



In partnership with



UKLC Summer 2020 Official Rulebook

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Introduction and Purpose

These official rules of the UKLC apply to each of the Teams who have qualified to play in the 2020 Summer season of the UKLC. 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.

DreamHack together with Riot Games have established these rules for the competitive play of League of Legends in the UKLC in order to unify and standardize the rules used in competitive play and harmonize with existing structure.

These official rules are designed to ensure the integrity of the system established by DreamHack for professional play of League of Legends and a competitive balance among the Teams that play at the professional level.

Standardized rules benefit all parties who are involved in the professional play of League of Legends, including the Team Managers, Team Members and Teams. Rules that impact all regions can be seen here: <https://eu.lolesports.com/en/about/global-rules>.

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

1. Eligibility Requirements

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

1.1. Player Age

- 1.1.1. No Player shall be considered eligible to participate in a UKLC or NLC 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 UKLC Match until they have lived 16 full years.
- 1.1.2. Any player not having lived 18 full years must have signed permission from a legal guardian to participate in the League.

1.2. Residency & Representation

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

Additionally, a split will count towards the LTR requirement for a player who has been on an UKLC, NLC or LEC Roster for the majority of the split, even if the player has not been actively participating in the respective league, as long as they have not been participating in any other league
 - 1.2.2.3. The player has legally resided and been primarily present in the competitive area of the UKLC for at least 36 months after their 13th birthday, defined as having lived 13 full years.

1.2.3. If a Player can prove they have not claimed LTR status in any ERL in the past and cannot currently claim LTR status for any ERL using the clauses above, the UKLC may grant LTR status to the player at their sole discretion.

1.2.4. A player may only be a LTR of a single ERL at any point in time. A player will be not considered a representative until they have declared themselves as an LTR to the respective ERL.

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

1.2.5.1. Provisional Non-Residents:

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

1.2.5.2. New Non-Residents:

A New Non-Resident is a Player who was not on the Roster of a Team in the Professional or Accredited League nor relocated to that region for the goal of training in those Leagues between May 11th, 2015 and August 1st 2016. After that date, a Player will be considered a New Non- Resident and unable to obtain residency only by staying within the region for 8 out of the last 12 Splits. A New Non- Resident Player must obtain lawful permanent resident status in the region the Player participates in.

1.2.6. A Player may only be a Resident of a single region at any point in time. Upon joining a Team's Roster, a Player will be considered a Non-Resident until and unless they declare themselves a Resident and meet the standards set forth in this rule. A Player who has lawful permanent resident status in multiple regions cannot be a Resident of two regions simultaneously per this rule. Once a Player declares residency in one region in which they are eligible, in order to switch residency to the other region, they must have participated in at least 50% of Regular Season Matches of their Team within that region in its most recent Split.

1.2.7. 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.

1.3. Work Eligibility

1.3.1. Each Player must submit proof, prior to being added to a Team's UKLC Roster, that they will be work-eligible in the competitive area of the UKLC. This process is up to the teams to review and validate that the player meets the eligibility criteria.

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

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

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

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

1.4. Player & Team Eligibility

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

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

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

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

1.4.2. If a player has played more than 50% of eligible regular season games in a professional league in at least two out of the last three completed splits, then they will be considered a “Veteran” player. An ERL starting line-up cannot include more than two Veteran players at a time.

1.4.3. Players who played in thirteen or more LEC Matches are ineligible to participate in any UKLC Regular Season, Playoffs and the NLC regulation for the current Split.

1.4.4. Players contracted to a non-LEC organization in any Professional League, as defined by their ability to qualify for the World Championship Event (LCS, LCK, LPL, LMS etc.), are strictly forbidden from engaging in the UKLC.

1.5. Academy Teams

1.5.1. Players competing in the UKLC in a Academy Team setup are not allowed to play in any NLC matches until the current split is over.

1.5.2 Players from a NLC Team can not serve as a substitute for an Academy Team competing in the UKLC.

1.6. Conflict of interest

1.6.1. Team Owners and Team employees may not be employees of Riot Games Inc. (“RGI”) or League of Legends eSports Federation LLC or DreamHack AB, DreamHack INC, DreamHack Canada INC and any subsidiaries of the aforementioned companies along with any of their 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 above. “Control” shall mean the power, through any means, to determine the policies or management of an entity, whether through the power to elect, appoint or approve, directly or indirectly, the directors, officers, managers or trustees of such entity or otherwise.

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2. Ownership

2.1. Ownership Restrictions

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

An "Interest" in or with a UKLC/NLC Team means any of the following: (i) a direct or indirect financial interest in, or financial relationship with, such UKLC/NLC 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 UKLC/NLC Team, or any other role whereby a person participates, directly or indirectly, in the financing, operation, marketing, or management of such UKLC/NLC 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 UKLC 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 Organization or Team may only own one ERL Team across all European Regional Leagues except in the instance of the relationship between UKLC and NLC for the Summer 2020 season in regards to Academy Teams.

2.1.3. Organizations or Teams are only allowed to participate in one ERL per split. There will be a one split cooldown should they decide to move to another ERL. Academy teams are not included in this restriction and organizations competing in the NLC 2020 Summer season may have an Academy Team competing the UKLC at the same time.

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 UKLC. Any person that petitions for ownership into the UKLC 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 the UKLC and NLC should be clearly indicated by the starting line-up or Organization to League officials by latest. June 1st, 2020.

2.2.4. All teams competing in the UKLC are required to be a registered company.

3. Rosters

3.1. Roster Requirements

3.1.1. Each UKLC Team is required to maintain at least five Players across their Roster during the entirety of each UKLC Split.

3.1.2. A NLC Team Player cannot be part of their Team's NLC and UKLC Roster at the same time.

3.1.3. A Team's UKLC Roster can have a maximum of ten Players.

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

3.1.6. A Team will be allowed a Roster of six or seven Players as their Play-Offs-Roster and are required to maintain four Residents and four LTRs in their Play-Offs-Roster.

3.1.7. A Team Member will not be allowed to compete for more than one Organization simultaneously and cannot be listed on the Roster of more than one Team.

3.1.8. A Team Member cannot have a contractual or financial arrangement with another Team unless explicitly allowed by the League in writing.

3.1.9. A Team Member can only be contracted to one Team globally and if the Team Member currently has a contract with a Team in another region the Team Member must disclose that information to League Officials immediately.

3.1.9 A Team qualifying for the UKLC Summer 2020 in the Open or Closed qualifier is required to have their full roster set before the start of the qualifiers and submit full starting roster to the League officials. Once the qualifiers have started, the team is required to maintain the submitted roster as their main roster for UKLC Summer 2020.

3.1.9.1 A team qualifying through the Open or Closed qualifier is required to follow the roster Eligibility Requirements outlined earlier in this rulebook.

3.1.9.2 All Teams participating in the Open and Closed qualifiers are required to have a Team Point of Contact present in the dedicated Discord Channel available to respond to League Officials.

3.1.10. All Team Member Agreements have to adhere to the following:

- They must not include any non-compete, right of first refusal or other similar provision that restricts a Team Member from joining another esports team, organization or company after the expiration or termination of the Team Member Agreement.
- They must include an option to terminate the Team Member Agreement on the part of either party in the event that the other party commits a material breach of the Team Member Agreement that is not cured within thirty days of written notice from the non-breaching party.
- They must not include any automatic, deemed renewal, or “renewal by silence” provisions that extend the term of the Team Member Agreement without the express written approval of the Team Member.
- They must include an option to immediately terminate the Team Member Agreement on the part of the Team Member in the event that the respective Team’s Team Participation Agreement is terminated by the League; or the Team Member is officially removed from the Team as triggered by removal from the Global Contract Database.
- They must not have a term or duration that is fewer than seven days, and in the event that the term or duration extends beyond the LEC Summer Split Roster Lock for the 2020 season, will have an expiration date that ends the term of the agreement on any of: November 16, 2020, November 15, 2021, or November 21, 2022.
- They must include an exception to any confidentiality restrictions in the Team Member Agreement allowing disclosure of the agreements, and any summary sheet of the agreements.

3.1.12. In the case of extenuating circumstances, such as temporary visa issues, a competitive suspension or a medical emergency the roster requirements may be waived temporarily. Grant of this waiver is at the sole discretion of the League.

3.2. Roster Modification

- 3.2.1. At a time designated by League Officials before the start of each Split, each Team must submit their UKLC Rosters. If a Team Manager intends to modify a Roster, the Team Manager must submit requests in compliance with these rules. The request must be submitted in advance of the proposed effective date of any such change, at the earliest possible date and time. A Team will not be allowed to start a Player for the first week of the respective Split that is not on a Roster that was declared on this date.
- 3.2.2. The Team Member designated by the Team will be responsible for Roster management and document submissions. The Team Member is authorized to make changes to the Roster using one of the following methods: (1) Trading Players with other Teams; (2) Signing Free Agents; (3) Releasing Players from the Roster.
- 3.2.3. For a Player to be removed from a Team's Roster, the respective Player's Player Agreement must be terminated.
- 3.2.4. Requests to modify the UKLC Starting Line-up for a Team's Match on any Regular Season day must not be submitted any later than outlined below:
- 3.2.4.1. At least 24 hours prior to the next competitive match the team is due to play
- 3.2.4.2. League Officials can shift this deadline at their discretion by informing affected Teams. If no decision is submitted in time, the Starting Line-up will default to the Starting Line-up used in the Team's last official Match.
- 3.2.5. The designated Team Member may request to modify their Team's Roster. The request must be submitted to a League Official at least 72 hours before the start

of the Competition Week and its approval is at the sole discretion of the League.

3.2.6. Changes must be submitted to League Officials in writing and contain the following information: (1) Team's name (2) Head Coach's name (3) Players' name and position (4) Players' Roster status (5) Requested effective date.

3.2.7. All Roster modifications will be considered effective for the next Competitive Week upon approval by League Officials unless explicitly requested otherwise.

3.2.9. Teams are restricted from announcing any Roster changes needing UKLC organizer approval as final until they have been approved. However, announcements can state that the Roster change is under review from the League. This includes any acquisitions and re-signings to the same Organization.

3.3. Substitutions

3.3.1. A Team may substitute a Player between Games of a Match. The Team must notify a League Official and have the substitution approved, no later than 5 minutes after the conclusion of the previous Game.

3.3.2. In the event of an emergency, a Team will be given up to one hour to find an immediate Substitute from their Roster for a Game. If a replacement cannot be found, the Team will forfeit. League Officials will determine if an event qualifies as an emergency.

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

3.4. Coaches

3.4.1. Teams participating in the UKLC physical playoffs may have a Coach on-stage for every Game that the Team participates in present during the pick and bann phase.

3.4.2 A Team can add a coach after the roster lock submission. The Team is obligated to notify the league officials of this for the addition to be validated.

3.5. NLC Implications

3.5.1. A UKLC Team must retain at least three players from the starting lineup that played in the UKLC finals in order to claim any slot in the NLC Relegation Series.

3.5.2. If there are multiple claims for a single slot in the NLC relegation series, 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.

- 3.5.3 If a Team qualifies for the NLC the team will be compliant to the NLC Rulebook in the next upcoming season and sign the official NLC Team Participation Agreement.
- 3.5.4 It is not allowed for an organization to have two teams within the NLC, and the NLC includes the relegation series. Academy Teams can not compete in the relegation series and therefore the spot of said academy team in the relegation series is transferred to the next team in line in accordance with the Telia Masters standings.
- 3.5.5 An organization cannot feature two teams in the UKLC. If a NLC team is relegated into the UKLC from the NLC and the organisation already have a team in the UKLC the organization have the option to sell the UKLC spot within 30 days of the split completion. If unable to find a buyer within 30 days, the organization will forfeit their spot and players are to be released from current contracts or transferred to the UKLC team relegated from the NLC.
- 3.5.6 See 3.6 in regards to how the UKLC relegation series is affected by a NLC team being relegated into the UKLC.

3.6 UKLC Relegation Series

3.6.1 If no teams are relegated in to the UKLC from the NLC the following procedure will take place

3.6.1.1. The bottom two teams in the standings of each split in the UKLC will face relegation series against the top two teams from the last UKEL split in a best of five series. UKLC teams losing in the relegation series will result in relegation to the UKEL.

3.6.1.2 Tiebreakers will be applied in the scenario where two or more teams have the same standing at the end of the split. Further details about tiebreakers can be found in section 6.3.

3.6.2 If one or more teams is relegated in to the UKLC from the NLC the following procedure will take place

3.6.2.1 If two teams are relegated into the UKLC the last two teams of the UKLC will be automatically relegated to the UKEL

3.6.2.2 If one team is relegated into the UKLC from the NLC the the bottom two teams in the standings will face the top two teams from the last UKEL in a top 4 playoffs bracket being played best three semi finals and best of five final. The winner of this playoff bracket will be featured in the next UKLC split.

3.6.3 In all the relegation series the higher seed team (coming from a higher division) will have side selection for the first Game in the Match. For all Games after the first, the losing Team of the previous Game will have side selection.

3.7. Free Agents & Free Agency

3.7.1. The League has established limited periods of time during which Free Agents can be signed. Signings of any kind outside of these specified dates are strictly prohibited.

Free Agent Signing Opening (00:00:00 UTC) - May 11th, 2020
Free Agent Signing Deadline (17:00:00 UTC) - August 4th,
2020

3.7.2. A Free Agent is a Player eligible to participate in the LEC or an ERL and who either has not yet signed a valid written Player Agreement with a Team or has been released from a Team or has had a contract expire without renewal.

3.7.3. An intended acquisition must be declared to the UKLC Organizers at least 72 hours before the Team wants the Team Member to be added to the Roster.

3.7.4. If a Team intends to drop a Team Member from the Roster during the Split, the Team has to notify the league administrator 72 hours before the Free Agent Signing Deadline of that split. Contract expirations after the Free Agent Signing Deadline are allowed.

3.7.5. Team Members who have participated in any aspect of a Professional or Accredited League in the most recent Split cannot enter into any new oral or verbal commitment, financial arrangement, or contractual arrangement after the Summer Split Free Agency Signing Deadline closes and before the Global Contract Window opens with any Organization owning a Professional or Accredited Team if that commitment extends past the Global Contract Window, or otherwise impacts the Player's status once the Global Contract Window opens.

3.8. Summoner Names

3.8.1. Summoner Names may include upper-case letters, lower-case letters, digits, underscores, or single spaces between words only. Summoner Names must not exceed 12 characters including spaces. No additional special characters will be allowed for team names, Summoner Names, or tags. Summoner Names and team names may not contain: vulgarities or obscenities; League of Legends

Champion derivatives or other similar character names; or derivatives of products or services that may create confusion.

3.8.2. 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.

3.8.3. All team tags, team names and Summoner Names must be approved by League Officials in advance of use in play. Name changes must be approved by League Officials prior to use in-game. League Officials reserve the right to deny a team name if it does not reflect the professional standards sought by the League and the Team will be required to change their name.

4. Finance

4.1. Sponsors

4.1.1. A Team has the ability to acquire sponsors. Restrictions on sponsorship acquisition are defined by the applicable UKLC rules. The Team is obligated to notify the League of the intended acquisition of a new sponsor before the acquisition is finalized. If the sponsorship is classified as a Prohibited Sponsorship, then the sponsorship may not be displayed by the Players during the use or play of League of Legends, adjacent to League of Legends related material, the UKLC, Telia Masters, or NLC.

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

4.1.3. No person or entity may hold the naming rights to more than one UKLC Team at a time. A sponsor which holds naming rights to a Team may not sponsor other Teams in the League in any capacity. No person or entity acting as an owner, partial or total, or as a corporate officer for one Organization may sponsor a Team of a different Organization through themselves, a direct connection, another Organization they represent, or a proxy.

4.1.4. Teams cannot have multiple brand names in their Team name unless they comply with the naming restrictions set forth in the Team Name Sponsor Integration Policy.

4.2. Prize Money & Team Incentive Program

4.2.1. Regular Season

1st - £1,500

2nd - £1,000
 3rd/4th - £700
 3rd/4th - £700
 5th - £500
 6th -£350
 7th -£250

4.2.2. A Team Incentive Program will be shared by the League with all competing teams of the UKLC that breaks down expectations from the organization to take part in the incentive program. In total, 15,000£ will be distributed among the competing teams of the League. Academy Teams can not take part in the incentive program as they are provided an incentive through the NLC. Further details about the Incentive Program will be shared ahead of the start of the split with all competing teams of the UKLC.

5. Additional Provisions

5.1. Publishing

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

5.2. Finality of decisions

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

5.3. Right of modification

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

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6. Format

6.1. UKLC Regular Season

6.1.1. The UKLC Regular Season will be an 8-team double round robin format played over 7 weeks.

6.1.2. Each week teams will play two Best of One (Bo1) matches against different opponents

6.1.3. Side selection will be defined by the schedule

6.2. UKLC Play-Offs

6.2.1. The UKLC Play-Offs will be a 4-team simple single elimination format

6.2.2. The top 4 Teams as decided by Regular Season standings shall proceed into the Play-Offs with this position being their seed.

6.2.3. The "Semi Final" Matches shall be Best of Three (Bo3)

6.2.4. The "Final" Match shall be Best of Five (Bo5)

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

6.3. Tiebreakers

6.3.1. In the event that two Teams are tied in the standings at the conclusion of the Regular Season Split, the tie will be broken by their head-to-head record. If after this the teams are still tied, the Teams will play a tiebreaker-game. Side selection will be awarded to the Team with the lower Average Victory Time in the Regular Season Games between those Teams.

6.3.2. If three or more Teams are tied, the head-to-head record of all Teams involved against all Teams involved in the tiebreaker will be considered. If one or more Teams have won/lost more than 50% of the Matches in aggregate against every Team in the tiebreaker, they are automatically granted the higher/lower place(s) available in the tiebreaker, and a new tiebreaker is declared amongst the remaining Teams. If after this Teams are still tied, then a simple single elimination bracket will be played with each team seeded by lower Average Victory Time in the Regular Season Games between those Teams.

6.3.3. If the lower Average Victory Time is identical for multiple Teams, the seed position between those Teams will be determined by a coin flip.

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

6.4. Submission of Side Selection

- 6.4.1. For the first Match each week all Teams are required to submit their side selection and Starting Roster 24 hours before the start of the first scheduled broadcast.
- 6.4.2. For subsequent Matches of the week, all Teams are required to submit their side selection and Starting Roster no later than 18 hours before the start of the next scheduled broadcast or no later than 15 minutes after the last game on broadcast has concluded, whichever is later.
- 6.4.3. For all other Games of a Match the Teams must notify a Referee or League Official of their side selection no later than 5 minutes after the explosion of the Nexus in the previous game. If no decision is submitted, selection will default to Blue Side.

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7. Match Process

7.1. Equipment

- 7.1.1. For all online matches, Players will be expected to provide all of their own equipment. This includes, but is not limited to: computers, keyboards, mice, and 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.
- 7.1.2. League Officials may disallow use of specific equipment at their sole discretion for reasons relating to tournament security, safety, operational efficiency/effectiveness or if the equipment features a company or brand competing with Riot Games, the UKLC.

7.2. Clothing & Apparel

- 7.2.1. Team Members may wear apparel with multiple logos, patches or promotional language. All decisions in regard to apparel are at the sole discretion of the League. Objectionable or offensive examples below are listed for illustrative purposes only:

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

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

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

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

7.2.1.5. Advertising any pornographic website or pornographic products.

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

7.2.1.7. Disparaging or libelling any opposing Team or Player or any other person, entity or product.

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7.2.2. Hats are not allowed.

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

7.2.4. The League reserves the right to refuse entry or continued participation in the Match to any Team Member who does not comply with the apparel rules.

7.2.5. Headphones must be placed directly on a Player's ears, and must remain there

for the duration of the Game. Players shall not obstruct the placement of headphones by any method. This includes placing any item, excluding glasses, between the headphones and the Player's ears.

7.3. Tournament Realm Accounts

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

7.4. Patch

7.4.1. Matches during the 2020 Season will be played on the respective patch available on the Live Server, once a sufficient testing period has occurred. Changes to the competitive patch and champion availability will be at the sole discretion of the League.

7.4.2. Champions which have not been available on the live server for more than one week will be automatically restricted. Champions that have undergone reworks will be enabled at the sole discretion of the League.

7.5. Match Area – For Live Events

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

7.5.2. 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.

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

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

7.5.5. No food is allowed in the Match Area. Drinks are permitted in re-sealable containers with the branding removed.

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

7.6. Setup Time – For Live Events

7.6.1. Players will have a designated time frame prior to their Match to ensure they are properly prepared. League Officials will inform Players and Teams of their scheduled preparation time frame as part of their Match schedule. League 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 League Official or Referee and accompaniment by another League Official or Referee. Setup is comprised of the following:

- Ensuring the quality of all League-provided equipment
- Connecting and calibrating peripherals
- Ensuring proper function of the voice chat system
- Setting up rune pages
- Adjusting in-game settings
- Limited in-game warm-up

7.6.2. If a Player encounters any equipment issues during Setup Time, the Player must notify a League Official immediately.

7.6.3. It is expected that Players will resolve any issues during Setup Time within the allotted time and that the Match will begin at the scheduled time. Delays due to setup issues may be permitted, at the sole discretion of League Officials. Penalties for tardiness may be assessed at the discretion of the League.

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

7.6.5. Once all ten Players in a Match have confirmed completion of setup, Players may neither alter their Rune Pages until the start of Champion Select nor enter a warm-up game.

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

7.7. Pick-&-Ban Phase

7.7.1. Once all ten Players have reported to the official game-lobby: a League

Official will request confirmation that both Teams are ready for the Pick-&-Ban Phase. Once both Teams confirm readiness, a League Official will instruct the game-lobby owner to start the Game.

7.7.1.1. During Live Events the Head Coach will be granted on-stage access and will be allowed to communicate with the Players during the Pick-&-Ban Phase. The Head Coach will exit the stage to a designated position once the countdown timer has reached five (5) seconds remaining during the Trading Phase and will be muted once the timer has reached zero (0) seconds remaining.

7.7.1.2. During Online Matches Coaches will be free to communicate with the
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team. The coach will be responsible for muting themselves before the countdown reaches zero (0) seconds remaining during the Trading Phase.

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

7.7.3. Game Settings:

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

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

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

7.7.6. Draft mode proceeds in a snake draft as follows:

Blue Team = A;
Red Team = B
Bans: ABABAB
Picks: ABBAAB
Bans: BABA Picks:
BAAB

7.7.7. If a Player selects a Champion by mistake in the Pick-&-Ban Phase, the Player must notify a League 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 a League Official, the Pick-&-Ban Phase will not be restarted and the mistakenly selected Champion stays locked in. This rule does not apply if the timer is below five (5) seconds at the time of the choice, or the timer hits zero (0) and a random champion is selected.

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

7.8. Game Start

7.8.1. A Game will start immediately after the Pick-&-Ban Phase is complete, unless otherwise stated by a League Official. Players are not allowed to quit a Game after the completion of the Pick-&-Ban Phase.

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

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7.8.3. If a Bugsploit, disconnect or any other failure occurs which interrupts the loading process and prevents a Player from joining a Game, the Game must be immediately paused until all Players are connected.

7.9. Pause

7.9.1. If a Player intentionally disconnects without notifying a League Official or without pausing, the League Official is not required to enforce a pause. During any pause Players may not leave their machines unless authorized by a League Official.

7.9.2. League Officials may order or execute a pause of a Game at the sole discretion of the League Officials.

7.9.3. Players may only pause a Game immediately following an Unintentional Disconnect, hardware/software malfunction or physical interference and must notify a League Official immediately and identify the reason in all chat.

7.9.4. 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 a League Official prior to the Match, who may then grant a pause during the Match in order to evaluate the issue and to determine whether the Player is ready, willing, and able to continue playing within a reasonable period of time, as determined by the League Official, but not to exceed a few minutes. If the League Official determines

that the Player is not able to continue playing within such reasonable period of time, then the Player's Team shall forfeit the Game unless a League Official determines that the Game is subject to an Awarded Game Victory at the Official's discretion.

7.9.5. If a Player pauses or un-pauses a Game without sufficient reason as determined by a League Official, it will be considered unfair play and penalties will be applied at the discretion of the League.

7.9.6. For the fairness of all competing Teams, No one other than the Players currently in game, a Referee or a League official are allowed to communicate during a pause.

7.9.7. During a face to face match, Players are not allowed to communicate with each other during a pause. For the avoidance of doubt, Players may communicate to the Referee, but only in order to identify and remedy the cause for the pause. If a pause extends long enough, Referees may, at their discretion, allow Teams to talk before the Game is un-paused, in order to discuss the Game's conditions.

7.9.8. Each Team has 10 minutes pause time on each map. In the case that the 10 minutes are exceeded the match must continue if the referee indicates it.

7.10. Remake Procedure

7.10.1. 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:

- 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).

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

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

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

- If a game experiences a Terminal Situation at any point during the match.
- If a League official determines that there are environmental conditions which are unfair (e.g excessive noise, fan gank, hostile weather, unacceptable safety risks).

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

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

7.10.6. 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).

7.10.7. In the event of a technical difficulty which leads League officials to declare a restart, League officials may instead award a game victory to a team. If a game has been played for more than 20 minutes on the game clock (00:20:00), League officials, in their sole discretion, may determine that a team cannot avoid defeat to a degree of reasonable certainty. The following criteria may be used (but are not required to be used) in the determination of reasonable certainty.

7.11. Post-Game Process

7.11.1. League Officials will confirm and record the Game's result.

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7.11.2. League Officials will inform Players of the remaining time before the next Game's Pick-&-Ban Phase. Pick-&-Ban Phase will commence as scheduled even if a Team is not fully present. If no Player from a Team is present when the Pick-&-Ban Phase begins that Team shall be deemed to have forfeited the

Game.

7.11.3. After a Match Players will be informed of any post-match obligations including, but not limited to, media appearances, interviews, or further discussion of any other matters.

7.12. Scheduling

7.12.1. 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. 7.12.2. Players participating in offline ERL matches must arrive on-site no later than the

time specified by the League Officials. Players participating in online ERL matches must arrive in the game-lobby no later than 15 minutes prior to the time specified by the Schedule

7.13. Referees

7.13.1. Referees will oversee the UKLC Matches, including the following:

- Checking the Team's Starting Line-up before a Match
- Checking and monitoring Player peripherals and Match Areas (Offline only)
- Announcing the beginning of a Game
- Ordering pause/resume during a Game
- Issuing penalties in response to rule violations during the Match
- Confirming the end of the Match and its results

7.13.2. 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, Head Coach or other individual.

7.13.3. If a Referee makes an incorrect judgment, the judgment can be subject to reversal. League Officials, at their discretion, may evaluate the decision during or after the Match to determine if the proper procedure was implemented. If the proper procedure was not followed, League Officials reserve the right to potentially invalidate the Referee's decision. League Officials will always maintain final say in all decisions set forth throughout the ERL.

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8. Code of Conduct

8.1. Competitive Integrity

8.1.1. Teams are expected to play at their best at all times within any League Match, and to avoid any behaviour 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:

8.1.2. Collusion, which is defined as cooperation or conspiracy to cheat or deceive others. The cooperation or conspiracy can occur among Players, Teams, and/or Organizations, and can be done to the sole benefit of the parties involved in the cooperation or conspiracy. The list of conspirators is not exhaustive. Collusion includes, but is not limited to, acts such as:

- Soft play, which is defined as any agreement among Players to not play at a reasonable standard of competition in a Game.
- Pre-arranging to split prize money and/or any other form of compensation
- Sending or receiving signals, electronic or otherwise, from outside sources to/from a Player.
- Deliberately losing a Game for compensation, or for any other reason, or attempting to induce another Player to do so.
- Conspiring to predetermine locations for Free Agents and/or conspiring to fix the salaries of contracts for Team Members and/or potential Team Members.

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

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

8.1.5. Looking at spectator monitors.

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

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

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

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

8.1.10. A Team Manager/Member may not use language that is obscene, foul, vulgar, insulting, threatening, abusive, libellous, 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

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Manager/Member may not use this type of language on social media or during any public-facing events.

8.1.11. 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.

8.1.12. 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.

8.1.13. 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.

8.1.14. 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.

8.2. Responsibility under Code

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

8.2.2. 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.

8.2.3. 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

favours.

8.2.4. 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.

8.2.5. Team Managers/Members may not give, make, issue, authorize or endorse any statement or action having, or designed to have, an effect prejudicial or detrimental to the best interests of the League, DreamHack AB or its affiliates, or League of Legends, as determined in the sole and absolute discretion of the League.

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8.2.6. 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.

8.2.7. If the League or Riot Games determine that a Team, Team Manager or Team Member has violated the Summoner's Code, the League of Legends Terms of Use, or other rules of League of Legends, League Officials may assign penalties at their sole discretion. If a League Official contacts a Team Manager/Member to discuss the investigation, the Team Manager/Member is obligated to tell the truth. If a Team Manager/Member withholds information or misleads a League Official creating an obstruction of the investigation then the Team Manager, Team Member and/or Team is subject to punishment.

8.2.8. 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.

8.2.9. 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.

8.2.10. No Team Manager/Member may offer or accept any gift or reward to a Player, Coach, Team Manager, League Official, Riot Games employee, or person connected with or employed by another League Team for services promised,

rendered, or to be rendered in defeating or attempting to defeat a competing Team. The sole exception to this rule shall be in the case of performance-based compensation paid to a Team Manager/Member by a Team's official sponsor or Owner.

8.2.11. 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.

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

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8.2.13. No Team Manager/Member may offer, agree, conspire, or attempt to influence the outcome of a Game or Match by any means that are prohibited by law or these rules.

8.2.14. 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.

8.2.15. No Team Manager/Member or League Official may take part, either directly or indirectly, in betting or gambling on any results of any League of Legends tournament or Game/Match globally.

8.3. Penalties

8.3.1. 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.

8.3.2. 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)

8.3.3. 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.

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

9. Glossary

Accredited Esports Leagues

Any league which qualifies directly into any of the Professional Esports Leagues.

Coach Agreement

The contract between an Organization and their Coach.

Competition Week

A Competition Week is defined as the timeframe between the first scheduled LEC Match of a week and the first scheduled LEC Match of the next week.

EM

EM Stands for European Masters, the championship for ERL winners.

ERL

European Regional Leagues, including the following Leagues:

ERL France, ERL DACH, ERL NLC, ERL Poland, ERL Spain, ERL Balkan, ERL Italy, ERL Portugal, ERL Czech Republic & Slovakia, ERL Greece, ERL Benelux, ERL Baltics.

EU Competitive Region

The EU Competitive Region is defined as: Albania, Andorra, Austria, Belgium, Bosnia and Herzegovina, Bulgaria, Croatia, Cyprus, Czech Republic, Denmark, Estonia, Finland, France, Germany, Greece, Hungary, Iceland, Ireland, Italy, Kosovo, Latvia, Liechtenstein, Lithuania, Luxembourg, Macedonia, Malta, Monaco, Montenegro, Netherlands, Norway, Poland, Portugal, Romania, San Marino, Serbia, Slovakia, Slovenia, Spain, Sweden, Switzerland, United Kingdom (UK), Vatican City (Holy See).

Free Agent

A Free Agent is a Player eligible to participate in the League and either (1) has not yet signed a valid written Player Agreement with a Team or (2) has been released from a Team or has had a contract expire without renewal.

Game

An instance of competition on the Summoner's Rift map in League of Legends which is played until a winner is determined by whichever of the following occurs first: (1) Destruction a Nexus (2) Surrendering (3) Forfeiting (4) Awarded Game Victory

Gameplay Elements

Gameplay Elements include but are not limited to Items, Champions, Skins, Runes, Summoner Spells.

Global Contract Database

<https://docs.google.com/spreadsheets/d/1Y7k5kQ2AegbuyiGwEPsa62e883F YVtHqr6UVut9RC4o/pubhtml#>

Global Contract Window

The date at which contracts need to expire if they extend past the current Season's World Championship. The Global Contract Window opens on the following dates: 19th of November 2019, 17th of November 2020, 16th of November 2021

Global Penalty Index

https://esports-assets.s3.amazonaws.com/production/files/rules/Esports_Global_Penalty_Index.pdf

Intentional Disconnect

A Player losing connection due to the Player's actions. Any actions of a Player leading to a disconnect are considered intentional, regardless of actual intent of the Player.

IMP Resident

Interregional Movement Policy. A Player is classified as a Resident of a region if the Player has obtained residency status as defined in Rule 1.2.5.

League of Legends European Championship.

The highest level of professional LEC competition in Europe.

LEC Penalty Index

To be announced

League

The governing body of a LEC, ERL & EM.

LTR

Locally Trained Representative. A status that can be acquired by players as outlined in 1.2.2.

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 esports or other video game tournament, league, or event
 - Any other esports team, owner, or affiliate thereof
 - Any prescription drugs
 - Firearms, ammunition or firearm accessories
 - Pornography or pornographic products
 - Tobacco products or paraphernalia
- Betting or gambling providers (bookmakers and betting sites)
- Non-beer/wine Alcohol products (including non-alcoholic beverages marketed by alcohol companies) or other intoxicants the sale or use of which is regulated by Applicable Law
 - Sellers of or marketplaces for virtual items known to be counterfeit or illegal
- Seller of or marketplaces for goods or services that violate the LoL Game Terms of Use
 - Fantasy esports operators (including daily fantasy)
 - Political campaigns or political action committees
- Charities that endorse particular religious or political positions, or are not reputable (by way of example, Red Cross, Stand-Up to Cancer and other similar mainstream charities would be considered reputable)
 - Cryptocurrencies, or any other unregulated financial instruments or markets
 - Beer and wine products

Match

A set of Games which is played until one Team wins a majority of total Games. The winning Team will either receive a win tally in the League format or advance to the next round in the tournament.

Match Area

The area immediately surrounding any League-provided PCs for the competition. During Matches, presence in the Match Area is restricted to the Starting Line-up.

Organization

The entity owning the Team.

Player Agreement

The contract between an Organization and their Player.

Professional Esports Leagues

League of Legends European Championship, the North American League of Legends Championship Series, the Garena Premier League/League of Legends Master Series, League of Legends Champions Korea, and the Tencent LoL Professional League, and any other league that represents the highest tier in the region that is eligible to qualify a Team to the League of Legends World Championships are considered Professional Esports Leagues.

Referee

Referees are League Officials who are responsible for making judgments on every match-related issue, question and situation which occurs before, during, and immediately following a Match.

Reserve Player

A Player on the Reserve Roster.

Reserve Roster

Players on a Team's Roster who are in the process of becoming eligible to be on the LEC or ERL Roster but are not yet (e.g.: Players who are 16, Players who have applied for a visa but have not received it yet, Players currently banned competitively.)

Roster

The sum of a Team's Active Rosters, Substitute Rosters and Reserve Roster.

Season

Defined as the entirety of the year between the start of the Free Agency Window in a given year and the start of Free Agency in the year that follows.

Secondary Team

An LEC team's respective ERL team.

Server Crash

All Players losing connection due to an issue with a game server, Tournament Realm or venue internet instability.

Splits

Spring and Summer Split.

Spring Split

The period from the first Match of a Season until the end of the first Play- Offs/Promotion Tournament (extending to any international League-Events).

Starter

A Player on the Starting Line-up.

Starting Line-up

The five Players actively participating for a Team in a given Game.

Substitute

A Player who is on a Team's Substitute Roster.

Summer Off-Season

The period between Spring & Summer Split.

Summer Split

The period from the first Regular Season Match after Spring Play-Offs until the start of Free Agency.

Team Manager

A Team's Owner, Co-Owner, General Manager or other Manager.

Team Member

A Player or Coach of a Team.

Unintentional Disconnect

A Player losing connection due to issues with the game client, platform, network or PC.

Veteran

A Player who played more than 50% of eligible Regular Season Games in a Professional League in at least two out of the last three completed Splits.

Victory Time

The time it took a Team to win their Games in aggregate against all other Teams in the tiebreaker.

Winter Off-Season

The period between one Season's Summer Split & Spring Split of the following Season.