



2019 Official Rules (v. 19.5)

LCS and LACS

These Official Rules (“**Rules**”) of the League of Legends Championship Series (“**LCS**”) and League of Legends Academy Championship Series (“**LACS**”, together with the LCS, the “**League**”) apply to each of the teams participating in the League in 2019 (each, a “**Team**”), as well as their professional players signed to a Team’s official roster (each, a “**Player**”), owners, head coach, strategic coach, managers (collectively with Players, “**Team Members**”), and other employees. These Rules apply only to official League play and not to other competitions, tournaments or organized play of League of Legends (“**LoL**”) as administered by employees, contractors or agents of the League (“**League Officials**”).

## 1. League Structure

### 1.1. Definition of Terms

- 1.1.1. **Game.** An instance of competition on the Summoner’s Rift map that is played until a winner is determined by one of the following methods, whichever occurs first: (a) completion of the final objective (destruction of a nexus), (b) one Team surrendering the Game, (c) a Team forfeiting, or (d) Awarded Game Victory.
- 1.1.2. **Match.** A set of Games that is played until one Team wins a majority of the total Games (e.g., winning two Games out of three (“best of three”); winning three Games out of five (“best of five”)). The winning Team will either receive a win tally in a league format or advance to the next round in a tournament format. In a “best of one” format, the terms Game and Match may be used interchangeably.
- 1.1.3. **Split.** Scheduled league play that will occur over an approximately three-month period of time. The 2019 Season will be divided into two splits (Spring and Summer). Each split will consist of two phases: (a) Regular Season, and (b) Playoffs and Finals, which will occur at the conclusion of the Regular Season.

### 1.2. LCS Schedule (All Dates 2019)

- 1.2.1. Spring Week 1 Roster Lock (January 9 at 5pm PT)
- 1.2.2. Spring Regular Season (January 26 - March 24)
- 1.2.3. Spring Roster Lock (March 5 at 5pm PT)
- 1.2.4. Spring Playoff Roster Lock (March 26 at 5pm PT)
- 1.2.5. Spring Playoffs (March 30 - April 14)
- 1.2.6. Rosters Unlock (May 19 at 5p PT)
- 1.2.7. Summer Week 1 Roster Lock (May 28 at 5p PT)
- 1.2.8. Summer Regular Season (June 1 - August 4)
- 1.2.9. Season Roster Lock (July 16)
- 1.2.10. Summer Playoff Roster Lock (August 6 at 5pm PT)
- 1.2.11. Summer Playoffs (August 10 - August 25)
- 1.2.12. Regional Qualifier (September 6 - September 9)

### 1.3. LCS Phase Overviews

- 1.3.1. **Regular Season.** This phase consists of ten Teams, each playing 18 Games per Split against opponents from the League. Each Team will face each of their opponents twice per split. A full schedule of dates and Matches can be found at [www.lolesports.com](http://www.lolesports.com).
- 1.3.2. **Playoffs.** This phase consists of a three-round single-elimination tournament among the top six (6) Teams from the Regular Season Split, seeded according to their Regular Season rank determined by Match winning percentage. Matchups will be reseeded in the Semifinal Round so that the #1 Seed will face the lowest remaining seed and the #2 Seed will face the highest remaining seed. Each round will consist of best-of-five (Bo5) Matches. Prizes will be awarded to the top finishers.
- 1.3.3. **International Tournament Qualification.** The Team that finishes in first place at the conclusion of the LCS Spring Split will represent the LCS at the League of Legends Mid-Season Invitational (“MSI”). The Teams that finish in first, second and third place at the conclusion of the LCS Spring Split will represent the LCS at Rift Rivals. At the conclusion of the Summer Split, the qualifying Teams from the LCS will advance to the 2019 League of Legends World Championship Event (the “WCE”). Two additional Teams will qualify for WCE based upon Championship Points and the Regional Qualifier Tournament, as described herein.

### 1.4. LACS Schedule (All Dates 2019)

- 1.4.1. Spring Week 1 Roster Lock (January 9 at 5pm PT)
- 1.4.2. Spring Regular Season (January 17 - March 15)
- 1.4.3. Spring Roster Lock (March 5 at 5pm PT)
- 1.4.4. Playoff Roster Lock (March 19 at 5pm PT)
- 1.4.5. Spring Playoffs (March 21 – April 5)
- 1.4.6. Spring Finals (April 13)
- 1.4.7. Rosters Unlock (May 19 at 5p PT)
- 1.4.8. Summer Week 1 Roster Lock (May 28 at 5p PT)
- 1.4.9. Summer Regular Season (May 30 - July 26)
- 1.4.10. Season Roster Lock (July 16)
- 1.4.11. Playoff Roster Lock (July 30 at 5pm PT)
- 1.4.12. Summer Playoffs (August 1 – August 16)

### 1.5. LACS Phase Overviews

- 1.5.1. **Regular Season.** This phase consists of ten Teams, each playing 18 Games per split, in a league format against opponents within their region. Each Team will

face each of their opponents twice per split. A full schedule of dates and Matches can be found at [www.lolesports.com](http://www.lolesports.com).

- 1.5.2. **Playoffs.** This phase consists of a three-round single-elimination tournament among the top six (6) Teams from the Regular Season Split, seeded according to their Regular Season rank determined by Match winning percentage. Each round of the playoffs will consist of best-of-five (Bo5) Matches.

## 2. Team Member Eligibility

### 2.1. Player Age

- 2.1.1. **LCS.** No Player shall be considered eligible to participate in any LCS-affiliated Match before his or her 17<sup>th</sup> birthday, defined as having lived 17 full years.
- 2.1.2. **LACS.** No Player shall be considered eligible to participate in any LACS-affiliated Match before his or her 16<sup>th</sup> birthday, defined as having lived 16 full years.

### 2.2. Regional Residency Requirement

- 2.2.1. **Resident Defined.** A Player is considered a “**Resident**” if the Player is either (i) a lawful permanent resident in the United States of America or Canada (the “**Region**”) based upon the legal status in the Region; or (ii) part of a limited group of grandfathered non-Resident Players who were granted status as a Resident in 2014 (“**IMP Residents**”).
- **Note:** If a Player becomes a lawful permanent resident during the course of the LCS Competitive Season, the League will recognize the Player as a Resident as of the next Weekly Roster Designation (see [Section 4.1](#)).
- 2.2.2. **Recognition as an IMP Resident.** A Player may apply to League Officials to be recognized as an IMP Resident if that player: (i) between May 11, 2015, and August 1, 2016, was on the roster of a Team in the LCS or North America Challenger Series or relocated to North America for the goal of training in those leagues, and (ii) has started in at least 50% of regular season Matches within the Region for 8 of the last 12 splits.
- **Note:** If a Player becomes eligible as an IMP Resident mid-split (i.e. when they have started more than 50% of the Games in their eighth split), their status as an IMP Resident will not become effective until the start of the following split. The League considers the [guidance published in August 2016](#) to be controlling. See [Appendix A](#) for a full list of IMP Residents
- 2.2.3. **Certification of Residency.** All Players shall certify their residency upon participation in MSI, Rift Rivals, the WCE, the LCS, and the LACS by submitting an eligibility form, and providing proof of residency as defined in [Section 2.2.4](#).

- 2.2.4. **Proof of Residency.** In order to be certified as a Resident, Players must prove lawful permanent residency in the Region. IMP Residents do not need to demonstrate lawful permanent residency status.
- 2.2.5. **Single Residency Status.** A Player may only be a Resident of a single region at any point in time.
- 2.2.6. **Dual Citizens.** A Player who has lawful permanent resident status in multiple regions (e.g. dual-citizens) cannot be a Resident of two regions simultaneously. 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.
- 2.2.7. **Renouncing IMP Resident Status.** If a Player has qualified and declared as an IMP Resident, they may switch back to being a resident of their home region (assuming they continue to hold citizenship and/or resident status in such region), without a cool down or qualification period, but they forever waive their IMP Resident status.
- 2.2.8. **Residence Requirement Violations.** Each Team is responsible for ensuring that its Players meet the residency requirements in this [Section 2.2](#). It shall be a violation of these Rules, by both the Team and the Player, if a Player (or his or her parent or guardian) provides false, misleading or incomplete information resulting in the misclassification of such Player's residency and region. Such a violation will subject the Team and/or Player to disciplinary measures as outlined in the Rules and the League Operating Manual.

### 2.3. Work Eligibility

Each Player must submit proof, prior to being added to an Active Roster ([Section 3.6](#)), that they are work-eligible in the United States.

### 2.4. Solo Queue Ranking Requirement

All Players on the Full Team Roster (as that term is defined [herein](#)) must have held a peak solo queue ranking within the last year of Diamond 3 or above.

### 2.5. Owners/GM/Head Coach as Player

The GM, Head Coach, Strategic Coach, LACS Coach and any owner of the Team may not be on the Full Team Roster ([Section 3.7](#)).

### 2.6. No Riot Employees

Members of the Full Team Roster ([Section 3.7](#)) may not be employees of Riot Games Inc. ("RGI"), North America League of Legends Championship Series LLC ("NALCS LLC"), the

League of Legends eSports Federation LLC or any of their respective affiliates at the start of or at any point during the LCS Competitive Season ([Section 3.1](#)). “**Affiliate**” is defined as any person or other entity which own or controls, is under the ownership or control of, or is under common ownership or control with, an owner. “**Control**” shall mean the power, through any means, to determine the policies or management of an entity, whether through the power to elect, appoint or approve, directly or indirectly, the directors, officers, managers or trustees of such entity or otherwise.

### 3. Roster Formation Rules

#### 3.1. Roster Enforcement Period

Teams are required to maintain a Minimum Roster ([Section 3.6](#)) and have a registered GM ([Section 3.5](#)) and Head Coach ([Section 3.2](#)) at all times between (i) the Spring Split Week 1 Roster Lock date listed above in [Section 1.2.1](#) and the Team’s last competitive Match of the Spring Split (including playoffs); and (ii) the Summer Split Week 1 Roster Lock date listed above in [Section 1.2.7](#) and the Team’s last competitive Match of the Summer Split (including playoffs and the Regional Qualifier). These two periods are referred to together herein as the “**LCS Competitive Season.**” Teams that qualify for MSI or WCE must continue to maintain a Minimum Roster during their participation in those events pursuant to the rules of each of those events.

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

#### 3.2. LCS Head Coach

Each Team is required to maintain, at all times during the LCS Competitive Season, a designated head coach (“**Head Coach**”) who will be considered the official coach for the Team. The Head Coach will be listed on Lolesports.com and will be listed in the Global Contract Database (“**GCD**”). The Head Coach cannot be on the Active Roster, Reserve Roster, the LACS Coach, an owner, and/or manager or GM ([Section 3.5](#)). The Head Coach will be required to be on-site for every Game in which the Team participates. The Head Coach will be required to be on-stage for the [pick/ban phase](#) of each Game. If a Head Coach is not present on-site or is not on-stage for the pick/ban phase of each Game, then the Team is subject to penalties.

#### 3.3. LCS Strategic Coach

Each Team may maintain a designated strategic coach (“**Strategic Coach**”) who may be, but is not required to be, on-stage for the pick/ban phase of each Game. The Strategic Coach will be listed on Lolesports.com, but will not be listed in the GCD, and thus, will not receive [poaching protection](#). The Strategic Coach cannot be on the Active Roster or Reserve Roster and may not be the GM ([Section 3.5](#)). A team must declare its Strategic Coach by the Weekly Roster Designation ([Section 4.1](#)) deadline to be eligible for that week of play.

- Note: The LACS Coach ([Section 3.4](#)) is eligible to be the Strategic Coach.

### 3.4. LACS Coach

Each Team is required to maintain, at all times during the LCS Competitive Season, a designated head coach (the “**LACS Coach**”) who will be considered the official coach for the LACS Team. The LACS coach will be listed on Lolesports.com, but will not be listed in the GCD, and thus, will not receive [poaching protection](#). The LACS coach cannot be on the Active Roster, Reserve Roster, an owner, and/or manager or GM ([Section 3.5](#)), and may not be the Head Coach. The LACS coach will be required to be on-site for any Game in which the LACS Team participates in person.

### 3.5. General Manager

Each Team is required to maintain, at all times, one designated Team staff member (the “**GM**”) who is responsible for administering Team commitments associated with weekly League activities including, but not limited to, content requests, Game schedule, on-site studio coordination and weekly update calls with a Riot Player Management representative. This same person is responsible to travel with the Team to all events, domestic or international, to uphold the aforementioned duties.

### 3.6. Maximum and Minimum Team Roster Size

Each Team is required to maintain, at all times during the LCS Competitive Season, a total roster (which includes LCS and LACS) of no less than ten (10) Players (“**Minimum Roster**”), each of whom is eligible to participate in LCS-affiliated Matches or LACS-affiliated Matches (the “**Active Roster**”), and no more than fifteen (15) Players (the “**Maximum Roster**”), which includes the Reserve Roster ([Section 3.7](#)).

### 3.7. Reserve Roster

Teams may hold reserve Players who are in the process of becoming eligible to join the Active Roster, but who do not meet the qualification to join the Active Roster (“**Reserves**”). Reserves are considered to be on the “**Reserve Roster**.” Collectively, the Active Roster and Reserve Roster shall be referred to as the “**Full Team Roster**” and may not fall below the Minimum Roster requirement during the LCS Competitive Season or exceed the Maximum Roster requirement at any time.

- Note: Examples include but are not limited to Players who have applied for, but not yet received, a visa which will grant them work eligibility, or a Player who is serving a competitive ban. Players will be denoted as ineligible or ineligible for LCS on the Global Contract Database.

### 3.8. Playoff Rosters

For any Team qualifying for the LCS playoffs, the Team will be required to submit a playoff roster comprised of a minimum of six (6) Players and a maximum of seven (7) Players (the “**LCS Playoff Roster**”). For LACS playoffs, the Team will be required to submit a playoff roster comprised of a minimum of five (5) Players and a maximum of six (6) Players. In any case in

which more than five (5) Players are submitted, the Team must designate which five (5) Players are considered starters. Only Players who are on a Team's Active Roster at the roster lock deadlines (Section 1.2.3 and Section 1.2.9) are eligible to be included on that Team's playoff roster.

- Note: A Player may appear on both playoff rosters provided they are able to be on-site with the Team for the LCS Finals.

### **3.9. Seventh Player Requirement**

An LCS Team is required to maintain a second substitute Player (the "**Seventh Player**") on its LCS Playoff Roster where the Team's LCS Playoff Roster is comprised of three Resident Players and three non-Resident Players.

- Note: This Seventh Player requirement is intended to protect against situations where a Resident Player becomes unable to play during the LCS playoffs and the Team would be unable to field a roster with its non-Resident substitute due to the prohibition of three non-Resident Players as Starters.

### **3.10. Contract Requirements**

All Players on the Full Team Roster must have a written contract with the Team they are playing for (a "**Player Services Agreement**"). A Head Coach must have a written contract with the Team they are coaching for (a "**Coach Services Agreement**", together with the Player Services Agreement, "**Service Agreements**").

### **3.11. Single Team Exclusivity**

A Player/Head Coach is only allowed to compete for the one Team that they have a Services Agreement with. A Player/Head Coach will not be allowed to compete for more than one Team simultaneously and therefore cannot be listed on the Full Team Roster of more than one Team.

### **3.12. Interim Head Coach**

An interim coach can be designated as the Head Coach until a full-time coach is found in the instance where a Head Coach is removed as Head Coach or is unable to be on-site as required under these Rules. A Team can only utilize an interim coach three (3) Matches during the regular season or one (1) Match in the playoffs. The interim coach can be the manager of the organization.

- Note: We limit the number of Games that an interim coach can be in place to avoid a situation where a Team actively avoids designating a new Head Coach to avoid the reporting requirements in these Rules.



## **4. Weekly Roster Rules**

### **4.1. Weekly Roster Designation**

Each week in which a Team is scheduled to play either LCS or LACS Games, the Team's eligible Active Roster for that week's Games will be set as of Wednesday at 12:00 pm PT (the **"Weekly Roster Designation"**). As part of its Weekly Roster Designation, each team must also declare which three (3) non-resident Players on the Team's Active Roster will be eligible for play that week as well as its Strategic Coach ([Section 3.3](#)).

### **4.2. Starting Lineups**

Teams must set their starting roster for their first Game of the day from the applicable Weekly Roster Designation as follows:

- Wednesday at 8:30p PT for Thursday Academy Games.
- Thursday at 8:30p PT for Friday Academy Games.
- Friday at 8:30p PT for Saturday LCS Games.
- Saturday at 8:30p PT for Sunday LCS Games.

For each LCS and LACS Game, the Team must designate five (5) starting Players (**"Starters"**) which shall constitute the Team's **"Starting Roster."** Rosters are considered public at the submission deadline.

### **4.3. Side Selection**

During each Regular Season Split, each Team will be afforded side selection in one pre-selected Match against every other Team and its opponent will control side selection in their other Match. Side selection is due and will be reported to the other Team on the same schedule as Starting Rosters as set forth in [Section 4.2](#).

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

LCS and LACS Teams may not have more than two (2) non-resident Players playing in the Starting Roster at any time.

### **4.5. Emergency Substitutions**

In the event of an emergency prior to the scheduled start of a Match, a Team will be given up to two hours to produce an eligible substitute on-site. If a replacement cannot be found then the Team will forfeit. League Officials will determine if an event qualifies as an emergency.

## 5. Full Team Roster Changes

### 5.1. General Roster Change Rules

Teams are authorized to use two methods to make changes to its Full Team Roster: (1) trading Players with other Teams or interregional Teams and; (2) signing (or releasing) free agents.

- 5.1.1. **Full Roster Requirement.** No change to the Full Team Roster shall relieve a Team of the requirement to maintain a Minimum Roster during the LCS Competitive Season ([Section 3.1](#)). At any point if a Team's Active Roster falls below the Minimum Roster, the Team will be subject to penalties, unless given permission to drop below the minimum at the discretion of the League Officials.
- 5.1.2. **Change Submission Deadline.** If a Team wishes to (i) add a Player to its Active Roster through a free agency signing or a trade, or (ii) have a Player listed on the Reserve Roster deemed eligible for the Active Roster, that addition or status change to the Active Roster must be declared to League Officials before the Weekly Roster Designation ([Section 4.1](#)) to be eligible to play in that any Games for that week. For the purpose of this rule, “**declaring**” means that the League has been provided with confirmation from all parties involved about the change/addition, and that the League and Team(s) have agreed to a schedule for the provision of all required documents. In no case will a Player be allowed to play in a Game without all required paperwork, including proof of work eligibility, having been submitted to, and approved by, the League.
- 5.1.3. **League Approval.** League Officials reserve the right to approve or deny any request to add or remove a Player from a Team's roster based upon the eligibility of the Player(s) involved and the request's compliance with the Rules and the League Operating Manual.
- 5.1.4. **Competitive Disclosures.** The League reserves the right to notify the participants in any upcoming Match of the details of any roster change request that has been submitted to the League that would affect that Match, to the extent such roster change has not been publicly announced.
- *Note:* This rule is intended for situations where a transaction is timely submitted to the League, but is pending approval, or is the subject of a request by the submitting Team to allow the Team to announce the changes on a reasonable schedule.
- 5.1.5. **Pre-Split Active Roster Submission.** At 5pm PT on the date set forth in [Section 1.2.1](#), prior to the start of Spring Split, and at 5pm PT on the date set forth in [Section 1.2.7](#), each Team must submit their Active Roster to the League. A Team

will not be allowed to start a member for the first week of the Split that is not on the Active Roster as of the week 1 roster lock dates.

- 5.1.6. **Roster Change Timing.** Roster additions and promotions from the Reserve Roster to the Active Roster may be made effective as early as the Roster Change Start Date and must become effective no later than the Roster Change Deadline date, as set forth below:

	Roster Change Start Date (all times are 5:00pm Pacific time)	Roster Change Deadline (all times are 5:00pm Pacific time)
Spring Split	November 19th, 2018	March 5th, 2019
Summer Split	May 19th, 2019	July 16th, 2019

- 5.1.7. **Playoff Roster Lock.** Teams that have qualified for the playoffs must submit their roster for the playoffs and MSI/WCE as applicable (in the case of the LCS roster) by the dates set forth in [Section 1.2.3](#) (Spring) and [Section 1.2.10](#) (Summer). All rosters must be compliant with the Playoff Roster restrictions ([Section 3.8](#)).
- 5.1.8. **Spring Split Additions to the Inactive Roster.** From the period March 5, 2019 at 5:00 pm PT through May 19, 2019 at 4:59 pm PT, a Team may sign Players to its Reserve Roster, subject to the Team's compliance with the Maximum Roster Size ([Section 3.6](#)). Players added during this period are ineligible to be moved to the Active Roster (and thus are not eligible to play in any Game or Match) until May 19, 2018 at 5:00pm PT.
- 5.1.9. **Roster Change Deadline Safe Harbor.** The Roster Change Deadline shall be extended by three (3) business days with respect to any Player released from a Full Team Roster within the forty-eight (48) hours preceding the Roster Change Deadline in either Split, as set forth in [Section 1.2.3](#) (Spring) and [Section 1.2.9](#) (Summer).
- **Note:** This rule is intended for situations where a Player is dropped from a Team close to the Roster Change Deadline to provide a period of time where any Team in the League may sign the Player.

## 5.2. Player Trades

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

- 5.2.1. **Quantity.** There is no maximum total number of Players who may be traded per split or per season.

5.2.2. **Asymmetrical Trades.** Trades are not required to be structured as symmetrical exchanges (e.g., 1-for-1, 2-for-2). Trade transactions are not limited to two Teams per transaction.

- Note: A trade deal may include Players from two or more Teams, without limitation. For example, a situation in which Team A trades Player X to Team B, Team B trades Player Y to Team C and Team C trades Player Z to Team A.

5.2.3. **Trades for Cash.** Players may be traded from one Team to another in exchange for a payment of cash or other consideration subject to the conditions and requirements set forth in the Rules. Hybrid transactions, where a Player is traded in exchange for a combination of one or more Players plus cash and/or other consideration, are also permitted.

5.2.4. **Interregional Trades.** North American Players may be traded for any Players within any region and vice-versa, subject to the eligibility requirements set forth in the Rules and any applicable provisions in the Players' written Player Services Agreement.

### 5.3. Free Agent Signings.

A Team may sign free agents as follows:

5.3.1. **Free Agent.** A Free Agent is any Player eligible to participate in the League who is not subject to a valid written Player Services Agreement with a Team. Merely being "in negotiations" with a Team does not change a Free Agent's status. Free Agents are free to sign with any Team, so long as they continue to meet all eligibility requirements.

5.3.2. **League Approval.** Free agent signing requests must be submitted by a Team in advance, in writing, and approved by the League, in writing, before becoming effective, pursuant to the applicable sections of the League Operating Manual.

### 5.4. Restrictions Regarding College Players.

Between the Spring Week 1 Roster Lock Date ([Section 1.2.1](#)) and Roster Change Start Date for the Summer Split ([Section 1.2.6](#)), no Team may acquire any Player that is a member of a varsity College League of Legends team to the extent that such individual has accepted a scholarship from their college or university to play League of Legends. For the sake of clarity, if an individual has accepted a scholarship with a varsity College League of Legends team, this prohibition attaches to that individual, even if the individual quits the college or university team, is terminated by the college or university team or leaves the college or university. League Officials may waive this restriction if the requisite college or university requests a waiver of this provision for an individual to which it provided a scholarship.

## **6. Player Equipment**

### **6.1. League Provided Equipment**

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

- 6.1.1. PC & Monitor
- 6.1.2. Hand Warmers
- 6.1.3. Headsets and/or Earbuds and/or Microphones
- 6.1.4. Table and Chair

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

- 6.1.5. PC Keyboards
- 6.1.6. PC Mice
- 6.1.7. Mousepads

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

### **6.2. Player-Owned or Team-Owned Equipment**

Players are allowed to provide equipment in the following categories, which are owned by themselves or their Teams, into the Match area and use such equipment during official League Matches:

- 6.2.1. PC Keyboards
- 6.2.2. PC Mice and cord holders
- 6.2.3. PC Mousepads

In the Match area, Players may not bring, use, or wear any headsets, earbuds and/or microphones, other than those provided by LCS.

### **6.3. LCS Peripheral Policy**

All Player-owned or Team-owned equipment must be submitted in factory sealed packaging to League Officials in advance for approval. Approved equipment will remain on-site with League Officials and will only be accessible before the Match or at such time as approved by the Head Referee. Unapproved equipment or equipment that is suspected by League Officials of providing an unfair competitive advantage will not be permitted for use, and Players will be required to use LCS-provided equipment instead.

At their discretion, League Officials may disallow the use of any individual piece of equipment for reasons relating to tournament security, safety or operational efficiency or effectiveness.

No Player-owned or Team-owned hardware or equipment may be brought into the Match Area if it features or displays any name, likeness or logo of a company or brand which is a competitor of Riot Games or LoL.

#### **6.4. Replacement of Equipment**

If equipment or technical problems are suspected, a Player or League Official may request a technical review of the situation. A League technician will diagnose and troubleshoot problems, as needed. Technicians may request that League Officials order replacement of any equipment, at their discretion. Decisions regarding the replacement of any equipment are solely at the discretion of the League. If a Player wishes to use personal replacement equipment, the Player must use equipment which has been pre-approved by League Officials otherwise they will be provided replacement equipment by the League Officials.

#### **6.5. Computer Programs & Usage**

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

- 6.5.1. **Voice Chat.** Voice chat will be provided only via the native system used in LCS-provided headsets. Use of third-party voice chat software (*e.g.*, Discord) is not permitted. League Officials may monitor a Team's audio at the discretion of the League.
- 6.5.2. **Social Media and Communication.** It is prohibited to use League computers to view or post on any social media or communication sites. This includes, but is not limited to, Facebook, Twitter, online forums/message boards and email.
- 6.5.3. **Non-Essential Equipment.** It is prohibited to connect non-essential equipment, such as cell phones, flash drives or MP3 players, to League computers, for any reason.

#### **6.6. Audio Restrictions**

Players will be required to maintain volume levels above minimum settings. League Officials may require Players to adjust their volume levels higher if the officials determine, at their sole discretion, that volume levels are too low.

Headphones must be placed directly on a Player's ears, and must remain there for the duration of the Game. Players are not permitted to obstruct the placement of headphones by any method or place any item, including hats, scarves or other articles of clothing, between the headphones and the Player's ears.

#### **6.7. Equipment Tampering**

Players may not touch or handle another teammate's owned or provided equipment after a Match has started. Players who require assistance with their equipment should ask for assistance from a League Official.

## 7. Venue, Competition Area Layout, and Schedule

### 7.1. General Venue Access

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

### 7.2. Match Area

The “Match Area” is comprised of the area immediately surrounding any competition PCs used during Match play. During Match play, presence of Team Members in the Match Area is restricted solely to the Starters of the Teams in play.

- 7.2.1. **Team Managers.** Managers may be in the Match Area during the Game prep process, but must leave prior to the pick/ban phase and may not return until after the end of the Game.
- 7.2.2. **Coach Stage Access.** The Head Coach and Strategic Coach will be granted on-stage access and will be allowed to communicate with the Team during the Pick/Ban Process. No other Team staff will be permitted on-stage during this time without the express permission of League Officials. The Head Coach and Strategic Coach, as applicable, will exit the stage to a designated position once the countdown timer has reached 5 seconds during the Trading-Phase.
- 7.2.3. **Wireless Devices.** Wireless devices, including mobile phones and tablets, are not allowed in the Match Area while the Players are involved in active play, including during pick/ban phase, pauses, remakes, and between Games of multi-Game Matches. League Officials will collect such devices from Players in the Match Area and return them after the end of the Game.
- 7.2.4. **Food and Drink Restrictions.** No food is allowed in the Match Areas. Drinks are permitted in the Match Area only in Riot-provided re-sealable containers. League Officials will provide such containers to Players upon request.

## 8. Regular Season Tiebreakers

### 8.1. Applicability of Tiebreakers

This Section 8 shall apply to resolve ties in the event that multiple Teams have the same Match winning percentage at the conclusion of any Regular Season Split. Notwithstanding anything else in this Section 8, to the extent a tie requires playing any additional Game(s) after the conclusion of the Regular Season Split, such Game or Games will only be played to resolve ties that affect postseason participation.

## 8.2. Tiebreaker Timing.

To the extent additional tiebreaker Games are necessary to resolve any ties, Games will be played at a time designated by the League following the final Game of the Regular Season, but prior to the first day of the Playoffs.

## 8.3. Strength of Victory Score.

When called for in this Section 8, this Section 8.3 sets forth the manner in which the league shall calculate a Team's "**Strength of Victory Score.**"

- 8.3.1. At the end of each Regular Season Split, the Teams shall be ranked from 1 through 10 based upon Match winning percentage, where the highest winning percentage is ranked as 1, and each Team is ranked in descending order of Match winning percentage.
- 8.3.2. In situations where exactly two Teams have the same Match winning percentage, if one Team has won more than 50% of the Matches between those two tied Teams, that Team shall be considered the higher rank. When no Team in a two Team tie has won more than 50% of the Matches between the those two tied Teams, or in all situations where more than two Teams are tied, the tied Teams shall each be counted at the highest possible position.
- 8.3.3. Where Teams are tied and assigned the same rank, the position of the next Team in descending Match winning percentage order shall be calculated by adding one to the number of Teams with a higher Match winning percentage than the Team being assigned a position.
  - Note: For example, if two Teams are tied with a Match winning percentage of 83.3% (.833) and are 1-1 against each other in head-to-head Match play, they would each be considered as the 1<sup>st</sup> place Team for the purpose of this calculation. The next Team(s) in descending order would be considered the 3<sup>rd</sup> place Team for the purpose of this calculation.
- 8.3.4. Once the above order is determined, a victory against a Team is worth a set amount of points as set forth in the table below. To calculate a Team's Strength of Victory, the number of Match wins against each Team is multiplied by that Team's strength modifier, with the resulting products added together.
  - Note: By way of example, if the 6<sup>th</sup> place Team has one Match victory against the 1<sup>st</sup> place Team (5 points), no Match victories against the 2<sup>nd</sup> or 3<sup>rd</sup> place Teams, two Match victories against the 4<sup>th</sup> place Team and one Match victory against a second Team tied for 4<sup>th</sup> place (10.5 points), it is the 6<sup>th</sup> place Team (and there is no 5<sup>th</sup> place Team since two Teams are tied at 4<sup>th</sup>), and it has 1 Match victory against each of the 7<sup>th</sup>, 8<sup>th</sup>, 9<sup>th</sup>



and 10<sup>th</sup> Teams (2+1.5+1+0.5, 5 points total), the Team would have a Strength of Victory Score of 20.5.

Standing	Multiplier		Standing	Multiplier
1 <sup>st</sup>	5.0		6 <sup>th</sup>	2.5
2 <sup>nd</sup>	4.5		7 <sup>th</sup>	2.0
3 <sup>rd</sup>	4.0		8 <sup>th</sup>	1.5
4 <sup>th</sup>	3.5		9 <sup>th</sup>	1.0
5 <sup>th</sup>	3.0		10 <sup>th</sup>	0.5

#### 8.4. Total Game Victory Time.

When used herein, the total Game victory time (“**Total Game Victory Time**”) shall be considered the total amount of time it took a Team to win their Games against all other Teams in the tiebreaker. In any situation where the Total Game Victory Time between tied Teams is identical, the Total Game Victory Time shall be substituted by the total amount of Game time it took a Team to win all of their Games in the applicable Split. In any situation where Total Game Victory Time is required but a Team has no victories against an opponent, the Team with victories shall be considered to have the faster Total Game Victory Time.

#### 8.5. Two-way tie.

If two Teams have the same Match winning percentage, the first tie-breaker is head-to-head records. If one Team has won more than 50% of the Matches between the two Teams, they shall be declared the winner of the tie-breaker and will be awarded the higher seeding. If the two Teams have identical head-to-head records (as defined as each Team winning 50% of Matches between the two Teams), then said Teams will play one tiebreaker Game to determine the final standings.

- 8.5.1. **Side Selection.** Side selection for a head-to-head tiebreaker matchup will be awarded to the Team with the higher Strength of Victory Score. To the extent that the two Teams have identical Strength of Victory Scores, the Team with the lower Total Game Victory Time shall be awarded side selection. If the tied Teams have identical Total Game Victory Times and identical Total Game Victory Times for all Match wins during the Split ([Section 8.4](#)), side selection will be determined by a coin flip to be conducted immediately preceding the tie-breaker Game. The deadline to provide side selection will be communicated by League Officials.

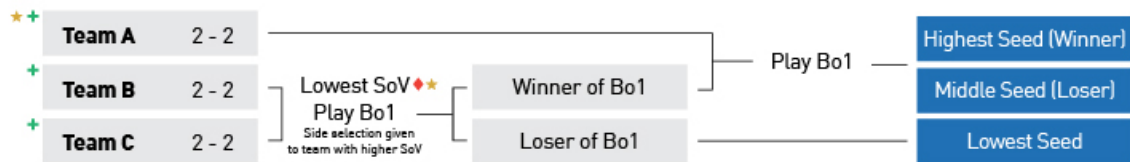
#### 8.6. Three-way tie.

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:

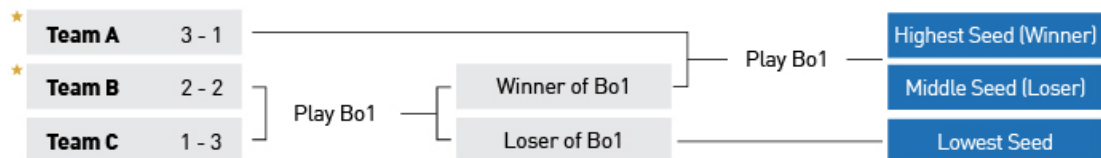
- Each Team in the tiebreaker has a combined record of 2-2 against each of the other Teams in the tie. In this case, the Teams with the two lowest Strength of Victory Scores will play one tiebreaker Game. The loser of that Game will be awarded the lowest standing being decided by the tiebreaker and the winner of that Game will play a single tiebreaker Game against the Team with the highest Strength of Victory Score. 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.
- 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. In all cases, side selection belongs to the Team with the better aggregate record (e.g. 3-1>2-2>1-3). Please note this is an exception to the side selection rule set forth in [Section 8.6.2](#).
- 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 utilizing the two-way tie procedure set forth in [Section 8.5](#).
- 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 utilizing the two-way tie procedure set forth in [Section 8.5](#).
- 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-WAY TIEBREAKERS

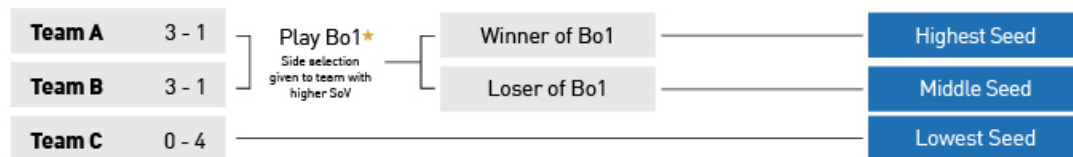
### Scenario 1 Equal head-to-head record



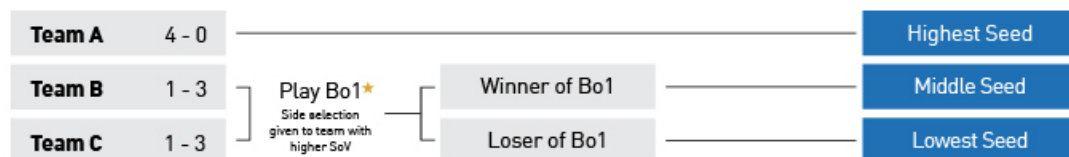
### Scenario 2 One team has highest head-to-head record (but not 4-0)



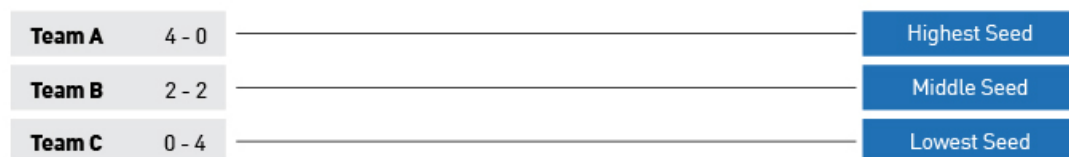
### Scenario 3 Two teams have highest head-to-head record



### Scenario 4 One team has a 4-0 head-to-head record



### Scenario 5 No ties in head-to-head record



- ★ Side Selection
- + Team Records for regular Season games against A, B, & C
- ◆ Strength of Victory

- 8.6.1. **Tied Strength of Victory.** In any situation in which Strength of Victory Score is required and two Teams have the same Strength of Victory Score, Total Game Victory Time shall be used instead. In such a case, the lowest Total Game Victory Time shall be considered best (equivalent to the highest Strength of Victory Score) and the highest Total Game Victory Time shall be considered worst (equivalent to the lowest Strength of Victory Score). If the tied Teams have identical Total Game Victory Times and identical Total Game Victory Times for all Match wins during the Split ([Section 8.4](#)), then a coin flip will substitute for Strength of Victory Score.
- 8.6.2. **Side Selection.** Side selection for any Game under the three-way tiebreaker belongs to the Team with the higher Strength of Victory Score unless otherwise noted for that combination. If the Strength of Victory Scores are identical, side selection belongs to the Team with the lower Total Game Victory Time against other Teams in the tiebreaker. If the tied Teams have identical Total Game Victory Times, then Total Game Victory Time for all Match wins during the Split is considered ([Section 8.4](#)). If Total Game Victory Time for all Match wins during the Split is also identical, side selection will be determined by a coin flip. The deadline to provide side selection will be communicated by League Officials.

## 8.7. Ties Involving More Than Three Teams.

The Teams will be randomly drawn into a single elimination bracket (as described below) where Teams play best of one Matches throughout the tiebreaker.

- 8.7.1. **Side Selection.** Side selection for all Games in tiebreakers involving more than three Teams will be awarded to the Team with the higher Strength of Victory Score. To the extent two or more Teams have the same Strength of Victory Score, the Team with the lower Total Game Victory shall be awarded side selection. If the tied Teams have identical Total Game Victory Times, then Total Game Victory Time for all Match wins during the Split is considered ([Section 8.4](#)). If Total Game Victory Time for all Match wins during the Split is also identical, side selection will be determined by a coin flip to be conducted immediately preceding the tie-breaker Game. The deadline to provide side selection will be communicated by League Officials.
- 8.7.2. **Four-way tie:** The four Teams will be randomly drawn into two first-round Matches (Game 1 and Game 2); 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.

To the extent a four-way tie exists for the third, fourth, fifth and sixth seeds in the postseason, no Games shall be played. Instead, the Teams shall be randomly drawn into the two quarterfinals Matches and side selection for those quarterfinals Matches will be determined by the procedure set forth in [Section 8.7.1](#). For the purposes of the playoffs, each Team will be considered as a #3 seed.

- 8.7.3. **Five-way tie:** The two Teams with the lowest Strength of Victory Scores will play a single-elimination play-in Game to enter the tournament.

If more than two Teams are tied as having the lowest Strength of Victory Score in the tiebreaker, or if there is one Team that alone holds the lowest Strength of Victory Score and more than one Team tied for the next lowest Strength of Victory Score, then Total Game Victory Time shall be calculated for each Team pursuant to [Section 8.4](#). Amongst the Teams tied with regard to Strength of Victory Scores, the Team(s) with the highest total Game victory time (i.e. the Team that took the longest amount of Game time to win their Games) shall compete in the play-in Game. The loser of the play-in Game will be awarded the lowest standing being decided by the tiebreaker. The winner of the play-in Game and the three remaining Teams will then follow the four-way tie procedure set forth in [Section 8.7.2](#).

- 8.7.4. **Six-way tie:** The four Teams with the lowest Strength of Victory Scores will be randomly drawn into two best of one play-in Games. If multiple Teams are tied as having one of the four lowest Strength of Victory Scores, then Total Game Victory Time shall be calculated for each Team pursuant to [Section 8.4](#). Amongst the Teams tied with regard to Strength of Victory Scores, the Team(s) with the highest Total Game Victory Time (i.e. the Team that took the longest amount of Game time to win their Games) shall compete in the play-in Games until all spots are filled.

The two losing Teams from the play-in Games will then follow the two-way tie procedure set forth in [Section 8.5](#) for the two lowest standings being decided by the tiebreaker. The two winning Teams from the play-in Games and the two remaining Teams will then follow the four-way tie procedure set forth in [Section 8.7.2](#) for the four highest standings being decided by the tiebreaker.

- 8.7.5. **Seven-way tie:** The six Teams with the lowest Strength of Victory Scores will be randomly drawn into three best of one play-in Games. If multiple Teams are tied as having one of the six lowest Strength of Victory Scores, then Total Game Victory Time (i.e. the total amount of time each it took each Team to win their Games against all other Teams in the seven-Team tiebreaker) shall be calculated for each Team pursuant to [Section 8.4](#). Amongst the Teams tied with regard to Strength of Victory Scores, the Team(s) with the highest Total Game Victory

Time (i.e. the Team that took the longest amount of Game time to win their Games) shall compete in the play-in Games until all spots are filled.

The three losing Teams from the play-in Games will then follow the three-way tie procedure set forth in [Section 8.6](#) for the three lowest standings being decided by the tiebreaker. The three winning Teams from the play-in Games and the one remaining Team will then follow the four-way tie procedure set forth in [Section 8.7.2](#) for the four highest standings being decided by the tiebreaker.

8.7.6. **Eight-way tie:** The Teams will be randomly drawn into four best of one play-in Games. The four winners of play-in Games will then follow the four-way tie procedure set forth in [Section 8.7.2](#) for the four highest standings being decided by the tiebreaker. The four losing Teams from the play-in Games will then follow the four-way tie procedure set forth in [Section 8.7.2](#) for the four lowest standings being decided by the tiebreaker

8.7.7. **Nine-way tie:** The two Teams with the lowest Strength of Victory Scores will play a single-elimination play-in Game to enter the tournament. If more than two Teams are tied as having the lowest Strength of Victory Score in the tiebreaker, or if there is one Team that alone holds the lowest Strength of Victory Score and more than one Team tied for the next lowest Strength of Victory Score, then Total Game Victory Time (i.e. the total amount of time each it took each Team to win their Games against all other Teams in the five-Team tiebreaker) shall be calculated for each Team pursuant to [Section 8.4](#). Amongst the Teams tied with regard to Strength of Victory Scores, the Team(s) with the highest Total Game Victory Time (i.e. the Team that took the longest amount of Game time to win their Games) shall compete in the play-in Game.

The loser of the play-in Game will be awarded the lowest standing being decided by the tiebreaker. The winner of the play-in Game and the seven remaining Teams will then follow the eight-way tie procedure set forth in [Section 8.7.6](#).

8.7.8. **Ten-way tie:** The four Teams with the lowest Strength of Victory Scores will be randomly drawn into two best of one play-in Games. If multiple Teams are tied as having one of the four lowest Strength of Victory Scores, then Total Game Victory Time (i.e. the total amount of time each it took each Team to win their Games against all other Teams in the tiebreaker) shall be calculated for each Team pursuant to [Section 8.4](#). Amongst the Teams tied with regard to Strength of Victory Scores, the Team(s) with the highest Total Game Victory Time (i.e. the Team that took the longest amount of Game time to win their Games) shall compete in the play-in Games until all spots are filled.

The two losing Teams from the play-in Games will then follow the two-way tie procedure set forth in [Section 8.5](#) for the two lowest standings being decided

by the tiebreaker. The two winning Teams from the play-in Games and the six remaining Teams will then follow the eight-way tie procedure set forth in [Section 8.7.6](#).

## **8.8. Tiebreaker of Last Resort**

To the extent a tiebreaker arises that is not contemplated or addressed by these Rules, the order of precedence for tie-breakers shall be (a) Strength of Victory Score ([Section 8.3](#)), (b) Total Game Victory Time ([Section 8.4](#)), and (c) coin flip. League Officials are empowered to break any ties not contemplated by these rules utilizing this methodology.

# **9. Playoff Format**

## **9.1. Playoff Qualification**

The top six Teams at the end of the Regular Season of each Split of both the LCS and LACS shall qualify for the Playoffs. Teams shall be seeded in the playoffs based upon their regular season finish (i.e. the Team that finished the regular season in first place shall be the #1 seed, etc). The #1 and #2 seeds shall be awarded a bye to the semi-finals.

9.1.1. **Quarterfinals:** In the first Game of the quarterfinals, the #4 seed shall play a best of five Match against the #5 seed. In the second Game of the quarterfinals, the #3 seed shall play a best of five Match against the #6 seed. To the extent the four Teams were subject to a four-way tiebreaker where no Games were played ([Section 8.7.2](#)), each Team shall be considered a #3 seed.

9.1.2. **Semifinal Match Composition:** Within ten minutes after the conclusion of the explosion of the nexus in the second Match of the quarterfinal round (i.e. 10 minutes after quarterfinals end), a representative from the #1 seed shall declare to League Officials which Team advancing from the quarterfinals it will play in the semifinals. The Team advancing from the quarterfinals that was not selected shall play the #2 seed.

9.1.3. **Semifinals:** In the first Game of the semifinals, the #2 seed shall play the Team advancing from the quarterfinals that was not selected to play the #1 seed. In the second Game of the semifinals, the #1 seed shall play the Team advancing from the quarterfinals that it selected as its opponent.

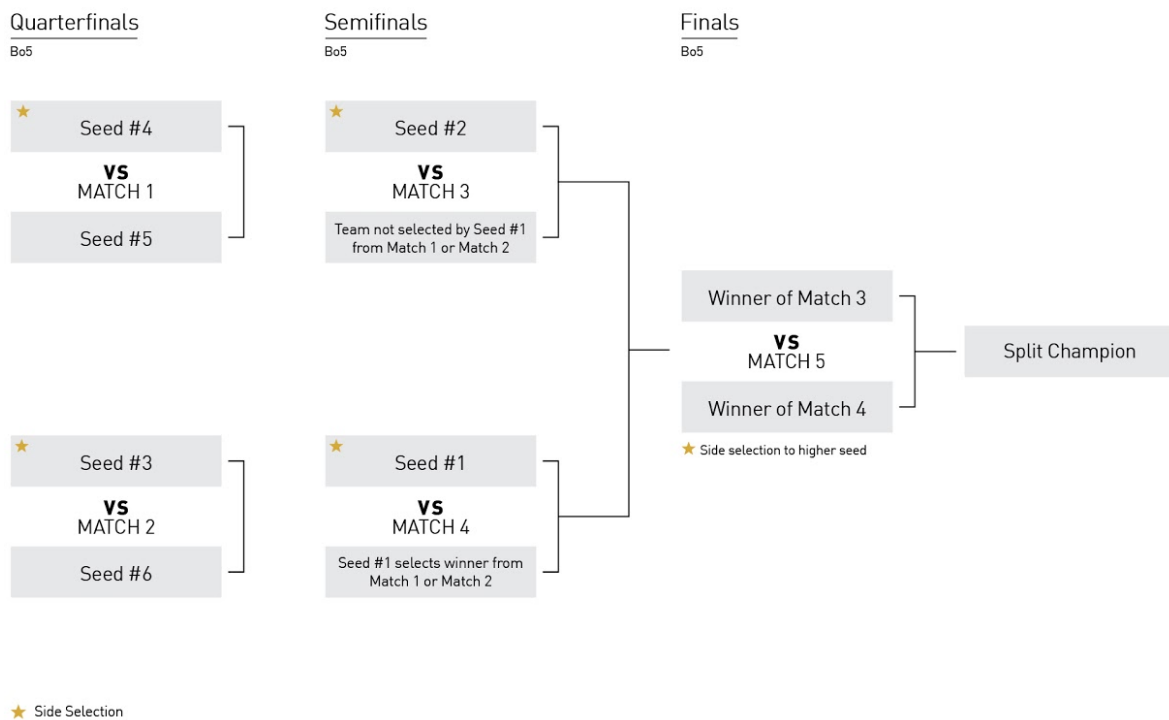
9.1.4. **Final Matches:** The winners of the semifinal Matches will play in the finals Match, with the winner of the finals Match declared the winner of the Split. The loser of the finals Match will be considered the second place Team for the Split.

9.1.5. **Side Selection.** Side selections in the Playoffs will belong to the higher-ranked seed for odd-numbered Games (e.g. Games 1, 3, and 5), while the lower seed will have side selection for even-numbered Games (Games 2 and 4). For example, the higher seed may choose to play Game 1 on blue side, but Game 3

and 5 on red side and the lower seed may choose to play Game 2 on red side and Game 4 on blue side. The higher seed will be required to submit their final decision for Game 1 by the deadline to submit starting rosters. In a situation where the Teams were awarded equal seeds ([Section 8.7.2](#)), the higher seed side selection will be awarded by the procedure set forth in [Section 8.7.1](#).

Side declaration for best of Matches will be decided between Games after Game 1. Teams with side choice for the respective Game (lower seed for Game 2 and 4, higher seed for Game 3 and 5), will have 4 minutes after the nexus explodes to select their side for the next Game. This will be at the same time as the substitution declaration. The coach will inform the Referee with the Team about their selection.

## PLAYOFF BRACKET





## 9.2. Event Prizes.

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

- 9.2.1. **LCS Prizing.** The Split Champion, i.e. the Team that wins the best-of-five finals, will receive a prize of \$100,000 USD. The 2<sup>nd</sup> place finisher will receive \$50,000 USD. The Teams finishing in the 3<sup>rd</sup> and 4<sup>th</sup> positions will each receive \$25,000 USD.

Position:	Prize:
Champion	\$100,000 USD
2 <sup>nd</sup> Place	\$50,000 USD
3 <sup>rd</sup> and 4 <sup>th</sup> Place	\$25,000 USD/each

- 9.2.2. **LACS Event Prizes.** The Split Champion, i.e. the Team that wins the best-of-five finals, will receive a prize of \$10,000 USD. The 2<sup>nd</sup> place finisher will receive \$7,000 USD. The Teams finishing in the 3<sup>rd</sup> and 4<sup>th</sup> positions will each receive \$4,000 USD.

Position:	Prize:
Champion	\$10,000 USD
2 <sup>nd</sup> Place	\$7,000 USD
3 <sup>rd</sup> and 4 <sup>th</sup> Place	\$4,000 USD/each

## 9.3. Championship Points.

LCS Teams will be awarded points based upon the final placement of the Team after the playoffs for each split. The points will be used as a determining factor for WCE seeding and the Regional Qualifier. Points will be awarded in the following way:

Place	Spring Split	Summer Split
1 <sup>st</sup>	90	AQ
2 <sup>nd</sup>	70	100
3 <sup>rd</sup>	40	70
4 <sup>th</sup>	40	40
5-6 <sup>th</sup>	10	20
7-10 <sup>th</sup>	0	0

The winner of the LCS Summer Split will automatically qualify as the 1<sup>st</sup> WCE seed for the region. The LCS Team that has accrued the most Championship Points throughout the season will qualify as the 2<sup>nd</sup> WCE seed for the region.

- 9.3.1. **Championship Points Tiebreaker.** In the event that multiple LCS Teams are tied in the Championship Point standings at the conclusion of the Summer Split, then the Team that gained the most Championship Points in the Summer Split will be considered the holder of the tiebreaker. In the event that the same two Teams finish in the 5<sup>th</sup>-6<sup>th</sup> position for both Spring and Summer Split, then

Summer Split regular season Match winning percentage will be used as the first tie-breaker. If the Teams remain tied, the procedure set forth in [Section 8.5](#) for two-way ties shall govern. If two Teams finish in the 3rd/4th position for both Spring and Summer Split, that tie shall be handled by playing a best of five match following the Summer Finals and before the Regional Qualifier, to be scheduled at the discretion of the League.

#### 9.4. Regional Qualifier.

At the completion of the Summer Split Playoffs, the top 4 remaining LCS Teams that have not otherwise qualified for WCE based on winning the Summer Split or through Championship Points will be seeded into a bracket based upon Championship Points. The lowest two seeds (i.e. the Teams with the least amount of Championship Point) will compete in Match 1. The winner of Match 1 will compete against the 2<sup>nd</sup> qualified seed (i.e. the Team with the next highest total of Championship Points) in Match 2. The winner of Match 2 will compete against the highest qualified seed (the Team with the most Championship Points) in Match 3. The winner of Match 3 will represent their region as the 3<sup>rd</sup> seed at the World Championship. All qualifier Matches are best of five.

- 9.4.1. **Side Selection.** Side selections in the Regional Qualifier will belong to the higher-ranked seed for odd-numbered Games (e.g. Games 1, 3, and 5), while the lower seed will have side selection for even-numbered Games (Games 2 and 4).

## REGIONAL QUALIFIER



★ Side Selection

## 10. Match Process

### 10.1. Changes to Schedule

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

### 10.2. Arrival at Studio

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

### 10.3. Role of Referees

10.3.1. **Head Referee.** The Head Referee is a League Official who is responsible for the judgments on every Match-related issue, question and situation which occurs before, during, and immediately following Match play. Their oversight includes, but is not limited to:

- Checking the Team's lineup before a Match.
- Checking and monitoring Player peripherals and Match Areas.
- Announcing the beginning of the Match.
- Ordering pause/resume during play.
- Issuing penalties in response to Rule violations during the Match.
- Making all Match-related determinations under these Rules, including stoppages of play ([Section 11.2](#)), Chronobreak ([Section 12](#)) and Awarded Game Victories ([Section 12.8.1](#)).
- Confirming the end of the Match and its results

10.3.2. **Referee Responsibilities.** Referees work on behalf of the League and are subject to the direction, review and oversight of the Head Referee. Referees are responsible for:

- Admitting or denying access to the Match Areas.
- Carrying out security protocols directed by the Head Referee and other League Officials, and/or in support of these Rules.
- Administering the Player checklist and enforcing all Rules on stage, including directing Players to take or refrain from taking any action.
- Communicating with Players about any issues experienced on stage, in-game and out.

10.3.3. **Finality of Judgment.** If a Referee makes an incorrect judgment, the judgment can be subject to review and reversal or modification by the Head Referee. Any decision of the Head Referee may be reviewed by other League Officials at their discretion during or after the Match to determine if the proper procedure was

implemented to allow for a fair decision. If the proper procedure was not followed, League Officials reserve the right to potentially invalidate the Head Referee decision. League Officials will always maintain final say in all decisions set forth throughout the League.

#### 10.4. Competitive Patch & Tournament Realm

All Games will be played on the current patch available on the Live Service, once a sufficient testing period has occurred. Changes to the competitive patch will be at the discretion of the League.

- 10.4.1. As a guideline, the competitive patch will be updated a full calendar week after its release onto the live server. A patch will not be implemented if a week of Games or a playoff round has started.
- Example: Patch X.X was released on 11:59pm, February 5. It will be eligible to be used as a competitive patch for all Matches on or after 11:59pm, February 12 unless a week of Matches or a playoff round has started.
- 10.4.2. New Champions and Champions that have undergone reworks will be automatically restricted for two weeks from their release on live service. A restricted Champion will not be enabled if a week of Matches or a playoff round has started. Champions or reworks released on the playoff patch will be restricted.
- Example: Example: Champion A was released February 5, so Champion A becomes eligible to be used in all Matches on February 19.

#### 10.5. Pre-Match Setup

- 10.5.1. **Setup Time.** Players will have designated blocks of time prior to their Match time to ensure they are fully prepared. League Officials will inform Players and Teams of their scheduled setup time and duration 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. Setup is comprised of the following:
- Ensuring the quality of all LCS-provided equipment.
  - Connecting and calibrating peripherals.
  - Ensuring proper function of voice chat system.
  - Setting up rune pages.
  - Adjusting in-game settings.
  - Limited in-game warm-up.
- 10.5.2. **Seating Order.** Players must sit in the order in which they will join the lobby: Top, Jungle, Mid, ADC, Support. This order should be considered from the

vantage point of a viewer standing in front of the Players, and read from left-to-right.

- 10.5.3. **Technical Failure of Equipment.** If a Player encounters any equipment problems during any phase of the setup process, Player must notify a Referee or League Official immediately.
- 10.5.4. **Timeliness of Match Start.** It is expected that Players will resolve any issues with the setup process within the allotted time and that Match will begin at the scheduled time. Penalties for tardiness may be assessed at the discretion of League Officials.
- 10.5.5. **Player Ready State.** No fewer than five minutes before the Match is scheduled to begin, a Referee will confirm with each Player that their setup is complete. Once all ten Players in a Match have confirmed completion of setup, Players may not enter a warm-up game.
- 10.5.6. **Game Lobby Creation.** League Officials will decide how the official Game lobby will be created. Players will be directed by a Referee to join a Game lobby as soon as testing has been completed, in the following order of positions: Top, Jungle, Mid, ADC, Support.

#### **10.6. Game Setup and Play Restrictions**

- 10.6.1. **Start of Pick/Ban Process.** Once all ten Players have reported to the official Game lobby, a Referee or League Official will request confirmation that both Teams are ready for the pick/ban phase. Once both Teams confirm readiness, a Referee or League Official will instruct the room owner to start the Game.
- 10.6.2. **Draft Mode.** Draft mode proceeds in a snake draft format as follows:

# DRAFT MODE

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## Phase #1

### Bans



### Picks



## Phase #2

### Bans



### Picks



- 10.6.3. **Selection Error.** In the event of an erroneously-selected Champion pick or ban, the Team in error must notify a Referee or League Official before the other Team has locked in their next selection. If so, the process will be restarted and brought back to the point at which the error occurred so that the Team in error may correct its mistake. If the next selection is locked before the Team in error gives notice to a Referee or a League Official, the erroneous selection shall be deemed irrevocable.
- 10.6.4. **Trading Champions.** Teams must complete all champion trades before the 20-second mark during the Trading Phase, or will be subject to a penalty, including having the champion trade disallowed.
- 10.6.5. **Game Start After Pick/Ban.** A Game will start immediately after the pick/ban process is complete, unless otherwise stated by a League Official. At this point, Teams must remove any printed materials from the Match Area, including any

notes written by Team Members. Players are not allowed to quit a Game during the time between the completion of picks/bans and Game launch, also known as “Free Time.”

- 10.6.6. **Controlled Game Start.** In the event of an error in Game start or a decision by League Officials to separate the pick/ban process from Game start, a League Official may start the Game in a controlled manner and all Players will select Champions in accordance with the previous valid completed pick/ban process.
- 10.6.7. **Slow Client Load.** If a Bugsplat, disconnect, or any other failure occurs which interrupts the loading process and prevents a Player from joining a Game upon Game start, the Game must be immediately paused until all ten Players are connected to the Game.
- 10.6.8. **Restrictions on Gameplay Elements.** Restrictions may be added at any time before or during a Match, if there are known or suspected bugs with any items, Champions, skins, runes, or Summoner spells, or for any other reason as determined at the discretion of League Officials.

## 11. Pauses and Crashes

### 11.1. Definition of Terms

- 11.1.1. **Unintentional Disconnection.** A Player losing connection to the Game due to problems or issues with the LoL client, platform, network, or PC.
- 11.1.2. **Intentional Disconnection.** A Player losing connection to the Game due to Player’s actions (*i.e.* quitting the Game). Any actions of a Player which lead to a disconnection shall be deemed intentional, regardless of the actual intent of the Player.
- 11.1.3. **Server Crash.** All Players losing connection to a Game due to an issue with a LoL server, Tournament Realm platform, or venue internet instability.

### 11.2. Stoppage of Play

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

- 11.2.1. **Directed Pause.** A Referee or League Official may order the pause of a Match or execute a pause command on any Player station at the sole discretion of the Referee or League Official, at any time.
- 11.2.2. **Player Pause.** Players may only pause a Match immediately following any of the events described below, but must signal a Referee or League Official

immediately after the pause and identify the reason. Acceptable reasons include:

- An Unintentional Disconnection
- A hardware or software malfunction (*e.g.* monitor power or peripheral disability or LoL glitch)
- Physical interference with a Player (*e.g.*, fan gank or broken chair)

11.2.3. **Illness, Injury or Disability.** Player illness, injury, or disability is not an acceptable reason for a pause initiated by a Player.

- If a League Official observes a condition or behavior, is notified by a Team or otherwise has a good faith belief that leads the official to believe that a Player is medically unfit to play or continue play, the League Official may, in his/her sole discretion, grant a pause, not to exceed ten minutes, in order to evaluate the identified Player.
- If a Player is rendered unable to continue to play, the Team shall forfeit the Game unless a League Official, in his/her discretion, determines that the Game is subject to an Awarded Game Victory.

11.2.4. **Resuming the Game.** Players are not permitted to resume the Game after a pause. After clearance from a Referee or League Official is issued and all Players are notified and ready at their stations, which will be contingent on the Team captain confirming through in-game chat that both Teams are ready to resume play, a League Official will unpause the Game.

11.2.5. **Unauthorized Pause.** If a Player pauses or unpauses a Game without permission from a Referee or League Official, it will be considered unfair play and penalties will be applied at the discretion of League Officials.

11.2.6. **Player Communication During Stoppage of Play.** For the fairness of all competing Teams, Players are not allowed to communicate, in any fashion, with each other during a Game pause. For the avoidance of doubt, Players may communicate to the Referee, but only when directed in order to identify and remedy the cause for the stoppage. Referees or League Official may, at their sole discretion, allow Teams to talk before the Game is unpause, in order to discuss the Game conditions.



## 12. Chronobreak and Game Stoppage

### 12.1. Definitions

- 12.1.1. **Chronobreak.** The Deterministic Disaster Recovery Tool.
- 12.1.2. **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.
- 12.1.3. **Minor Bug.** A Bug (including an Unintentional Hardware Failure) that is, at worst, inconvenient to Players. This may include Bugs that alter Game stats or gameplay mechanics in a manner that, while not optimal, can be played through if necessary. For the absence of doubt, in a case where Chronobreak is not available, these Bugs would not result in a remade Game.
- 12.1.4. **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 LoL 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 remake will be offered. These effects or interactions cannot be avoided or mitigated through any means other than disabling of the offending champions, skins or items and thus remakes are not available for these Bugs.
- At their discretion, League Officials may offer Chronobreak for Bugs under the “inform designation” if, in the sole discretion of League Officials, the Bug has a high impact on the competitive integrity of the Game. League Officials will not offer a Chronobreak if, in their sole discretion, they determine that the disadvantaged Player or Team intended to or purposefully triggered the Bug. In a Chronobreak situation, League Officials shall treat the Play Through Bug as a Minor Bug or Critical Bug, as appropriate, for the execution of the Chronobreak. If Chronobreak is unable to recover the Game or if any Player causes the Bug to reoccur, League Officials will force a play through with no option of a remake or additional Chronobreak
- 12.1.5. **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 Referees and League Officials.

- 12.1.6. **Critical Bug.** A Bug (including an Unintentional Hardware Failure) that significantly damages a Player's ability to compete in the Game situation, significantly alters Game stats or gameplay mechanics, or a situation in which the external environmental conditions become untenable. The determination of whether the Bug has damaged a Player's ability to compete is up to the sole discretion of League Officials.
- 12.1.7. **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.
- 12.1.8. **Terminal Situation.** A Bug or other circumstance that requires that a Game be remade. These circumstances include (i) instances of Critical Bugs where Chronobreak is unavailable or unable to recover the Game; (ii) Bugs which cannot be remedied or avoided through the use of Chronobreak, including champion or skin Bugs that may require that such champion or skin be disabled; or (iii) any other instance in the discretion of League Officials where the continuation of the Game is untenable (including environmental concerns and catastrophic hardware failure).
- 12.1.9. **"Dead-Ball" State.** A point in a Game when neither Team is heavily engaged with one another, although some minor engagement may still constitute a Dead-Ball State.
- In establishing a Dead-Ball State, every effort should be made to identify a time as close to the Bug instance as possible while providing an approximate 2 second window before a potential engagement in situations where the Game was wound back from a point where the Teams were engaged. The goal is to locate a point in time where an engagement remains possible, but not inevitable.
- A perfect Dead-Ball State may not exist, and in those situations, the overarching goal of identifying a state in which there is no major engagement as close as possible to the Bug instance should be prioritized (for example, going too far back could potentially remove setup a Team has done, including wards, lane pressure and flanking).
- 12.1.10. **Cost.** Any (i) Player character 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 masteries or items) has a cooldown of 110 seconds or longer. An ultimate or summoner spell used, in the opinion of League Officials, outside of normal play patterns for the purpose of triggering a Cost under this rule shall

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

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

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

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

**12.1.12. 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:

- 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).

## **12.2. Chronobreak Availability and Use.**

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

### **12.3. Minor Bug.**

- 12.3.1. If the Bug is a Minor Bug, League Officials must determine what the appropriate Dead-Ball State would be and whether there is a Cost associated with using Chronobreak to revert to that Dead-Ball State. If there is a cost associated with the Minor Bug, Chronobreak is not available and Players should be instructed to play through the Bug.
- 12.3.2. In the case of a Minor Bug with no Cost, League Officials must determine (i) whether Chronobreak can restore the Game; and (ii) whether reverting the Game to an earlier state will fix the Bug or avoid the trigger condition for the Bug. If Chronobreak cannot restore the Game or reverting the Game to an earlier state will not fix or avoid the Bug, or in the case of any play through Bug, Chronobreak shall not be used and the Players will be instructed to play through the Bug.
- 12.3.3. If League Officials determine the use of Chronobreak is appropriate, League Officials shall determine whether either or both Teams were significantly disadvantaged by the Minor Bug, and any significantly disadvantaged Team will be offered the opportunity to Chronobreak the Game, although such Team will not be told what Dead-Ball State will be utilized. If both Teams are significantly disadvantaged, either Team requesting a Chronobreak will trigger the use of Chronobreak.
- 12.3.4. If any significantly disadvantaged Team requests a Chronobreak, League Officials will utilize Chronobreak to restore the Game to the appropriate Dead-Ball State. If an appropriate Dead-Ball State does not exist, Players may still be placed back to a recovered spot prior to the Bug occurring at the discretion of League Officials.

### **12.4. Critical Bug.**

- 12.4.1. In the case of a Critical Bug, League Officials must determine (i) whether Chronobreak can restore the Game; and (ii) whether reverting the Game to an earlier state will fix the Bug or avoid the trigger condition for the Bug.
- 12.4.2. 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.
- 12.4.3. In the case of a Critical Bug, League Officials will determine whether either or both Teams were significantly disadvantaged by the Critical Bug, and any significantly disadvantaged Team will be offered the opportunity to Chronobreak the Game, although such Team will not be told what Dead-Ball State will be utilized. If any significantly disadvantaged Team requests a Chronobreak, League Officials will attempt to find an appropriate Dead-Ball State prior to the Bug occurring. If an appropriate Dead-Ball State does not

exist, Players may still be placed back to a recovered spot prior to the Bug occurring at the discretion of League Officials. In the event that League Officials determine the cost of Chronobreaking would be higher than that of a remake, they may offer a remake to any disadvantaged Team.

#### **12.5. Terminal Situation.**

In the case of a Terminal Situation, League Officials shall follow the remake and restart procedures set forth in [Section 12.6](#), [Section 12.7](#) and [Section 12.8](#).

#### **12.6. Remakes Before GOR.**

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

- 12.6.1. 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.
- 12.6.2. 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).
- 12.6.3. Any circumstance which would permit a restart after GOR.

#### **12.7. Restarts After GOR.**

The following are examples of situations in which a Game may be remade after GOR has been established.

- 12.7.1. If a Game experiences a Terminal Situation at any point during the Match.
- 12.7.2. If a League Official determines that there are environmental conditions which are unfair (e.g. excessive noise, hostile weather, unacceptable safety risks).

#### **12.8. Remake Procedure.**

- 12.8.1. **Awarded Game Victory.** In the event of a Terminal Situation in which League Officials intend to declare a remake, League Officials must first consider whether a Game victory should be awarded 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 (i.e. cannot come back and win the Game) to a degree of reasonable certainty. League Officials may, but are not required to, use any or all of the following criteria in the determination that one Team cannot avoid defeat to a degree of reasonable certainty.

- **Gold Differential.** The difference in gold between the Teams is more than 33%.
- **Remaining Turret Differential.** The difference in the number of remaining turrets between the Teams is more than seven (7).
- **Remaining Inhibitor Differential.** The difference in the number of standing inhibitors between the Teams is more than two (2).
- **Remaining Nexus Turret Differential.** The difference in the number of remaining nexus turrets between the Teams is two (2).
- **Respawning Player Differential.** The difference in live Player characters between the Teams is at least four (4), with the remaining death timers on all dead Players being at least forty (40) seconds or higher.
- **Straight Up GG.** At the time of technical difficulty, there is no scenario that in the opinion of League Officials, could result in anything other than the victory of one Team (e.g. at 45 minutes one Team is aced and the ADC and jungler on the opposing Team have a minion wave and are running into the opposing base).

12.8.2. **Offering a Remake.** If League Officials do not award the Game victory, 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 remade as per this section. Significant disadvantage is a prerequisite to a remake offer.

In certain Terminal Situations, for example, where the server has crashed and the Game cannot be continued or recovered through Chronobreak, League Officials may direct a remake without offering Teams the opportunity to remake the Game.

12.8.3. **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, League Officials shall not retain any settings.

12.8.4. **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).

#### **12.9. Hardware Malfunction.**

In the case of any hardware malfunctions, League Officials shall determine whether the hardware malfunction constitutes a minor bug (i.e. a monitor loses power and a Player walks into a wall or takes an odd path), a critical bug (i.e. a keyboard stops working, causing a Player death) or a terminal situation (i.e the LoL server crashes) and follow the appropriate standard above.

#### **12.10. League Discretion.**

League Officials may utilize Chronobreak at any time or restart any Game if League Officials, in their sole and absolute discretion, believe that such an action is necessary to preserve the best interests of the League. This power is not constrained in any way by the lack of any specific language in these Rules.

### **13. Post-Match Process**

#### **13.1. Post-Game Process**

- 13.1.1. **Results.** League Officials will confirm and record Game result.
- 13.1.2. **Tech Notes.** Players will identify any technical issues with League Officials.
- 13.1.3. **Break Time.** League Officials will inform Players of the remaining amount of time before the next Game's pick/ban phase begins, if applicable. The standard time for transition in between Games is at least 8 minutes from nexus explosion until Players are required in their seats. The exact time will be provided to the Head Coach and/or Players by the Referees or League Officials. Pick/ban phase will commence as soon as all Players are in their seats. If all the Players are not in their seats, ready for champion select at the time designated to them by the Referees or League Officials, the Team can be penalized for delay of Game.

#### **13.2. Post-Match Process**

- 13.2.1. **Results.** League Officials will confirm and record the Match result.
- 13.2.2. **Post-Match Obligations.** Players will be informed of any post-Match obligations, including, but not limited to, media appearances, interviews, or further discussion of any Match matters.
- 13.2.3. **Media Obligations.** Teams will be required to make available to the media for a minimum of 20 minutes at least one Player that started any Game that day. If a Player has started at least 2 Matches throughout the season, the Player will be required to have made him or herself available to media at least once during the season. A Team may not make available the same Player for media for 4 consecutive Match days.

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

## 14. Team Member Conduct

- 14.1. **Intention Irrelevant.** 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.

### 14.2. Competition Conduct

The following actions will be considered unfair play and will be subject to penalties at the discretion of League Officials.

- 14.2.1. **Collusion.** Collusion is defined as cooperation or conspiracy to cheat or deceive others. The cooperation or conspiracy can occur among Players, Teams, and/or organizations. The list of conspirators is not exhaustive. Collusion includes, but is not limited to, acts such as:

- Soft play, which is defined as any Player not adhering to 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 a confederate to/from a Player.
- Deliberately losing or a Game for compensation, or for any other reason, or attempting to induce another Player to do so.

- 14.2.2. **Match-Fixing.** No Team Member may offer, agree, conspire, or attempt to influence the outcome of a Game or Match by any means that are prohibited by law or these Rules.

- 14.2.3. **Competitive Integrity.** Teams are expected to play at their best at all times within any Game, and to avoid any behavior inconsistent with the principles of good sportsmanship, honesty, or fair play.

- 14.2.4. **Hacking.** Hacking is defined as any modification of competition PCs (or other hardware being used in a Game), server, internet connection or the LoL client by any Player, Team or person acting on behalf of a Player or a Team.

- 14.2.5. **Exploiting.** Exploiting is defined as intentionally using any Bug to seek an advantage. Exploiting includes, but is not limited to, acts such as triggering



known Bugs or function within LoL that, in the sole determination of League Officials, is not functioning as intended.

14.2.6. **Spectator Monitors.** Players on a Starting Roster for a Game are not permitted to look or attempt to look at any screen or device that is displaying an observer level view of that Game (i.e. that is or is capable of showing a neutral view of the map).

- *Note:* For example, a Player who is playing cannot look or attempt to look at the overhead screen in the LCS Arena or at venues because those screens show or may show the movements, position, gold or other information relating to their opponents that are not otherwise during a Game. There is no prohibition with leaning over and looking at a teammates monitor as long as no other rule is broken (for example, removing a headset).

14.2.7. **Spectator Machines.** No Team Member or any Team staff member may utilize the backstage coach spectator machines to interfere with any Game or to communicate with anyone involved in any Game. Interference with any Game, including pausing the Game or messaging participants in the Game, from any backstage coach spectator machine, will result in forfeit for the offending Team, without regard to intent.

14.2.8. **Ringling.** Playing under another Player's account or soliciting, inducing, encouraging or directing someone else to play under another Player's account.

14.2.9. **Cheating Methods.** The use of any kind of cheating device and/or cheat program, or any similar cheating method such as signaling devices, hand signals, etc.

14.2.10. **League Discretion.** Any other further act, failure to act, or behavior which, in the sole judgment of League Officials, violates these Rules and/or the standards of integrity established by League for competitive gameplay.

### 14.3. Player Conduct Towards Others

14.3.1. **Profanity and Hate Speech.** A Team Member may not use language that is obscene, foul, vulgar, insulting, threatening, abusive, libelous, slanderous, defamatory or otherwise offensive or objectionable; or promote or incite hatred or discriminatory conduct.

14.3.2. **Abusive Behavior.** Abuse of League Officials, opposing Team Members, or audience members will not be tolerated. Repeated etiquette violations, including but not limited to touching another Player's computer, body or

property will result in penalties. Team Members and their guests (if any) must treat all individuals attending a Match with respect.

- 14.3.3. **Behavior in LoL.** All Head Coaches and members of the Full Team Roster are subject to behavior checks and reviews for their behavior while playing LoL, including before being permitted to associate with a Team as a Head Coach or as a member of the Full Team Roster. Team Members are expected to behave appropriately in-game and to avoid the use of derogatory, racist and offensive language as well as griefing and intentionally feeding.
- 14.3.4. **Harassment.** Harassment is forbidden. Harassment is defined as systematic, hostile and repeated acts taking place over a considerable period of time, or a singular egregious instance, which is/are intended to isolate or ostracize a person and/or affect the dignity of the person.
- 14.3.5. **Sexual Harassment.** Sexual harassment is forbidden. Sexual harassment is defined as unwelcome sexual advances. The assessment is based on whether a reasonable person would regard the conduct as undesirable or offensive. There is zero tolerance for any sexual threats/coercion or the promise of advantages in exchange for sexual favors.
- 14.3.6. **Discrimination and Denigration.** Team Members may not offend the dignity or integrity of a country, private person or group of people through contemptuous, discriminatory or denigrating words or actions on account of race, skin color, ethnic, national or social origin, gender, language, religion, political opinion or any other opinion, financial status, birth or any other status, sexual orientation or any other reason.
- 14.3.7. **Statements Regarding LCS, Riot Games, and League of Legends.** Team Members may not give, make, issue, authorize or endorse any statement or action having, or designed to have, an effect prejudicial or detrimental to the best interest of LCS, Riot Games or its affiliates, or League of Legends, as determined in the sole and absolute discretion of LCS.

#### **14.4. Other Prohibited Conduct**

- 14.4.1. **Studio Interference.** No Team Member may touch or otherwise interfere with lights, cameras or other studio equipment. Team Members may not stand on chairs, tables or other studio equipment. Team Members must follow all instructions of League Officials.
- 14.4.2. **No Interference With Referees.** During a game pause or other stoppage of play (including a game server crash), no Team Members may be in the backstage area in proximity to the Head Referee or any Referee, nor may any Team

Member attempt to contact the Head Referee, a Referee or any League Official regarding the stoppage of play.

- 14.4.3. **Unauthorized Communications.** All mobile phones, tablets and other voice-enabled and/or “ringing” electronic devices must be removed from the play area before the Game. Players may not directly message offstage players, coaches, or any other entities while in the Match Area. This includes messaging via game client, text, email, social media, and any other avenue of communication. During the Match, communication by a Starter shall be limited to the Players on the Starter’s Team.
- 14.4.4. **Apparel.** League Officials reserve the right at all times to impose a ban on objectionable or offensive apparel. League Officials reserve the right to refuse entry or continued participation in the Match to any Team Member who does not comply with the League’s apparel rules as set forth in the League Operating Manual. Hats are not permitted attire.
- 14.4.5. **Identity.** A Player may not cover his or her 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.
- 14.4.6. **Criminal Activity.** A Team Member may not engage in any activity which is prohibited by common law, statute, or treaty and which leads to or may be reasonably deemed likely to lead to conviction in any court of competent jurisdiction.
- 14.4.7. **Confidentiality.** A Team Member may not disclose any confidential information provided by LCS or any affiliate of Riot Games, by any method of communication, including all social media channels.
- 14.4.8. **Bribery.** No Team Member may offer any gift or reward to a Player, coach, manager, League Official, Riot Games employee, or person connected with or employed by another Team for services promised, rendered, or to be rendered in defeating or attempting to defeat a competing Team.
- 14.4.9. **No Poaching or Tampering.** No Team Member or Affiliate of a Team may solicit, lure, or make an offer of employment to any Team Member, nor encourage any such Head Coach or Player to breach or otherwise terminate a contract with said Team. A Head Coach or Player may not solicit a Team to violate this rule.

A Head Coach or Player may express publicly their desire to leave their Team and encourage any and all interested parties to contact their management (i.e. a general statement aimed at the entire marketplace). But, to be clear, the

Head Coach or Player may not entice a Team directly to reach out to their management or attempt to violate their contractual obligations (i.e. a Player cannot contact or callout a Team and suggest that they inquire about the Player). Violations of this rule shall be subject to penalties at the discretion of League Officials.

To inquire about the status of a Head Coach or Player from another Team, managers must contact the management of the Team that the Player and/or Head 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 information for Players and Head Coaches can be found on the [Global Contract Database](#).

- 14.4.10. **Gifts.** No Team Member may accept any gift, reward or compensation for services promised, rendered, or to be rendered in connection with competitive play of LoL, including services related to defeating or attempting to defeat a competing Team or services designed to throw or fix a Match or Game. The sole exception to this rule shall be in the case of performance-based compensation paid to a Team Member by a Team's official sponsor or owner.

#### 14.5. Compliance With League Rules

- 14.5.1. **Subjection to Penalty.** Any person found to have engaged in or attempted to engage in any act that League Officials believe, in their 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.
- 14.5.2. **Non-Compliance.** No Team Member may refuse or fail to apply the reasonable instructions or decisions of League Officials.
- 14.5.3. **Document or Miscellaneous Requests.** Documentation or other reasonable items may be required at various times 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.
- 14.5.4. **Penalties.** Upon discovery of any Team Member committing any violations of these Rules, the League may, without limitation of its authority, issue the following penalties:
- Verbal or Written Warning(s)
  - Loss of Side Selection for Current or Future Game(s)

- Loss of Ban for Current or Future Game(s)
- Fine(s) and/or Prize Forfeiture(s)
- Game Forfeiture(s)
- Match Forfeiture(s)
- Suspension(s)
- Disqualification(s)

Repeated infractions are subject to escalating penalties, up to, and including, disqualification from future participation in LCS. It should be noted that penalties may not always be imposed in a successive manner. The League, in its sole discretion, for example, can disqualify a Player for a first offense if the action of said Player is deemed egregious enough to be worthy of disqualification by the League.

Penalties that state a listed amount of time for discipline will only apply to competition months. Competition months are defined as the months in which League of Legend professional competition are taking place (i.e. January through October).

Infractions will be governed by the LCS Penalty Index and Global Penalty Index, both of which can be found on the [riotgames.com/LCS](http://riotgames.com/LCS) website.

- 14.5.5. **Penalties for Policy Breach.** If the League or Riot determines that a Team or Team Member has violated the Summoner's Code, the LoL Terms of Use, or other rules of LoL, League Officials may assign penalties at their sole discretion.
- 14.5.6. **Player Behavior Investigation.** If a League Official contacts a Team Member to discuss the investigation, the Team Member is obligated to tell the truth. If a Team Member withholds information or misleads an League Official creating an obstruction of the investigation then the Team and/or Team Member is subject to punishment.
- 14.5.7. **Right to Publish.** The League shall have the right to publish a declaration stating that a Team Member has been penalized. Any Team Members and/or Team which may be referenced in such declaration hereby waive any right of legal action against the League of Legends Championship Series, LLC, Riot Games, Inc., and/or any of their parents, subsidiaries, affiliates, employees, agents, or contractors.

#### **14.6. Association with Gambling**

No Team 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 Match globally.

#### **14.7. League of Legends Clash Tournaments**

For the sake of clarity, LCS and LACS Players are permitted to play in Clash Tournaments through the LoL client.

#### **14.8. LACS Participation in Third Party Tournaments**

In order to participate in third-party (non-Riot) tournaments, LACS Teams, on behalf of the full LACS roster or individual Players, must submit a request for approval to League Officials at least seven days in advance for domestic tournaments and fourteen days for international or inter-regional tournaments. This request must address affirmatively each of the restrictions detailed below, including the roster of Team members participating in the event. The League must approve the request before any LACS Player or LACS Team can participate in any third-party tournaments.

- 14.8.1. The tournament occurs fully outside of the LCS competitive season and all Riot International Events.
  - For 2019, this would be: Jan 2-26, April 15 - April 30, May 29-June 1, Sept. 10 - Sept. 22, Nov. 11- Dec. 31.
  - To the extent any additional International Tournaments or events are announced, those dates will be blacked out as well.
- 14.8.2. There are no professional teams, from any Riot league, participating in said tournament. If there are semi-professional teams from a Riot-sanctioned League participating, approval is at the discretion of the League.
  - Note: For the purpose of this rule, a professional team is one that can qualify directly to WCE. This rule is not meant to disqualify multiple Academy teams from being in the same tournament.
- 14.8.3. Sponsors for the tournament comply with the Sponsorship Restricted List.
- 14.8.4. The third-party organizer recognizes and upholds competitive integrity standards expected of competitive play including, but not limited to, counter-measures against cheating and Match-fixing.
- 14.8.5. Any participating LACS Players have played less than 25% of their Team's regular season LCS Matches in the preceding LCS split (4 Games or less of LCS experience in the prior split). Players who exceed this limit may participate; however, these participants will become ineligible to play in any Match for the first three weeks of the upcoming split.

## **15. Spirit of the Rules**

### **15.1. Finality of Decisions**

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

### **15.2. Rule Changes**

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

### **15.3. Best Interests of the LCS**

League Officials at all times may act with the necessary authority to preserve the best interests of the LCS. This power is not constrained by the lack of any specific language in this document. League Officials may use any form of punitive actions at their disposal against any entity whose conduct is not within the confines of the best interests of the LCS.

\* \* \*

## Appendix A - IMP Residents

<b>IMP Residents:</b>	Amazing, Bjergsen, Helios, Impact, Jensen, Keane, Lustboy, Piglet, Santorin, Seraph
<b>Eligible Soon:</b>	Fenix (Spring 2020, Assuming he plays >50% of regular season Games in Spring and Summer 2019)
	Reignover (Spring 2020, Assuming he plays >50% of regular season Games in Spring and Summer 2019)
	Svenskeren (Spring 2020, Assuming he plays >50% of regular season Games in Spring and Summer 2019)
<b>Eligible Further Out:*</b>	Froggen (Spring 2021), Huni (Spring 2021), Ninja (Spring 2021), Pirean (Summer 2021), Shrimp (Spring 2021)
* Assumes >50% of regular season Games in each split until qualified.	



### **Change Log from Version 19.3 (as of 8/5/19):**

- Fixed some non-substantive typos
- Section 9.3 - Reverted to historic CP Formula for Summer (70/40 for 3rd and 4th place) instead of each team receiving 55 CPs since we are playing the 3/4 game in Summer.
- Section 14.4.3 - Added language prohibiting any off-stage communication with players on-stage

### **Change Log from 2018 (as of 1/10/19):**

- General
  - Introduction consolidated and scaled down
  - Added notes and examples to several rules to make the intent of those rules clearer
  - Added internal links in the document to aid in navigation
  - Added Appendix A to list IMP Resident players (and potential IMP Resident players)
- Section 3
  - Added Strategic Coach rule
  - Removed the League Operations Contact requirement (we'll assume it is the GM)
  - Made 7<sup>th</sup> player at playoffs clear in the rules
  - Changes 7<sup>th</sup> player rule (around the number of imports you have) to better reflect the 7-player roster rule
  - Moved some requirements for written contracts to the League Operating Manual ("LOM")
  - Removed the Player and Head Coach Cooldown rule (which no longer serves a purpose)
- Section 4
  - Added the designation of Import Players and Strategic Coach to the Weekly Roster Designation
  - Noted that rosters are considered public at the submission deadlines.
  - Moved the Side Selection rule to a more intuitive spot (from Section 10)
  - Removed the LACS Roster Veteran Rule
  - Consolidated the IMP requirement so that you can't have more than 2 imported players in a game (but can run 2 at the LCS or LACS level)
- Section 5
  - Moved some language around written contracts to the LOM
  - Added a playoff roster lock rule.
  - Added a roster change deadline safe harbor, extending the signing deadline by 3 business days for any player cut within 48 hours preceding the Roster Change Deadline
  - Moved some language around trade vetoes and league approval for trades to the LOM
  - Removed the rule around loans – they are no longer permitted
  - Added a provision to the spring college scholarship prohibition to allow a college to request a waiver of the rule for its players and changed the dates that the prohibition is in place to better reflect the College ecosystem
- Section 6
  - Added a note about the Head Referee and drew some distinctions between League Officials and referees.

- Moved the apparel rules to the LOM
  - Moved the language around TR accounts to the LOM
- Section 7
  - Moved the language around warm up areas and other team areas to the LOM
- Section 8
  - Added a provision that if there is a four way tie for 3-6 places, we won't play the games out – we draw the QF matches and treat everyone as a #3 seed (and do side selection from SOV score or Game Victory time)
- Section 9
  - Added a note for side selection where the seeds are the same (because we had a 4 way tie for 3-6 place)
  - Removed the 3/4th place match (unless we need it as a tiebreaker in the Summer, but then it would be played right before the Regional Qualifier)
  - Adjusted prize pools and CP points to reflect no 3/4 place match
- Section 10
  - Split out the Head Ref from refs –more work to do here in the future
  - Better defined the review process for referee/head referee decisions
  - Made the auto-restricted time period for new and reworked champions 2 weeks by default
  - Fixed the stage access rule to include Strategic Coaches
  - Removed some relic rules around the draft – no change to anything other than the removal of extraneous rules
- Section 11
  - Fixed the illness rule so that if a player gets sick and can't continue, the team forfeits (no mid-game substitution). Also removed the medical clearance language since we may not have proper medical personnel on site to provide that clearance
- Section 14
  - Reorganized the player conduct section
  - Added a specific rule to not be toxic in game
  - Built out a few of the rules a little more (like the spectator monitor rule)