams shall not alter, blur or cover ERL sponsor logos/placements.

- Teams can start streaming once the previous match is finished or 15 minutes before their match if it is the first match of the day; Teams can stream for 15 minutes postgame (defined as being 15 minutes from the nexus explosion).

- ERL TO shall have the right to define any hosting/raiding rules.

- ERL TO shall have the right to define reporting structures and intervals.

- Teams shall have the right to invite guests. Co-streaming on-air talents need approval by ERL TO.

- ERL TO can allow Teams to show Teams Sponsors during the 15 minute pre- and postgame portion if they so choose. These sponsors must be vetted (i.e. Permitted or Conditional Category). Teams cannot show their Team Sponsors during the match itself.

- All portions of the broadcast from the Team, both live and archived, must be readily available to non-paying viewers.

16.   Third Party Event Participation and Organisation

16.1.   General Rules

16.1.1.   Organisations and Teams are permitted to organise their own events but must abide by the following guidelines:

16.1.2.   Requires both local ERL TO and Riot approval.

16.1.3.   Does not clash with any Riot sanctioned League of Legends competition.
● International Tournaments: Worlds and MSI
● Regional Tournaments: LEC, local ERL

16.1.4.   Any Team Members registered in any EMEA Regional Leagues are not allowed to participate in any events outside of the events which are part of ERL Scope without prior approval from ERL TO and the League.

16.1.5.   When seeking to organise or participate in a Third Party Event, an ERL Team must provide the following to ERL Officials via email.
● Dates of the event
● Participating Teams & Team Members
● Format of the event including event structure and game modes
● Sponsors of the event & other monetization mechanisms
● Prizepool of the event
● Platform(s) & Channel(s) the event will be broadcast via
● Any other information relevant for ERL officials and the League to make a determination.

17. Code of Conduct

17.1. Competitive Integrity

17.1.1. Teams are expected to play at their best at all times within any League Match, and to avoid any behaviour that potentially threatens the actual or perceived integrity of competition or that is otherwise 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:

17.1.2. Collusion, which is defined as cooperation or conspiracy to cheat or deceive others. The cooperation or conspiracy can occur among Team Members, Teams, and/or Organisations, 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 Team Members 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 Team Member.
- Deliberately losing a Game for compensation, or for any other reason, or attempting to induce another Team Member 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.

17.1.3. Hacking, which is defined as any modification of the League of Legends game client.

17.1.4. Exploiting, which is defined as intentionally using any in-game bug to an advantage.

17.1.5. Looking at spectator monitors.

17.1.6. Ringing, which is defined as playing using another Player's account or solicitation to do so.

17.1.7. The use of any kind of cheating device and/or cheat program, or any similar cheating method.

17.1.8. Intentional disconnect without a proper and explicitly-stated reason.

17.1.9. Any other act which violates these rules and/or standards established by the League.

17.1.10. 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.

17.1.11. 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.

17.1.12. 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.

17.1.13. 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.

17.1.14. 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.

17.2. Responsibility under Code

17.2.1. Unless expressly stated otherwise, offenses and infringements of these rules are punishable, whether or not they were committed intentionally or successfully. Attempts to commit such offenses or infringements are also punishable.

17.2.2. 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.

17.2.3. 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.

17.2.4. 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.

17.2.5. Team Managers/Members may not give, make, issue, authorise 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.

17.2.6. 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.

17.2.7. 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. Furthermore, if a Team Manager/Member has committed rules violations, League Officials reserve the right to impose additional sanctions on that Team Manager/Member's Team if it determines the Team was complicit or otherwise associated with the misconduct in question. 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.

17.2.8. 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.

17.2.9. 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.

17.2.10. No Team Manager/Member may be involved with the offering, giving, acceptance, or receipt of a bribe, gift, or any type of consideration, financial or otherwise, that could result in the improper influencing or manipulation of any esports tournament or match globally or any portion or aspect of such competition. Performance-based compensation paid to a Team Manager/Member by a Team's official sponsor or owner is permitted under this rule.

17.2.11.   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.

17.2.12.   No Team Manager/Member may refuse or fail to apply the reasonable instructions or decisions of League Officials.

17.2.13.   No Team Manager/Member may engage in any action that could improperly influence or manipulate any esports tournament or esports match globally or any portion or aspect of such competition. Additionally, no Team Manager/Member or League Official may instruct, permit, cause, or enable other individuals to engage in such actions.

17.2.14.   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.

17.2.15.   No Team Manager/Member may engage, nor attempt to engage, in any legal or illegal gambling activity relating in any way to any global esports tournament or event. This rule applies to all esports gambling activities including, without limitation, those available in any physical retail location or those conducted via the internet. Gambling activity is defined as placing anything of value – including real currency, virtual currency, or other digital assets – at risk in connection with a bet or wager. Additionally, no Team Manager/Member, League Official, or Riot Games employee may instruct, permit, cause, or enable other individuals to engage, nor attempt to engage, in any legal or illegal gambling activity relating in any way to any global esports tournament or event.

17.2.16.   No Team Manager/Member may take part, either directly or indirectly, in any legal or illegal season-long or daily fantasy contests related to any esports tournament or match globally which rewards anything that has real-world value, monetary or otherwise. Fantasy contests or daily fantasy contests are defined as any online or peer-to-peer contests in which the real-world performance of esports participants determines the virtual performance and/or point total of a fictional team assembled by game participants.

17.2.17.   No Team Manager/Member may request or disclose, directly or indirectly, any non-public information that could potentially provide an advantage in gambling activities to any person that does not have a legitimate need to know such non-public information. Individuals may violate this provision whether they know or reasonably should know that the non-public information in question could be used for the purposes of gambling activity. Examples of such information include, but are not limited to, team lineups, transactions, team strategy, schedule changes, and the results of pre-recorded matches that are broadcast or live streamed to audiences at a later date. Similarly, no Team Manager/Member, League Official, or Riot Games employee may request or support any such provision of knowledge or other information, whether for their own gain or for the gain of others.

17.2.18.   All individuals subject to these rules are under a duty to report to Riot Games and the League, without undue delay and unprompted at the first available opportunity, via email, any witnessed, attempted, suspected, or known violation of these rules. Individuals are obligated to report such activity whether they were directly involved in the matter or should have reasonably been aware of the matter. Failure to report such information constitutes a rules violation in itself. Retaliation against any individual who, in good faith, reports such a matter is strictly prohibited.

17.3.   Penalties

17.3.1.   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.

17.3.2.   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)

17.3.3.   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.

17.3.4.   Infractions will be governed by the ERL Penalty Index, the LEC Penalty Index and/or the Global Penalty Index for major infractions.

*   *   *

18.   Changelog

Full list of changes is available [here](#).

2022 EM Summer
Official Rules

Introduction and Purpose

These official rules of the EMEA Masters apply to each of the Teams who have qualified to play in the EMEA Masters tournament. 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. 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: www.competitiveops.eu/.

Riot Games Limited, a limited liability company registered in the Republic of Ireland, and its affiliates, 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.
The terms of engagement between Team Managers, Team Members and Teams are left to each of the Teams and its Team Managers/Members.

EMEA Masters Rulebook is not a standalone document and all applicable rules in the ERL Rulebook (including but not limited to Eligibility Requirements, Ownership, Finance, Additional Provisions, Code of Conduct) apply to all EMEA Masters participants.

Any dispute over the interpretation or application of these rules should be raised to the attention of the ERL Operations team. The English version of these rules will supersede any translation.

1.   Eligibility Requirements

1.1.   Eligibility & Release Forms

1.1.1.   Team Members will be sent a player eligibility and release form by League Officials. This form will inform the Team Member of what information, including personal information, that the League will collect and process for use on broadcast, social media and player movements.

1.1.2.   ERL Regions and their EM slots 2022:

ERL	Main	Play-in
WIP		

2. Roster

2.1. Roster Requirements

    2.1.1. A Team's EM Roster will be required a minimum of six to a maximum of seven Players as their EM Roster and are required to maintain four EU Residents and three LTRs in their EM Roster during the entirety of the event.

    2.1.2. A Team's EM Starting Line-up cannot include more than two Veterans at any given time.

2.2. Roster Modification

    2.2.1. Teams will be required to complete a team sheet with information on their roster three days prior to the official kickoff date (deadline for Summer 2022: 21 August 2022 6:00pm CEST) at the latest. The roster submitted at this time will be considered the eligible roster for the EM event. In the case of a verified emergency, a team may add a substitute after this deadline, however, the substitute must meet all of the conditions below:

        2.2.1.1. Must not have been on a professional or ERL roster four days prior to kickoff.

        2.2.1.2. Must have been eligible to participate in EM four days prior to kickoff.

    2.2.2. Determination of what constitutes an emergency is at the discretion of EM officials.

    2.2.3. Each team must appoint a single point of contact which is responsible for the communication between the EM Officials and the Team.

    2.2.4. Requests to modify a starting lineup for the team's first match on the first day of the **Play-In Group Stage** may not be submitted any later than 6:00pm CEST on 23. August 2022. Requests must be made by the designated Team point of contact. Requests to modify a Starting Lineup for a Team's first match on any other day of that stage must be submitted no later than 11:00pm CEST or fifteen minutes after the conclusion of the final game of the day prior to the team's match, whichever is the latest.

    2.2.5. For the **Play-In Knockout Stage**, teams must submit any changes to their starting lineup by 12:00pm CEST on the day prior to their match.

    2.2.6. For the **Group Stage**, requests to modify a starting lineup for the team's first match on the first day may not be submitted any later than 6:00pm CEST on 28. August 2022. Requests must be made by the designated Team point of contact. Requests to modify a Starting Lineup for a team's first match on any other day of that stage must be submitted no later than 11:00pm CEST or fifteen minutes after the conclusion of the final game of the day, whichever is latest, the day prior to the team's match, unless there are no games the next day. If that's the case then the starting lineup submission is due on the day prior to the match, at 6:00pm CEST.

2.2.7. For the **Knockout Stage** (Quarterfinals, Semifinals and Finals), teams will be required to submit their starting lineup for Game 1 no later than 6:00pm CEST one day prior to their match. For example, if a team is playing a Knockout stage game on Tuesday, their roster is due on Monday night at 6:00pm CEST.

2.3. Substitutions

2.3.1. Player substitutions have to result in Teams having eligible Rosters.

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

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

2.3.4. 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.

2.4. Coaches

2.4.1. Teams participating in EM can have a Coach for every Game that the Team participates in.

2.4.2. Teams may have a Coach in Team's voice channel for every Game that the Team participates in. Additionally, Teams can have a second Coach in Team's voice channel for their Games. Once the pick/ban process has been completed all present coaches need to mute themselves in order to stay in the voice channel.

2.4.3. Coaches can be registered coaches or substitutes for the Team.

2.4.4. In the event of a verified 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.

2.5. EM Implications

2.5.1. An ERL Team must keep as a part of their EM Roster (6-7 players), at least three players from the starting lineup that played the most recent match in their respective ERL Play-Offs in order to claim any slot in the EM event.

2.5.2. 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.   Competition Format & Schedule

3.1.   Schedule
- Play-In Groups (24. & 25. August 2022)
- Play-In Knockout (27. August 2022)
- Group Stage (29, 30, 31. August & 01, 05, 06, 07, 08. September 2022)
- Quarter Finals (15, 16, 17, 18. September 2022)
- Semi Finals (21. & 22. September 2022)
- Finals (25. September 2022)

3.2.   Play-In Group Stage

3.2.1.   Draw process: Teams are split into three predetermined pools:
- Pool 1: LFL #3, PRM #3, NLC #3, SL #3;
- Pool 2: LFL #4, UL #3, EBL #2, PGN #2;
- Pool 3: GLL #1, LPLOL #1, ESLOL #1, HM #1;
- Pool 4: GLL #2, LPLOL #2, ESLOL #2, HM #2;

3.2.1.1.   Teams within each pool will be assigned a number from 1 to 4, then these numbers will be drawn using random.org.

3.2.1.2.   Teams will be placed into groups from A to D in the order they are drawn, one pool at a time. Pools will be drawn from in the order 1 to 4.

3.2.1.3.   Teams from the same region cannot be placed into the same group. In case they are drawn in the same group, they will be moved to the next eligible group (A>B>C>D).

3.2.1.4.   To avoid invalid draws, a team may be placed in a group other than the first valid group for them, to avoid an invalid draw for the remaining teams. In this situation, the team will be placed into the next valid group in alphabetical order. This rule shall only be utilised if placing a team in the first valid group has the possibility of causing an invalid draw later on.

3.2.1.5.   Graphical representation is available in Exhibit I, point A.

3.2.2.   The first round of the EM event will be a best-of-one double round robin amongst the four play-in groups. The sixteen qualified play-in teams will be split into four groups of four teams each prior to EM. Each team will play the other three teams in their group twice, non-consecutively.

3.2.3.   Each team will play on each side once against each opponent.

3.2.4.   Tiebreaker games will be played immediately following the final game of the Play-In Stage for the respective group. Side selection for all tiebreaker games will be determined by cumulative times of all the victories for the individual teams, even in a two-way tiebreaker. The Team with the lowest cumulative victory time

will be considered the superior seed, and will be given the selection.

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

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

3.2.6.1.   Each team in the tiebreaker has a combined record of 2-2 against each of the other teams in the tie. In this case, the teams with the two slowest cumulative victory times based on all victories in the Play-In Group Stage will play one tiebreaker game. The loser of that game will be awarded the lowest standing being decided by the tiebreaker and the winner of that game will play a single tiebreaker game against the team with the fastest cumulative victory time based on all victories in the Play-In Group Stage. The winner of that second tiebreaker game will be awarded the highest standing being decided by the tiebreaker, and the loser of the game will be awarded the remaining standing.

3.2.6.2.   One team has an aggregate record of 3-1, the next team is 2-2 and the third team is 1-3. In this case, the teams with the 2-2 and 1-3 records will play one tiebreaker game. The loser of that game will be awarded the lowest standing being decided by the tiebreaker and the winner of that game will play a single tiebreaker game against the 3-1 team. The winner of that second tiebreaker game will be awarded the highest standing being decided by the tiebreaker, and the loser of the game will be awarded the remaining standing.

3.2.6.3.   Two teams have an aggregate record of 3-1 and the third team has an aggregate record of 0-4. The team that is 0-4 is awarded the lowest standing being decided by the tiebreaker and a new tiebreaker is declared amongst the two teams with an aggregate record of 3-1 utilising the two-way tie procedure set forth above.

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

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

3.2.7. Four-way tie: The teams will be drawn into a single elimination bracket based on the cumulative times of all the victories for the individual teams. Teams play Bo1 matches throughout the bracket. The seeds will be given in order to the teams that won their games in the shortest amount of game time. The four teams will be split into two first-round matches; the #1 seed will face the #4 seed, while the #2 seed will face the #3 seed. The winners of the first round matches will face off in Game 3, and the winner will be declared the winner of the group and will advance to the Play-In Knockout Stage.

3.2.8. Tiebreaker games for 3rd and 4th position in the Main Event Group Stage will not be played. In the event that the third and fourth place teams in any particular group in the Main Event Group Stage are tied, the head-to-head record will be used as the first tiebreaker. If their head-to-head record is tied, such that a clear division cannot be made between the third and fourth place team in any group, the teams that are tied will have their Prize Pool totalled and split evenly between both teams (when applicable).

3.2.8.1. For example, in the Main Event Group Stage, if the 3rd place team in Group B is 1-5 (one win and 5 losses) and the 4th place team in Group B is also 1-5 (one win and 5 losses), these two teams will each receive a total Prize Pool of EUR 3250 ((4000+2500)/2).

3.2.8.2. For the Play-In Group Stage: After head-to-head record, teams will end the tournament tied for 3rd of their Group.

3.3. Play-In Knockout Stage
3.3.1. The top two teams in each of the four groups will advance to the Play-In Knockout Stage.

Teams will be drawn according to the same process as in the Knockout Stage Draw Process. These matches will be best-of-three.

3.3.2. Graphical representation is available in Exhibit I, point B.

3.4. Group Stage
3.4.1. The four teams advancing from the Play-In stage will join the 12 pre-qualified teams in the Group stage. This stage will be a best-of-one, double round robin. The sixteen Group stage teams will be split into four groups of four teams each upon completion of the Play-In stage. Each team will play the other three teams

in their group twice, non-consecutively.

3.4.2. Draw process: Teams are split into four predetermined pools.
- Pool 1: LFL #1, PRM #1, NLC #1, SL #1;
- Pool 2: UL #1, LFL #2, PRM #2, NLC #2;
- Pool 3: SL #2, UL #2, EBL #1, PGN #1;
- Pool 4: 4 teams advancing from the Play-In stage

3.4.2.1. Teams within each pool will be assigned a number from 1 to 4, then these numbers will be drawn using random.org.

3.4.2.2. Teams will be placed into groups from A to D in the order they are drawn, one pool at a time. Pools will be drawn from in the order 1 to 4.

3.4.2.3. Teams from the same region cannot be placed into the same group. In case they are drawn in the same group, instead they will be moved to the next eligible group (A>B>C>D). In a case where no group is eligible, a Team will be placed in the first group they were drawn in initially.

3.4.2.4. A Team may be placed in a group other than the first valid group for them, to avoid an invalid draw for the remaining teams. In this situation, the team will be placed into the next valid group in alphabetical order. This rule shall only be utilised if placing a team in the first valid group has the possibility of causing an invalid draw later on.

3.4.2.5. Graphical representation is available in Exhibit I, point C.

3.4.3. Each team will play on each side once against each opponent.

3.4.4. Tiebreaker scenarios will follow the same process as for the Play-In stage.

3.5. Knockout Stage
3.5.1. Draw process: Teams are split into two pools.
- Pool 1: #1 seeds from Groups A - D
- Pool 2 : #2 seeds from Groups A - D

3.5.1.1. Teams within each pool will be assigned a number from 1 to 4, these numbers will be drawn using random.org.

3.5.1.2. Teams will be placed into the bracket in the order they are drawn, one pool at a time. Pools will be drawn from starting with the #1 seed.

3.5.1.3. Teams from the same Group from the Group Stage, cannot meet in the Knock-out phase before the finals.

For example, #2 seed from Group A gets placed into a matchup with the #1 seed from group A resulting in an ineligible draw. Thus, #2

seed from Group A moves over to the next eligible matchup to ensure they don't face #1 seed from Group A until the Finals.

The next draw would be placed into the original matchup, in this case vs #1 seed from group A.

3.5.1.4. Teams from the same region will not face each other in Quarter Finals where possible. This rule will be disregarded where it creates an invalid draw. The priority will always be Teams from the same Group not facing until Finals over Teams from the same region not facing in Quarter Finals.

3.5.1.5. The remainder of the tournament will progress as a single elimination bracket, no more draws will take place.

3.5.2. Quarter Finals: Each of the four quarterfinal matches will be played as best-of-five matches. The winners of the Quarterfinal matches on each side of the bracket will face off in the Semifinals.

3.5.3. Semi Finals: The Semi finals will consist of two best-of-five matches between the winners of the Quarter finals matches. The winners of each Semi final match will face off in the Finals.

3.5.4. Finals: The final round of the tournament will consist of one best-of-five match between the winners of the Semifinals. The winner of the Finals will be considered the EM Champion for the current split.

3.5.5. Graphical representation is available in Exhibit I, point D.

4. Prize Money

4.1. Prize distribution

    4.1.1. The total prize pool for the event is €150,000. The distribution is as follows (per team)

1st	2nd	3rd - 4th	5th - 8th	9th - 12th	13th - 16th
€40,000	€25,000	€13,500	€8,000	€4,000	€2,500

5.   EM Streaming Regulations

5.1.   Team Members are prohibited from streaming on any platform during the EM Broadcast - defined as starting with the expiration of the EM countdown and ending with the conclusion of the broadcast. This includes publicly participating in any other company's or individual's platform unless approved by the League in writing at its sole discretion.

6. Match Process

6.1. Side Selection
- 6.1.1. Play-In Knockout Stage
  - 6.1.1.1. The higher seed will be required to submit their decision for side selection for Game 1 by 12:00pm CEST on the day prior to their match.

  - 6.1.1.2. Side selection for Game 1 for all Play-In Knockout Matches will belong to the #1 seed from Groups.

- 6.1.2. Knockout Stage
  - 6.1.2.1. Side Selection for Quarterfinals must be submitted by the higher seed by 6:00pm CEST prior to Matchday. Side Selection for Semifinals and Finals is due 5 minutes after the coin toss has been performed by the EM Officials.

  - 6.1.2.2. Quarterfinals: Side selection for Game 1 for all Quarterfinal games will belong to the #1 seed from groups in each match. That team will have side selection for game 1, for all Games after the first, the losing Team of the previous Game will have side selection.

  - 6.1.2.3. Semifinals: Side selection for each Semifinals will be determined by coin flip, once the winners of a Quarter Finals bracket has been determined. The team winning the coin toss will need to provide their side selection to EM officials 5 minutes after winning the coin toss. That team will have side selection for game 1, for all Games after the first, the losing Team of the previous Game will have side selection.

  - 6.1.2.4. Finals: Side selection for the Finals will be determined by coin flip, once the winners of the Semi Finals bracket has been determined. The team winning the coin toss will need to provide their side selection to EM officials 5 minutes after winning the coin toss. That team will have side selection for Game 1, for all Games after the first, the losing Team of the previous Game will have side selection.

- 6.1.3. Side selection for best of Matches will be decided between Games after Game 1, and will belong to the Team who lost the previous Game. Teams with side choice for the next game will have 5 minutes after the nexus explodes to select their side for the next game. This will be at the same time as the substitution declaration. The team point of contact will inform the EM officials of their selection.

- 6.1.4. Failure to designate Side Selection before the respective deadline will result in a default selection of blue side.

6.2. Equipment
- 6.2.1. 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

voice programs. 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.

6.2.2. ERL 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 EM event or League of Legends.

6.2.3. Players are prohibited from installing their own programs and must use only the programs provided by the League on-site, unless explicitly allowed by a League Official.

6.3. Clothing & Apparel
6.3.1. If applicable, Players must wear official approved Team jerseys during all EM Matches and approved Team branded apparel during all pre-/post-match interviews.

6.3.2. Regulations which cover clothing, apparel and jerseys are covered in the respective section in the ERL Rulebook.

6.4. Tournament Realm and Live Accounts
6.4.1. Players will use accounts previously provided to them by the League for ERL matches and fall under the regulations defined in the ERL Rulebook. It is the Players' responsibility to configure their account to their preferences.

6.4.2. The use of ward skins and emotes on Tournament Realms is allowed unless usage has been restricted by EM Officials.

6.5. Patch
6.5.1. The tournament patch will be communicated to participating EM Teams before the tournament starts.

6.5.2. Champions will be automatically restricted from play for their release patch. Champions that have undergone reworks will be enabled at the sole discretion of the League.

6.6. Scheduling
6.6.1. 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.

6.7.   Match Area
     6.7.1.   If applicable, the foregoing regulations shall apply to any Match venue a Team participates from.

     6.7.2.   Access for Teams to the restricted areas of venues for Matches is restricted to the Team only unless otherwise approved by the EM Officials. Permission to attend EM Matches is solely at the discretion of the League.

     6.7.3.   Team Managers are not allowed in the Match Area during the Match. They may be in the Match Area during the Match preparation process but must leave prior to the Pick-&-Ban Phase.

     6.7.4.   Players are not allowed to have wireless devices in the Match Area. The EM Officials will collect such devices in the Match Area and return them at the end of the Match.

     6.7.5.   Players must sit in the order in which they will join the game lobby: Top, Jungle, Mid, Bot, Support. This order should be considered from the vantage point of a viewer facing the Players, and read from left to right.

     6.7.6.   No food is allowed in the Match Area. Drinks are permitted in EM-provided re-sealable containers.

     6.7.7.   Access to other areas within the venue may be granted by the EM Officials. Access to these areas is also restricted to Teams and at the EM Officials' discretion.

6.8.   Setup Time
     6.8.1.   Players will have a designated time frame prior to their Match to ensure they are properly prepared. EM Officials will inform Players and Teams of their scheduled preparation time frame as part of their Match schedule. EM Officials may change the schedule at any time. Setup time is considered to have begun once Players enter the Match Area, at which point they are not allowed to leave without permission of the on-site EM Official or referee and accompanied by another EM Official or referee. Setup is comprised of the following:
          6.8.1.1.   Ensuring the quality of all equipment
          6.8.1.2.   Connecting and calibrating peripherals
          6.8.1.3.   Ensuring the proper function of the voice chat system
          6.8.1.4.   Setting up rune pages
          6.8.1.5.   Adjusting in-game settings
          6.8.1.6.   Limited in-game warm-up

     6.8.2.   If a Player encounters any equipment issues during Setup Time, the Player must notify an EM Official immediately.

     6.8.3.   EM Officials will be available to assist with the setup process during the pre-match setup period.

6.8.4.   It is expected that Players will resolve any issues with the setup process within the allotted time and that Match will begin at the scheduled time. Delays due to setup issues may be permitted, at the sole discretion of EM officials. Penalties for tardiness may be assessed at the discretion of the EM Officials.

6.8.5.   No fewer than two minutes before the match is scheduled to begin, an EM Official will confirm with each Player that their setup is complete.

6.8.6.   Once all ten Players in a Match have confirmed completion of setup, Players may not enter a warm-up game.

6.8.7.   EM Officials will decide how the official game lobby will be created. Players will be directed by EM Officials to join a game lobby, as soon as Setup Time has ended, in the following order of positions: Top, Jungle, Mid, Bot, Support.

6.9.   Pick-&-Ban Phase

6.9.1.   Once all ten Players report to the official game lobby, an EM Official will request confirmation that both Teams are ready for the Pick-&-Ban Phase. Once both Teams confirm readiness, an EM Official will instruct the game-lobby owner to start the Game. Coaches will be granted on-stage access and will be allowed to communicate with the Players during the pick-and-ban phase. Coaches will exit the stage to a designated position once the countdown timer has reached five seconds during the trading phase and if applicable, will be muted once the timer has reached zero seconds.

6.9.2.   The Pick-&-Ban Phase will be executed through the Client's Tournament Draft feature. At the discretion of EM Officials, the Pick-&-Ban Phase may be recorded and the game's start aborted.

6.9.3.   Game Settings:
          Map: Summoner's Rift
          Team Size: 5
          Allow Spectators: Lobby Only
          Game Type: Tournament Draft

6.9.4.   EM Officials may choose to employ either the Tournament Draft feature or a manual draft at their discretion.

6.9.5.   Restrictions may be added at any time before or during a Match if there are known bugs with any Gameplay Elements or for any reason as determined at the discretion of EM Officials.

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

6.9.7.   If a Player picks or bans a Champion by mistake in the Pick-&-Ban Phase, the player must notify an EM Official of their intended selection before the other Team has locked in their next selection. In this case, the Pick-&-Ban Phase will be restarted with the same Picks and Bans up until the mistake occurred and the Player may correct the mistake. In the case the other Team has locked in their next selection, before the Player notifies an EM Official, the Pick-&-Ban Phase will not be restarted and the mistakenly selected Champion stays locked in.

6.9.8.   Teams must complete all Champion trades before the 20-second mark during the Trading Phase or will be subject to penalties.

6.10.   Game Start

6.10.1.   A Game will start immediately after the Pick-&-Ban Phase is complete, unless otherwise stated by an EM Official. At this point, EM Officials will remove any printed materials from the Match Area, including any notes written by Team Members. Players are not allowed to quit a Game after the completion of the Pick-&-Ban Phase.

6.10.2.   If there is an error in the Game Start, or an EM Official decides to separate the Pick-&-Ban Phase and the game starts, the Blind Pick feature may be used at the discretion of the EM Officials. All Players will select Champions in accordance with the valid completed Champion selections.

6.10.3.   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.

6.11.   Pause

6.11.1.   If a Player intentionally disconnects without notifying an ERL Official or pausing, the ERL Official is not required to enforce a pause.
   ● During any pause, Players may not leave the Match Area unless authorized and accompanied by an ERL Official or a Referee.

6.11.2.   EM Officials may order to execute a pause of a Game at their sole discretion.

6.11.3.   Players may only pause a Game immediately following an Unintentional Disconnect, hardware/software malfunction or physical interference and must notify an EM Official immediately and identify the reason.

6.11.4.   Minor Player illness, injury, or disability is not an acceptable reason for a Player pause. In the case of an underlying and/or pre-declared medical condition the Player may however inform an EM Official prior to the Match, who may then grant a pause during the Match in order to evaluate the issue and to determine whether the Player is ready, willing, and able to continue playing within a reasonable period of time, as determined by the EM Official, but not to exceed a few minutes. If the EM Official determines that the Player is not able to continue playing within such a reasonable period of time, then the Player's Team shall forfeit the Game unless an EM Official determines that the Game is subject to an Awarded Game

Victory at the League's discretion.

6.11.5.   If applicable - If an EM Official observes a condition or behaviour, is notified by a Team or otherwise has a good faith belief that leads the official to believe that a Player is medically unfit to play or continue play, the League Official may, in his/her sole discretion, grant a pause, not to exceed ten minutes, in order to evaluate the identified Player.

If League Officials determine that a Player needs to be examined by medical officials, such Player must receive medical clearance to play or continue play.

Such Players may refuse medical exam or care, but in such a situation they will lack requisite medical clearance and will not be able to play or continue to play.

If a Player is rendered unable to play or continue to play because of a lack of medical clearance, or if the Team is unable to field a roster that is compliant with these Rules, the Team shall forfeit the Game unless a League Official, at their sole discretion, determines that the Game is subject to an Awarded Game Victory.

6.11.6.   Players are not permitted to resume the Game after a pause. After clearance from an EM 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 unpause the Game.

6.11.7.   If a Player pauses a Game without a valid reason as outlined above, or un-pauses a Game without permission from an EM Official, it will be considered unfair play and penalties will be applied at the discretion of the League.

6.11.8.   For the fairness of all competing Teams during offline play, 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 unpaused, in order to discuss the Game's conditions.

6.12.   Chronobreak
   6.12.1.   Chronobreak. The Deterministic Disaster Recovery Tool.

   6.12.2.   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.

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

6.12.4. 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 remakes are not available for these bugs, which must be played through.

6.12.5. 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 EM officials.

6.12.6. 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 significantly damaged a player's ability to compete is up to the sole discretion of EM officials.

6.12.7. 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.

6.12.8. 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 EM officials where the continuation of the game is untenable (including environmental concerns and catastrophic hardware failure).

6.12.9. "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 prioritised (for example, going too far back could potentially remove setup a team has done, including wards, lane pressure and flanking).

6.12.10.   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 EM 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.

6.12.11.   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 EM officials as to the bug. These methods are:

6.12.11.1.   Pausing the game through the /pause command
6.12.11.2.   Asking a teammate to pause over audible voice communications
6.12.11.3.   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, EM officials may determine that it was not practical to pause the game until the engagement ended.

6.12.12.   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).

6.13.   Chronobreak Availability and Use

6.13.1.   If a game experiences a bug at any point during the match, EM officials must first determine whether the player followed the pause protocol (see Prompt Reporting). If the game was timely paused, EM officials must next determine whether the bug is a verifiable bug. If it is a verifiable bug, EM officials must next determine whether the bug is a minor bug, critical bug or terminal situation.

6.14.   Minor Bug

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

6.14.2.   In the case of a minor bug with no cost, EM 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.

6.14.3.   If EM officials determine to the use of Chronobreak is appropriate, EM 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 utilised. If both teams are significantly disadvantaged, either team requesting a Chronobreak will trigger the use of Chronobreak.

6.14.4.   If any significantly disadvantaged team requests a Chronobreak, EM officials will utilise 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 EM officials.

6.15.   Critical Bug

6.15.1.   In the case of a critical bug (where such critical bug is not a play through bug), EM 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.

6.15.2.   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.

6.15.3. In the case of a critical bug, EM 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, EM 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 EM officials.

6.16. Terminal Situation
6.16.1. In the case of a Terminal Situation, EM officials shall follow the remake procedure (below).

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

6.17.2. If a player notices that a player's rune, Summoner Spell or GUI settings have not applied correctly due to a bug between the game lobby and match, the player can pause the game to adjust these settings. If the settings cannot be correctly adjusted, then the game may be restarted. The Game will not be restarted if the settings have not applied correctly for game elements that have no significant competitive effect (e.g. ward skins, emotes, etc.).

6.17.3. If EM 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).

6.17.4. Any circumstance which would permit a restart after GOR.

6.18. Remakes After GOR
6.18.1. The following are examples of situations in which a game may be restarted after GOR has been established:

6.18.2. If a game experiences a Terminal Situation at any point during the match.

6.18.3. If EM officials determine that there are environmental conditions which are unfair (e.g. excessive noise, hostile weather, unacceptable safety risks).

6.19. Remake Procedure
6.19.1. Terminal Situation. EM 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.

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

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

6.20.   Hardware Malfunction
6.20.1.   In the case of any hardware malfunctions, EM 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.

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

6.22.   Awarded Game Victory
6.22.1.   In the event of a technical difficulty which leads EM officials to declare a restart, EM officials may instead award a game victory to a Team. EM officials, at 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.

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

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

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

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

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

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

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

6.23. Post-Game Process
6.23.1. EM officials will confirm and record the Game's result.

6.23.2. Players will inform EM Officials of any tech issues.

6.23.3. Referees may log into Player Accounts to join the next Game's lobby.

6.23.4. EM 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.

6.23.5. Results of Forfeiture. Matches won by forfeit will be reported by the minimum score it would take for one team to win the match (e.g. 1-0 for best-of-1 matches, 2-0 for best-of-three matches, 3-0 for best-of-five matches). No other statistics will be recorded for forfeited matches.

6.24. Post-Match Process
6.24.1. EM officials will confirm and record the match result.

6.24.2. Players will be informed of their current standing in the competition, including their next scheduled match.

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

6.25. Scheduling
6.25.1. 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.

6.25.2. For offline events: Players participating in the EM event must arrive on-site and on-stage no later than the time specified by the League Officials.

6.26.   Referees

    6.26.1.   Referees will oversee the EM matches, including the following:

        6.26.1.1.   Checking the Team's Starting Line-up before the Match.

        6.26.1.2.   Checking and monitoring Player peripherals and Match Areas.

        6.26.1.3.   Announcing the beginning of a Game.

        6.26.1.4.   Ordering pause/resume during a Game.

        6.26.1.5.   Issuing penalties in response to rule violations during the Match.

        6.26.1.6.   Confirming the end of a Match and its results.

    6.26.2.   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.

    6.26.3.   If a referee makes an incorrect judgment, the judgment can be subject to reversal. EM 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, EM Officials reserve the right to invalidate the Referee's decision. EM Officials will always maintain a final say in all decisions set forth throughout the EM competition.

7. Online Matches

7.1. Readiness

    7.1.1. All Players will be expected to be ready to join the game-lobby at the time specified by the EM Officials. Readiness includes but is not limited to, all five Players on the Starting Line-up having completed client patching and the configuration of in-game settings.

    7.1.2. Tournaments held on a rolling schedule will have estimated Match start times. Teams are required to be available to play their Match up to 90 minutes in advance of their estimated time, or as otherwise directed by EM Officials.

7.2. Lateness Penalties

    7.2.1. Teams that are not ready at the ten minute mark of the preceding game (or 30 minutes before the start of the first match of the day) are subject to late penalties. A team will lose their first ban after 5 minutes have elapsed from the ten minute mark. A team will lose another ban after 10 minutes have elapsed. A team will lose all their bans after 15 minutes have elapsed. A team will be subject to forfeiture if 25 minutes have elapsed since the ten minute mark was reached or when the preceding game has completed - whichever is longer. Intentionally delaying the game-lobby or game start will still subject the team to the rules set forth in this section.

7.3. Pause Allowance

    7.3.1. Teams may pause the game for a maximum of 10 minutes over the course of a single game, or 20 minutes over the course of a best-of-three match, or 30 minutes over the course of best-of-five match to resolve issues affecting their gameplay. These issues include but are not limited to: FPS drops, connection issues, peripherals or other hardware not working properly, possible in-game bugs that critically affect gameplay or put the Team at a significant disadvantage.

        Pausing beyond allowance time will be considered unfair play and penalties will be applied at the discretion of EM Officials. EM Officials may ask the Team to immediately resume the Game if there has been a minor issue and after reasonable steps are taken to remedy the situation or if the impact on the Game is deemed minimal. EM Officials will also ask the Team to immediately resume the Game if the pause is deemed unauthorized.

7.4. 5v5 Play

    7.4.1. Teams are required to field a full team of five players to start a match. If a player disconnects during a game, a team may continue to play after the pause allowance is exhausted to attempt to complete the game.

7.5. Player Equipment Responsibility

    7.5.1. All players are responsible for ensuring the performance of their chosen setup, including computer hardware and peripherals, internet connection, and power. A problem with player equipment is not an acceptable reason for lateness or pausing beyond a team's allowance, regardless of the root cause of the problem.

Only five players per team are allowed in the game lobby. No additional spectators are permitted for any reason.

7.5.2. Players are not permitted to stream their games publicly or privately on any platform or service.

<p style="text-align:center">*   *   *</p>

8. Glossary & Exhibits

Accredited ERLs	Official Riot-recognized competitions which adhere to the necessary global policies and standards of professionalism and qualify into EM. Accredited ERLs are: LFL 1st division, SL 1st division, Prime 1st division, Ultraliga 1st division, TCL 1st division.
Non-Accredited ERLs	Official Riot-recognized competitions and qualify into EM (2nd Divisions do not qualify to EM) Non-Accredited ERLs are: LFL 2nd division, SL 2nd division, Prime 2nd division, Ultraliga 2nd division, TCL 2nd division & All divisions (1st and 2nd) of NLC, EBL, ESLOL, GLL, HM, AL, LPLOL, PGN
Coach Agreement	The contract between an Organization and their Coach.
Conditional Sponsorship	Exhibit K.
Competition Week	The timeframe between Friday 6:00 PM of any given week and Friday 5:59 PM of the next week. League Officials may, at their sole discretion, define a different time frame for any given competitive week due to special circumstances.
Competitive Half-Season	The grouping of the Winter and Spring Split or the Summer Split and the LEC Finals. If the professional league where the player has competed only has two splits per year, a Competitive Half-Season will be a single Split.
EM	Stands for EMEA Masters, the championship for top ERL teams.
ERL Player Database	EPD
ERL	EMEA Regional Leagues, including the following Leagues: EBL - Esports Balkan League (Albania, Bosnia and Herzegovina, Bulgaria, Croatia, Hungary, Moldova, Montenegro, North Macedonia, Romania, Serbia, Slovenia, Kosovo) ESLOL - Elite Series (Belgium, Luxembourg, Netherlands) GLL - Greek Legends League (Cyprus, Greece) HM - Hitpoint Masters (Czechia, Slovakia) AL - Arabian League (Algeria, Bahrain, Egypt, Iraq, Jordan, Kuwait, Lebanon, Libya, Morocco, Oman, Palestine, Qatar, Saudi Arabia, Tunisia, United Arab Emirates) LCL - LoL Continental League (Armenia, Belarus, Kazakhstan, Kyrgyzstan, Russia) LFL - La Ligue Française (France, Monaco) LPLOL - Liga Portuguesa (Portugal) NLC - Northern LoL Championship (Denmark, Finland, Iceland, Ireland, Norway, Sweden, United Kingdom, Malta) PGN - PG Nationals (Italy, Holy See (the), San Marino) PRM - Prime League (Austria, Germany, Liechtenstein, Switzerland) SL - Superliga (Spain, Andora) UL - Ultraliga (Estonia, Georgia, Latvia, Lithuania, Poland, Ukraine, Israel) TCL - Turkish Championship League (Azerbaijan, Mongolia, Tajikistan, Türkiye, Turkmenistan, Uzbekistan)
ERL Academy Team	A secondary team of the ERL under the same Organization that competes in amateur competitions outside ERLs.
ERL TO	Tournament Organizer of an EMEA Regional League
ERL Penalty Index	Exhibit G.
ERL Scope	Competitions which fall under any of ERL 1st and 2nd divisions, including Promotion & Relegation and Pro-Am.

EMEA Competitive Region	The EMEA Competitive Region is defined as: Albania, Algeria, Andorra, Armenia, Austria, Azerbaijan, Bahrain, Belarus, Belgium, Bosnia and Herzegovina, Bulgaria, Croatia, Cyprus, Czechia, Denmark, Egypt, Estonia, Finland, France, Georgia, Germany, Greece, Holy See (the), Hungary, Iceland, Iraq, Ireland, Israel, Italy, Jordan, Kazakhstan, Kosovo, Kuwait, Kyrgyzstan, Latvia, Lebanon, Libya, Liechtenstein, Lithuania, Luxembourg, Malta, Moldova, Monaco, Mongolia, Montenegro, Morocco, Netherlands, North Macedonia, Norway, Oman, Palestine, Poland, Portugal, Qatar, Romania, Russia, San Marino, Saudi Arabia, Serbia, Slovakia, Slovenia, Spain, Sweden, Switzerland, Tajikistan, Tunisia, Türkiye, Turkmenistan, Ukraine, United Arab Emirates, United Kingdom, Uzbekistan.
Free Agent	A Free Agent is a Player eligible to participate in ERLs, EM or LEC 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.
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	Link.
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: 2022: Tuesday, 22 November at 00:00 UTC 2023: Tuesday,21 November at 00:00 UTC 2024: Tuesday, 19 November at 00:00 UTC
Global Penalty Index	Link.
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	Interregional Movement Policy.
LEC	League of Legends EMEA Championship. The highest level of professional competition in the EMEA region.
LEC Secondary Team	An LEC team's respective ERL team.
League	The governing body of the LEC, ERL & EM.
LTR	Locally Trained Representative. A status that can be acquired by players as outlined in the section Residency & Representation. Currently available LTRs: EBL, ESLOL, GLL, HM, AL, LCL, LFL, LPLOL, NLC, PGN, PRM, SL, UL, TCL
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.
Official	A person of authority within the competition (referee, admin, or someone else appointed by the respective competition organizer)

	● LEC Official - responsible for LEC operations ● EM - responsible for EM operations ● ERL - responsible for ERL operations (appointed by ERL TO) ● League - Riot Games competitive operations team
Permitted Sponsorship	Categories that have been pre-authorised and permitted in writing by the ERL Officials: ● Airline ● Automotive ● Beverages - Non-alcoholic ● Building & Construction ● Consumer Care ● Consumer Electronic ● Fashion & Jewellery ● Financial Services & Insurance ● Food & Snacks ● Household Goods ● Industrial Equipment & Systems ● IT&I - Information Telecommunications & Internet ● LO - Logistics ● M - Media ● PC - Personal Care ● PS - Professional Services ● RE - Retail ● SA&S - Sports Apparel & Supplier ● TT&L - Travel, Tourism & Leisure ● TY - Tyres ● U&E - Utilities & Energy
Player Agreement	The contract between an Organization and their Player.
Pro-Am Tournament	A Tournament (including any qualifiers) organized by an ERL TO, taking place after the Summer Split, and scheduled within the specified Pro-Am competition window. ERL TOs may agree to organize this competition alone or together. The tournament is not part of the Regular ERL Season, nor does it have any impact on EM qualifications.
Professional Esports Leagues	League of Legends EMEA 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.
Prohibited Sponsorship	The following is a non-exhaustive list of prohibited sponsors: ● Any other video game, other video game developer, or publisher ● Any video game consoles ● Any esport 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) ● Alcohol products (except alcoholic beverages included in the Conditional Category) 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 ● Businesses & platforms engaged in offering Contracts for Difference (CFD) trading, or similar trading on margin products ● Beer and wine products
Referee	Referees are 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.)
Resident	A Player is classified as a Resident of a region if the Player has obtained residency status as defined in the section Residency & Representation.
Season	Defined as the entirety of the year between the start of the Global Contract Window in a given year and the start of Global Contract Window in the year that follows.
Player	Any player currently registered and participating in the EMEA Regional 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 part of a Team Roster, but not on the Starting Line-up.
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.
Team Member Transfer Agreement	An agreement between two or more teams who compete in any League or Competition regarding the transfer of a Team Member that occurs prior to the expiration or termination of that Team Member's Team Member Agreement.
Team Roster	For Accredited ERLs: All Team Members registered to a team in the Global Contract Database.

	For Non-Accredited: All Team Members registered to a team in the ERL Player Database. This includes the Starting Line-up, Substitutes, Coaches and the Reserve Roster.
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 (LCS, LPL, LCK etc.) in at least two out of the last three completed Splits. Participation in LCL or TCL does not count towards Veteran status. A Player who has played more than 13 games in a Professional League (LEC) during 2 out of the previous 3 Competitive Half-Seasons. For clarity, one best-of series counts as one Game.
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.

ERL Rulebook Forms
ERL Team Member Agreement Summary Sheet (Exhibit A)
ERL Team Member Eligibility and Release Form (Exhibit B)
Riot Games: Team Members Privacy Statement (Exhibit C)
ERL Trade Approval Request Form (Exhibit D)
ERL Team Member Drop Form (Exhibit E)
ERL Availability Declaration Form (Exhibit F)
ERL Team Member Registration Form (Exhibit H)

ERL Penalty Index

This ERL Penalty Index shall be used as a non-exhaustive penalty guideline for ERL TOs, which would need Leagues´ prior approval before issuance, unless the penalty needs to be issued urgently during competitions.

General Penalties				
Offense	**Minimum Penalty**	**Max Penalty (1st Off.)**	**Max Penalty (2nd Off.)**	**Limitation Period**
Conduct Unbecoming of an ERL Team Member (e.g. in Game Toxicity, Making an Obscene Gesture on Stage, Etc).	Warning	Fine - League Discretion and/or Up to 2 Game Suspension	Fine - League Discretion (up by at least 50% of previous fine) and/or Up to 4 Game Suspension	12 Calendar Months
Account Sharing (A Single Instance, and Not Done For Personal Gain; Includes the Usage of Botted Accounts; This is Distinct from Elo Boosting)	Warning	Fine - League Discretion and/or 1 Game Suspension	Fine - League Discretion (up by at least 50% of previous fine) and/or Up to 2 Game Suspension	12 Calendar Months
Major Misconduct (e.g. Assaulting an Opponent, Attempt to Bribe a Referee, etc)	Fine - League Discretion and/or 1-10 Game Suspension	Permanent Suspension and/or Expulsion from League	Permanent Suspension and/or Expulsion from League	36 Calendar Months

Competition Penalties				
Offense	**Minimum Penalty**	**Max Penalty (1st Off.)**	**Max Penalty (2nd Off.)**	**Limitation Period**
Unauthorized Communication During a Pause (During a Single Game)	Warning	Fine - League Discretion and/or Loss of Phase 2 Bans in the next Game	Forfeit and/or 1 Game Suspension	End of Competitive Split
Unauthorized Removal of Headset Prior to Completion of Game	Warning	Fine - League Discretion and/or Loss of Phase 2 Bans in the next Game	Forfeit and/or 1 Game Suspension	End of Competitive Split
Refusing to Follow Reasonable Instructions of League Officials (e.g. To Get Into Game Lobby to Start a Match)	Warning	Fine - League Discretion and/or Loss of Phase 2 Bans in the next Game	1 Game Suspension	End of Competitive Split

Unauthorized Pause	Warning	Fine - League Discretion and/or Loss of Phase 2 Bans in the next Game	Forfeit and/or 1 Game Suspension	End of Competitive Split
Exploitation of a Bug Despite Having Received Specific Notice From League Officials Beforehand Not To Do So	Loss of Phase 2 Bans in the next Game	Forfeit and/or 1 Game Suspension	Forfeit and/or 4 Game Suspension	End of Competitive Split
Usage of restricted Gameplay elements	Warning	Fine - League Discretion and/or Forfeit and/or 1 Game Suspension	Fine - League Discretion (up by at least 50% of previous fine) and/or Forfeit and/or 4 game Suspension	End of Competitive Split
Attempting to tamper with, eavesdrop on, or otherwise obstruct League Officials' decisions.	Warning	Fine - League Discretion	Fine - League Discretion (up by at least 50% of previous fine)	End of Competitive Split

Administrative Penalties				
Offense	**Minimum Penalty**	**Max Penalty (1st Off.)**	**Max Penalty (2nd Off.)**	**Limitation Period**
Failure to Have a Team Member under Contract (For Accredited Leagues or if applicable)	Warning	Fine - League Discretion	Forfeit	12 Months
Lying to or Misleading League Officials About Eligibility During Entry Screening to Join the ERL (e.g. Submitting False Information about residency or age)	Warning	Fine - League Discretion and/or Forfeit	Fine - League Discretion (up by at least 50% of previous fine)	36 Months
Amending an Eligible Starting Roster After the Declaration Deadline (Acceptable only at League Discretion)	Warning	Fine - League Discretion and/or Loss of Phase 2 Bans in the next Game	Fine - League Discretion (up by at least 50% of previous fine) and/or Loss of Phase 2 Bans	24 Months
Signing a Starter After the Relevant Roster Declaration Deadline (Acceptable only at League Discretion)	Warning	Fine - League Discretion and/or Loss of Phase 2 Bans in the next Game	Fine - League Discretion (up by at least 50% of previous fine) and/or Loss of Phase 2 Bans	24 Months

Team Operation Penalties				
Offense	**Minimum Penalty**	**Max Penalty (1st Off.)**	**Max Penalty (2nd Off.)**	**Limitation Period**
Team Forfeiting a Game Without Prior Consent from the League	Warning	Fine - League Discretion	Indefinite Suspension or Expulsion from the League	48 Months
Failing to Adhere to ERL Uniform Policy	Warning	Fine - League Discretion per Matchday	Fine - League Discretion (up by at least 50% of previous fine) per Matchday	12 Months
On-Broadcast Commercial Logo Violation (e.g. Putting on a Hat With an Impermissible Logo Immediately Following a Game)	Warning	Fine - League Discretion	Fine - League Discretion (up by at least 50% of previous fine)	12 Months
Failure to Have a Coach On-Site Without Permission From the League (For Accredited Leagues)	Warning	Fine - League Discretion	Fine - League Discretion (up by at least 50% of previous fine)	12 Months

Exhibit I

EM Tournament Format - Visualisation

Exhibit I.A Play-in Group Stage
Double Round Robin - Best of 1

Group A	Group B
A1	B1
A2	B2
A3	B3
A4	B4

Group C	Group D
C1	D1
C2	D2
C3	D3
C4	D4

Exhibit I.B Play-In Knockout Stage
Best of 3

1	Draw Pool 1 / Draw Pool 2	Winner - Qualified to EM Group Stage
2	Draw Pool 1 / Draw Pool 2	Winner - Qualified to EM Group Stage
3	Draw Pool 1 / Draw Pool 2	Winner - Qualified to EM Group Stage
4	Draw Pool 1 / Draw Pool 2	Winner - Qualified to EM Group Stage

Exhibit I.C Group Stage
Double Round Robin - Best of 1

Group A	Group B
A1	B1
A2	B2
A3	B3
A4	B4

Group C	Group D
C1	D1
C2	D2
C3	D3
C4	D4

Exhibit I.D Knockout Stage

Quarter Finals (Best of Five)	Semi Finals (Best of Five)	Finals (Best of Five)
1 — Draw / Draw	5 — Winner Match 1 / Winner Match 2	7 — Winner Match 5 / Winner Match 6
2 — Draw / Draw		
3 — Draw / Draw	6 — Winner Match 3 / Winner Match 4	
4 — Draw / Draw		
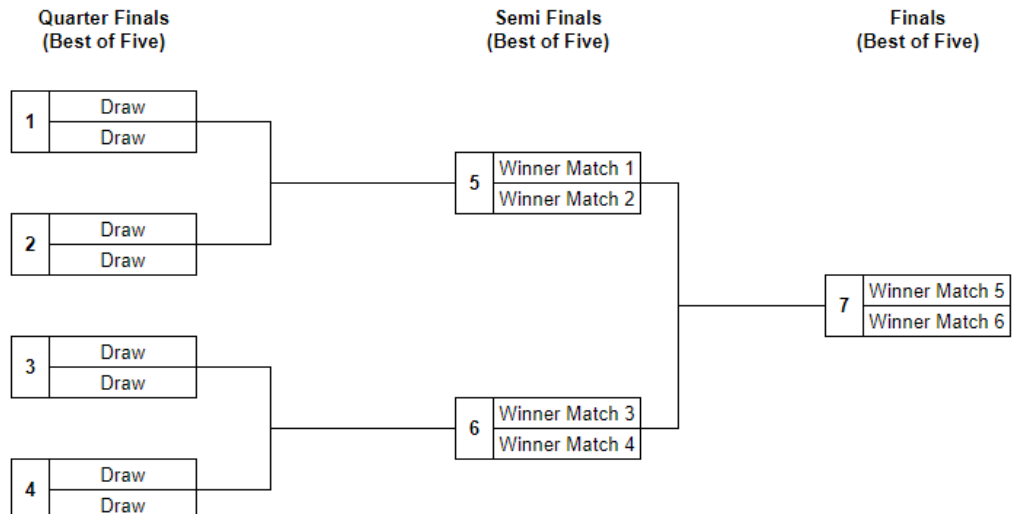
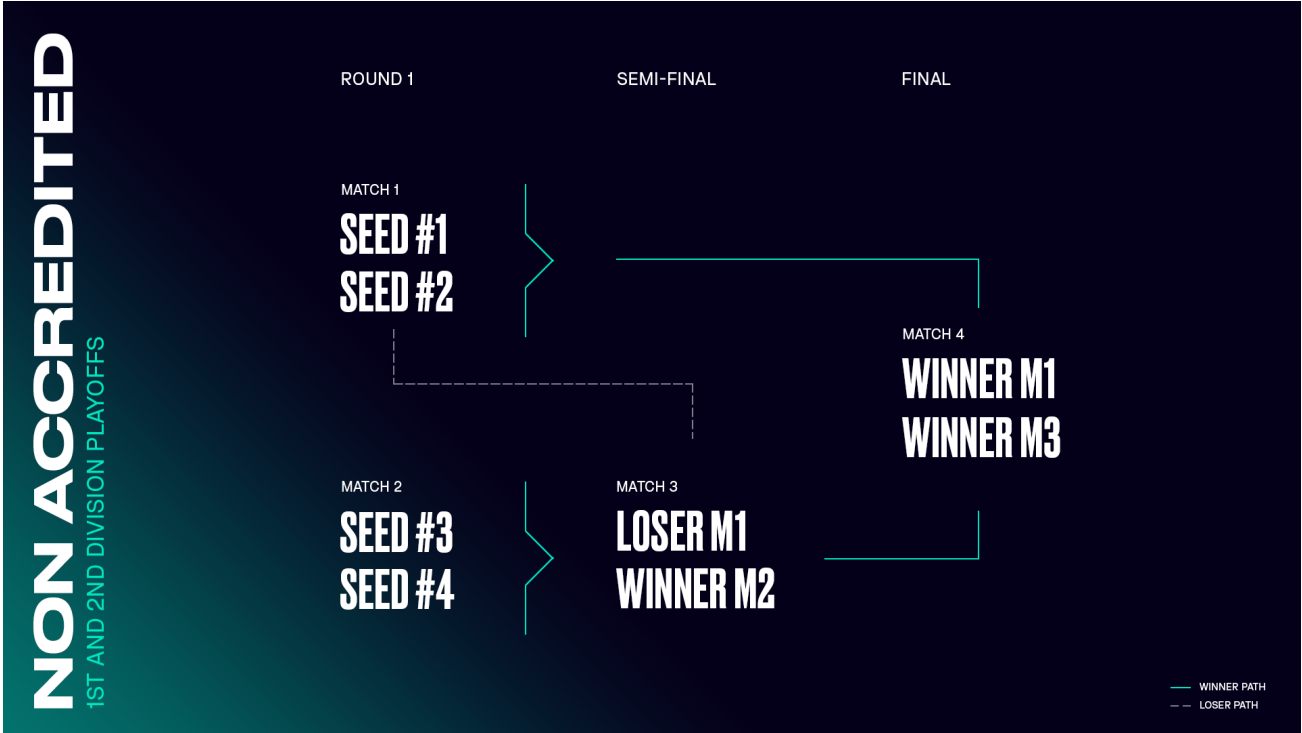# EMEA Regional Leagues Competition Formats - Visualisation

Accredited - 1st/2nd Division Playoffs

Accredited - Promotion/Relegation

Non-Accredited - 1st/2nd Division Playoffs

Non-Accredited - Promotion/Relegation

- **Conditional Categories**
  - Conditional categories are categories that Riot considers to have an increased legal and/or perception risk and so these categories have specified requirements and conditions that must be met and adhered to in any potential sponsorship deal before the League can give approval. It is possible that some ERLs have a conditional category that others do not - this is based on a combination of legal concerns (i.e. the increased risk in a particular jurisdiction) and overall risk analysis (some products may have different perceptions in different cultures). Please note that all categories included within the conditional section require League approval for **every planned activation**.

- **Category: Alcoholic Beverages**
  - Depending on the legal possibilities within your region (please confirm with League Officials), teams potentially have access to alcoholic sponsorships of beverages up to 20% ABV
    - non-alcoholic, beer, wine, alcoholic mixers below 20%
    - Please note that this is a general overview - for the precise rules and options in your ERL, please consult League Officials
  - Ongoing obligations:
    - Request pre-approval from the League for all new activations
    - Due to the mixed audience of our sport, activations should be careful to avoid being a direct activation for alcohol
    - Activations must refrain from being focused on minors
    - Consider the local impact of your activation (i.e. if a German ad, then German rules apply)
  - Activations
    - To ensure a clean feed and avoid legal issues at a local level, teams cannot have these sponsors visible on broadcast at this time,
      - No team naming sponsors
      - No jersey placement
      - No background appearance
    - No use of any player under 18 in an activation - we will fine heavily against this - even if it is inadvertent.
      - Certain jurisdictions require that the endorser is 25 or over
    - No use of any Riot IP in proximity to your activations with an alcohol sponsor
    - Use of Team Members will depend on age and type of activation for the local territory
      - Due to the mixed audience of our sports, activations should be careful to avoid being a direct activation for alcohol, or focused on minors/using minors.
    - Regulatory jurisdiction to uphold local rules falls upon the team and their partner, not Riot or your ERL. If local regulations impose stricter restrictions than above (e.g. age of individuals featured in promotions), local applicable laws prevail.

- **Category: Cryptocurrency Exchanges**

Any and all cryptocurrency/asset exchange sponsorships must meet the following criteria for them to be approved by Riot for use in association with our esports events:
  - The sponsoring entity is approved by Riot, based on the local regulations
  - The sponsored activations are approved by Riot & League Officials. Teams must provide the list of **all planned activations** using this sponsorship. Prohibited activations include (though are not limited to):
    - In order to maintain our ability to produce a clean feed, Teams will not be able to show this sponsor on our live broadcast thus:
      - No jersey placement
      - No team naming rights
      - No placement on Riot/ERL broadcast or exposure on a Riot/ERL broadcast

- ○ Note that this is an ongoing obligation (i.e. any future activations not presented initially need to be presented before occurring)
  - The Team and the sponsor are responsible for legal and regulatory compliance. If local regulations impose stricter restrictions than above (e.g., age of individuals featured in promotions), local applicable laws prevail.
  - Should the Exchange lose it's approved status due to legal challenges or regulatory change or other similar events, the Team cannot extend or renew a deal with the Exchange until the situation is rectified
  - All team sponsorships must contain a termination right (which the Team agrees it will promptly exercise without obligation or liability to Riot) if the exchange begins operating in a Prohibited Category
  - Note that this sponsorship category will be conditionally opened at EU level but it is still Internationally Prohibited.

CATEGORY: NFTs

- Team issued NFTs using Team Members **cannot include**:
  - ○ Riot IP,
  - ○ Competition IP (i.e. such as ERL/EUM footage),
  - ○ game footage or pictures or footage of our trophies or from our live events (including international Riot events such as MSI, Worlds, EUM, Masters, Champions, Origin Series, Horizon Cup etc.).
  - ○ Any link to any other prohibited sponsor (i.e. gambling)
- Teams may include:
  - ○ Players and staff imagery (provided Teams have the contractual right to use player likeness this way)
  - ○ Competition Team jerseys (provided they do not include any Riot or TO IP (such as the tournament/competition marks).
- Please note that each activation type outside of what is mentioned above that uses Team Members/staff and talent will need to be vetted and pre approved by Riot
- The following activations will not be possible:
  - ○ No jersey placement
  - ○ No team naming rights
  - ○ No placement on Riot broadcast or exposure on a Riot broadcast
  - ○ No calls to action to buy a specific coin/asset
  - ○ They should not interact with any Riot IP at all:
    - ■ They should not appear next to any champion art, overlaid over any gameplay, or otherwise associate with both Riot Games / Esports IP.
    - ■ The only exception to this rule is that these sponsors may appear in an end card of a video that has gameplay in it.
    - ■ This exception does not include naming rights for this type of clip/content.
- This category remains Internationally Prohibited

CATEGORY: Approved blockchain related technology companies

- Note that any sponsorship in this category needs to be submitted for the League's approval prior to completion. Needed for approval is the list of activations that you plan to include within the deal. Note that any future new activations will also need to be presented first to the League for approval.
- The following activations will not be possible:
  - ○ No jersey placement
  - ○ No team naming rights
  - ○ No placement on Riot broadcast or exposure on a Riot broadcast
  - ○ No calls to action to buy a specific coin/asset
  - ○ They should not interact with any Riot IP at all:
    - ■ They should not appear next to any champion art, overlaid over any gameplay, or otherwise associate with both Riot Games / Esports IP.
    - ■ The only exception to this rule is that these sponsors may appear in an end card of a video that has gameplay in it.
    - ■ This exception does not include naming rights for this type of clip/content.

This category remains Internationally prohibited.