

2023 Pre-Spring			
Date	Section	Previous rule	Updated rule
10 Mar 2023	11.12.11	Gold Differential. The difference in gold between the teams is more than 33%.	Gold Differential. Of the total gold earned in the game, one Team has earned 57.5% or more of that gold. For example, if 10,000 gold has been earned in the game, the leading Team has earned at least 5,750 gold as a team.
10 Mar 2023	9.16.1	For the first Game of a Match in Group Stage and Play-offs, Teams are required to submit their side selection 24 hours before the scheduled start of the first scheduled Match of the broadcast day. In case an LEC Match occurs on the day on which the side selection is due, the side selection deadline will shift to 15 minutes after the conclusion of the last Game on that day.	For the first Game of a Match in Group Stage and Play-offs, Teams are required to submit their side selection 24 hours before the scheduled start of the first scheduled Match of the broadcast day. In case an LEC Match <b>between either of the teams that will be playing the following day occurs on the day on which the side selection is due</b> , their side selection deadline will shift to 15 minutes after the conclusion of the last Game on that day.
10 Mar 2023	1.2.5	For ERL players: The player was on the roster of an ERL team for the majority of Competition Weeks in no less than two of the last three EM-qualifying ERL splits prior to their participation in the first game of the applicable competition.	For ERL players: The Player who has been on an ERL Team Roster for the majority of applicable matches in an ERL in no less than two of the last three ERL Splits immediately prior to their participation in the first Game of the applicable competition.
10 Mar 2023	9.15.12	In situations where exactly two Teams have the same Match winning percentage, the team who has the head-to-head advantage will be considered higher in the Strength of Victory Score. In all situations where more than two Teams are tied, the tied Teams shall each be counted at the highest possible position.	In situations where exactly two Teams have the same Match winning percentage, the team who has the head-to-head advantage will be considered higher in the Strength of Victory Score. In all situations where more than two Teams are tied, the tied Teams shall each be counted at the highest possible position <b>with the next Team who is lower than the tied Teams taking the next available position (e.g. if 3 Teams are tied in 2nd place, they will all be +9 for SoV, and the Team that directly follows them in placement will count as being 5th place, and will have an SoV score of 6).</b>
10 Mar 2023	13 (Glossary)	The grouping of the Winter and Spring Split or the Summer Split and the LEC Finals. If the professional league where the player has	The grouping of the Winter and Spring Split or the Summer Split and the LEC Finals. If the professional league <b>or the</b>

		<p>competed only has two splits per year, a Competitive Half-Season will be a single Split.</p>	<p><b>semi-professional league</b> where the player has competed only has two splits per year, a Competitive Half-Season will be a single Split.</p>
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2022 Off-Season			
Date	Section	Previous rule	Updated rule
16 Nov 2022	1.2.8	<p><i>Change: LTRs are defined as players who have fulfilled one or more of the following criteria:</i></p> <p><i>The player has legally resided and been primarily present in the competitive area of the ERL for no less than 36 out of the last 60 months immediately prior to their participation in the first game of the applicable competition.</i></p> <p><i>The player has played or was on the roster of an ERL or LEC team for the majority of applicable matches in an ERL in no less than two of the last three EM-qualifying ERL splits immediately prior to their participation in the first game of the applicable competition.</i></p> <p><i>To clarify, a split will count towards the LTR requirement for a player who has been on an ERL or LEC Roster for the majority of the split, even if the player has not been actively participating in the respective ERL, as long as they have not been participating in any other ERL.</i></p> <p><i>The player has legally resided and been primarily present in the competitive area of the ERL for at least 36 months after their 13th birthday, defined as having lived 13 full years.</i></p> <p><i>A player can gain the LTR status by participating in any of 1st or 2nd Division ERLs, excluding Pro-Am and other regional competitions.</i></p>	<p>LTRs are defined as players who have fulfilled one or more of the following criteria:</p> <p>The player has legally resided and been primarily present in the competitive area of the ERL for no less than 36 out of the last 60 months immediately prior to their participation in the first game of the applicable competition.</p> <p>For ERL players: The player was on the roster of an ERL team for the majority of Competition Weeks in no less than two of the last three EM-qualifying ERL splits prior to their participation in the first game of the applicable competition.</p> <p>For LEC players: The player was on the roster of an LEC team for the majority of Competition Weeks in no less than two of the last three LEC <b>Competitive Half-Years</b> prior to their participation in the first game of the applicable competition.</p> <p>A player can gain the LTR status by participating in any of 1st or 2nd Division ERLs, excluding Pro-Am and other regional competitions.</p>
15 Nov 2022	1.2.8.4	<p><i>Addition, LTR</i></p>	<p>A player can gain the LTR status by participating in any of 1st or 2nd Division</p>

			ERLs, excluding Pro-Am and other regional competitions.
15 Nov 2022	3.1.1.	<i>Addition, Roster Rules</i>	If a Team does not have an ERL Roster, their LEC Roster should have a minimum of 6 players.
	3.1.10	<i>Addition, Roster Rules</i>	A Team will be allowed a Roster of six or seven Players as their <b>GSL and</b> Play-Offs Roster. A Team is required to maintain a seventh Player if the Team's Starting Line-up is comprised of three Residents and two Non-Residents and the Team's Substitute is a Non-Resident.
	3.1.11	<i>Addition, Roster Rules</i>	For Split Play-Offs and LEC Finals, Teams will be required to have their Substitutes physically present for all Matches.
16 Nov 2021	3.1.14.	<i>Addition, Roster Requirements</i>	Any agreement or contract signed between the Team Member and Team, other than the Team Member Agreement, shall not have a duration longer than the expiration date of the Team Member Agreement. All contractual obligations between the Team Member and the Team must end on said expiration date with the exception of ongoing financial obligations.
16 Nov 2021	3.1.14.	<i>Addition, Roster Requirements</i>	The Team Member Agreement must be executed in accordance with the legally acceptable signature requirements (for example, wet signature or qualified electronic signature requirements in Germany).
16 Nov 2021	3.2.1.	<i>Addition, Non-Competitive Language</i>	Teams may not enter into any agreements, arrangements or conduct that have as their object or effect any non-compete, right of first refusal or other similar provision that restricts the Team Member from joining another esports team, organization, or company after the expiration or termination of the Team Member Services Agreement.
16 Nov 2021	3.2.2.	<i>Addition, Non-Competitive Language</i>	Teams may not enter into an agreement with another team or other third party that results in any party acquiring the ability to influence in employment, performance, or Team Member transfer related matters the independence of any team.
16 Nov 2021	3.3.1.	<i>Addition, Team Member Agreements</i>	The standard maximum contract length

		<i>Maximum Contract Length</i>	for professional League of Legends contracts is three Seasons. "Long Term Contracts," for which some players may be eligible, have an increased maximum length of four Seasons.
16 Nov 2021	3.3.2.	<i>Addition, Team Member Agreements Maximum Contract Length</i>	For a player to be eligible to sign a Long Term Contract in a region, they must have played the previous two full Seasons in that region, and one of those Seasons must have been in a professional league. Additionally, the player must have been eligible for professional play for the entirety of those two Seasons. "Playing in a season" is defined as being on the Roster (Starter or substitute) of a team for at least 50% of Regular Season matches.
11 Nov 2022	3.4.7.4	<i>Addition, Lineup Submission</i>	For <b>Monday's</b> Regular Season Games all Teams are required to submit their Starting Line-up no later than 19 hours before the scheduled start of the first Match of the broadcast day or no later than 15 minutes after the conclusion of the last Game on the previous day, whichever is later.
16 Nov 2021	3.4.8.	The Team Manager may request to modify their Team's LEC, ERL and Reserve Roster. The request must be submitted to a League Official at least 72 hours before the start of the Competition Week and its approval is at the sole discretion of the League. As an exception to the above, shifts between the LEC and ERL Roster may be requested up until 24 hours before the start of the Competition Week.	The Team Manager may request to modify their Team's LEC, ERL and Reserve Roster. The request must be submitted to a League Official at least 72 hours before the start of the Competition Week and its approval is at the sole discretion of the League. As an exception to the above, shifts between the LEC and ERL Roster may be requested up until 24 hours before the start of the Competition Week, <b>and new Team Member additions to the Team's ERL Roster may be made until the respective ERL's weekly signing deadline. To clarify, Team Members signed this way will not be eligible to compete in the LEC until the next Competition Week.</b>
11 Nov 2022	3.7.2	<i>Players who played in thirteen or more LEC Matches are ineligible to participate in any ERL Regular Season, Play-offs and the EM event for the current Split.</i>	Players who played in thirteen or more LEC Matches in a Competitive Half-Year are ineligible to participate in any ERL Regular Season, Play-offs and the EM event for the current <b>Competitive Half-Year.</b>
04 Nov 2022	3.8	<i>Change, Naming</i>	Free Agency -> Global Contract Window

16 Nov.2021	3.8.1.	The League has established limited periods of time during which Free Agents can be signed. Signings of any kind outside of these specified dates are strictly prohibited outside of the exceptions below. The start of the Free Agency period for the next Season will commence on the 17th of November 2020	The League has established limited periods of time during which new <b>Team Members</b> or Free Agents can be signed. Signings of any kind outside of these specified dates are strictly prohibited outside of the exceptions below. <b>To clarify, contract extensions are always allowed.</b> The start of the Free Agency period for the next Season will commence on the 16th of November 2021
16 Nov 2021	3.8.7.	As an exception to the Free Agency restrictions Teams are able to sign Players to their Reserve Roster between the Spring Split Free Agent Signing Deadline and the Summer Split Free Agent Signing Opening if the respective Player is not participating in an ERL or EM. Players who are added to a Team's Roster in this timeframe are ineligible to play for the Team until the Summer Split Free Agent Signing Opening.	As an exception to the Free Agency restrictions Teams are able to sign Players to their Roster between the Spring Split Free Agent Signing Deadline and the Summer Split Free Agent Signing Opening if the respective Player is not participating in an ERL or EM. Players who are added to a Team's Roster in this timeframe are ineligible to play for the <b>Team's LEC roster</b> until the Summer Split Free Agent Signing Opening, <b>but they can play for the Team's ERL roster if the respective ERL's roster rules and deadlines are met.</b>
11 Nov 2022	3.8.7	<i>Delete - Obsolete</i>	As an exception to the Free Agency restrictions Teams are able to sign Players to their Roster between the Spring Split Free Agent Signing Deadline and the Summer Split Free Agent Signing Opening if the respective Player is not participating in an ERL or EM. Players who are added to a Team's Roster in this timeframe are ineligible to play for the Team's LEC roster until the Summer Split Free Agent Signing Opening, but they can play for the Team's ERL roster if the respective ERL's roster rules and deadlines are met.
16 Nov 2021	3.10.4.	Trade requests must be submitted to League Officials by a Team in advance, in writing, using the Trade Approval Request Form. Trade requests must be approved by the League, in writing, before becoming effective.	Trade requests must be submitted to League Officials by a Team in advance, in writing, using the Trade Approval Request Form. <b>A Trade Approval Request must include all details of the trade, including copies of all written agreements associated with the trade, which the League may rely on in case of a future dispute.</b> Trade requests must be approved by the League, in writing, before becoming effective. <b>The responsibility of compliance with applicable law, the Rules and TPA in transfer agreements solely lies with</b>

			<b>the contracting Teams, and the League reserves its rights in this regard after approval of the trade.</b>
20 Sep 2022	7.2	<i>Addition, Peripheral regulations</i>	Added rules about the equipment that needs to be in the studio at all times, plus expected penalties in case of failure to provide them.
16 Nov 2021	7.2.3.	Jerseys may have a collar, a hood, short or long sleeves and need to be polyester-based. Cotton-based or cotton-blend materials are not acceptable.	Jerseys may have a collar, a hood, short or long sleeves. <b>Jerseys that are not 100% polyester need to first have their material approved by the League. Jerseys that are below 40% polyester are not allowed. The only blend allowed is polyester (or recycled polyester) and cotton.</b>
27 May 2022	7.4.3	<i>Champions which have not been available on the live server for more than two weeks will be automatically restricted. A Champion will not be made available if a Competitive Week has started. Champions that have undergone reworks will be enabled at the sole discretion of the League. Champions or Champion-reworks released on the Patch utilized during Play-offs will be restricted, even if that Patch is also utilized during the Regular Season</i>	Champions will be automatically restricted from play for their release patch. Champions that have undergone reworks will be enabled at the sole discretion of the league.
09 Nov 2022	8.1.1	<i>Each Team will face each Team in two Best-of-1s per Split.</i>	Each Team will face every other Team in one Best-of-1 Match per Split.
09 Nov 2022	8.1.2	<i>The right for side selection during the Regular Season will be pre-selected by the League ensuring each Team will have side selection against every opposing Team once.</i>	Side selection will be randomly assigned by the League prior to the start of the Split. Each team will have a minimum of 4 games on each side.
09 Nov 2022	8.2	<i>Addition, Format: Group Stage</i>	Check LEC Regulations Version 1.10
09 Nov 2022	8.3	<i>Addition, Format: Play-Offs Stage</i>	Check LEC Regulations Version 1.10
09 Nov 2022	8.4	<i>Addition, Format: LEC Finals</i>	Check LEC Regulations Version 1.10
16 Nov 2022	8.7	<i>Tiebreakers - Major Overhaul (TL;DR introduction of Power of Victory score, sunseting of most victory time tiebreaking criteria)</i>	Check LEC Regulations Version 1.10
09 Nov 2022	8.8	<i>Delete, Submission of Side Selection</i>	<del>For Friday's Regular Season Games all Teams are required to submit their side</del>

			<p>selection 24 hours before the start of the Competition Week.</p> <p>For Saturday's Regular Season Games all Teams are required to submit their side selection no later than 18 hours before the scheduled start of the first Match of the broadcast day or no later than 15 minutes after the conclusion of the last Game on the previous day, whichever is later.</p> <p>For Sunday's Regular Season Games all Teams are required to submit their side selection no later than 19 hours before the scheduled start of the first Match of the broadcast day or no later than 15 minutes after the conclusion of the last Game on the previous day, whichever is later.</p>
30 Nov 2022	8.8.3	<i>Addition, Remake procedure</i>	For clarity, settings may be retained in situations where Game of Record has not been established and the bug can be conclusively tied to a specific game element that can be fully removed.
16 Nov 2022	8.13.2	<i>Championship Points, addition</i>	If two or more Teams are tied in Championship Points at the end of Summer Split, the Team(s) who placed higher in the Summer Play-offs shall be considered the higher seed.
16 Nov 2022	8.13.3	<i>Worlds Qualification, addition</i>	<p>The teams will qualify for the World Championship based on their final placement after the LEC Season Finals, with the 1st place securing the 1st seed for EMEA, and so on.</p> <p><b>As an exception, see 8.5.2. "Winning three Splits".</b></p>
04 Nov 2022	9.5	<i>Change, Patch Cadence</i>	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 Regular Season, GSL/Playoffs or LEC Finals round has started. To clarify, two different patches will be utilised each Split. One for the Regular Season and one for GSL and Playoffs combined.

09 Nov 2022	9.5	<i>Change, Patch</i>	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 Regular Season, GSL/Playoffs or LEC Finals round has started. To clarify, two different patches will be utilised each Split. One for the Regular Season and one for GSL and Playoffs combined.
28 Apr 2022	11.6	<i>Chronobreak would not be offered in case of ISP issues.</i>	Chronobreak will be offered at the discretion of League Officials, and in most cases will only be offered if the issue was a verified in-game bug. League Officials, at their sole discretion, will only offer Chronobreak for ISP, software, and hardware issues, should solid evidence be provided that would rule out malicious intent and interference by the team.
16 Nov 2021	12 (Glossary)	<i>Addition, Glossary</i>	<b>Team Member Transfer Agreement.</b> An agreement between two or more teams who compete in any League or Competition regarding the transfer of a Team Member that occurs prior to the expiration or termination of that Team Member's Team Member Agreement.
11 Oct 2022	12 (Glossary)	<i>The EMEA Competitive Region is defined as: Albania, Algeria, Andorra, Armenia, Austria, Azerbaijan, Bahrain, Belarus, Belgium, Bosnia and Herzegovina, Bulgaria, Croatia, Cyprus, Czechia, Denmark, Egypt, Estonia, Finland, France, Georgia, Germany, Greece, Holy See (the), Hungary, Iceland, Iraq, Ireland, Israel, Italy, Jordan, Kazakhstan, Kosovo, Kyrgyzstan, Latvia, Lebanon, Liechtenstein, Lithuania, Luxembourg, Malta, Moldova, Monaco, Mongolia, Montenegro, Morocco, Netherlands, North Macedonia, Norway, Oman, Palestine, Poland, Portugal, Qatar, Romania, Russia, San Marino, Saudi Arabia, Serbia, Slovakia, Slovenia, Spain, Sweden, Switzerland, Tajikistan, Tunisia, <b>Turkey</b>, Turkmenistan, Ukraine, United Arab Emirates, United Kingdom and Uzbekistan.</i>	The EMEA Competitive Region is defined as: Albania, Algeria, Andorra, Armenia, Austria, Azerbaijan, Bahrain, Belarus, Belgium, Bosnia and Herzegovina, Bulgaria, Croatia, Cyprus, Czechia, Denmark, Egypt, Estonia, Finland, France, Georgia, Germany, Greece, Holy See (the), Hungary, Iceland, Iraq, Ireland, Israel, Italy, Jordan, Kazakhstan, Kosovo, Kyrgyzstan, Latvia, Lebanon, Liechtenstein, Lithuania, Luxembourg, Malta, Moldova, Monaco, Mongolia, Montenegro, Morocco, Netherlands, North Macedonia, Norway, Oman, Palestine, Poland, Portugal, Qatar, Romania, Russia, San Marino, Saudi Arabia, Serbia, Slovakia, Slovenia, Spain, Sweden, Switzerland, Tajikistan, Tunisia, <b>Türkiye</b> , Turkmenistan, Ukraine, United Arab Emirates, United Kingdom and Uzbekistan.
16 Nov 2022	12 (Glossary)	<i>Change: Veteran: A Player who played more than 50% of eligible Regular Season Games in a Professional League in at least two out of</i>	Veteran: A Player who has played more than 13 games in a Professional League during 2 out of the previous 3 Competitive

		<i>the last three completed Splits.</i>	Half-Years. For clarity, one best-of series counts as one game.
16 Nov 2022	12 (Glossary)	<i>EM: Stands for European Masters, the championship for top ERL teams.</i>	EM: Stands for EMEA Masters, the championship for top ERL teams.
16 Nov 2022	12 (Glossary)	<i>ERL: EMEA Regional Leagues, including the following Leagues: Prime League (Germany, Austria, Switzerland), NLC (UK, Ireland, Iceland, Sweden, Denmark, Finland, Norway), Elite Series (Netherlands, Luxembourg, Belgium), EBL (Albania, Serbia, Croatia, Bosnia and Herzegovina, Montenegro, Slovenia, Hungary, Romania, Bulgaria, North Macedonia), Hitpoint Masters (Czechia and Slovakia), Ultraliga (Poland, Lithuania, Estonia, Latvia), LFL (France), Superliga(Spain), PG Nationals (Italy), LPLOL (Portugal), Greek Legends League (Greece).</i>	ERL: EMEA Regional Leagues, including the following Leagues: Prime League (Germany, Austria, Switzerland), NLC (UK, Ireland, Iceland, Sweden, Denmark, Finland, Norway), Elite Series (Netherlands, Luxembourg, Belgium), EBL (Albania, Serbia, Croatia, Bosnia and Herzegovina, Montenegro, Slovenia, Hungary, Romania, Bulgaria, North Macedonia), Hitpoint Masters (Czechia and Slovakia), Ultraliga (Poland, Lithuania, Estonia, Latvia), LFL (France), Superliga(Spain), PG Nationals (Italy), LPLOL (Portugal), Greek Legends League (Greece).

<b>2022 Off-Season</b>			
<b>Date</b>	<b>Section</b>	<b>Previous rule</b>	<b>Updated rule</b>
<b>16 Jan 2023</b>	<b>11.12.1</b>	Gold Differential. The difference in gold between the Teams is more than 33%.	Gold Differential. Of the total gold earned in the game, one Team has earned 57.5% or more of that gold. For example, if 10,000 gold has been earned in the game, the leading Team has earned at least 5,750 gold as a team.