

ERL Rulebook - Changelog (V1.3)

Date	Section	Previous rule	Updated rule
13.2.2024	17	Code of Conduct section deleted with reference to the Riot Games Esports Global Code of Conduct	<p>17.1 Code of Conduct. Each Team Entity shall comply with and ensure that all players, coaches, trainers, team managers, team owners, other team representatives, and any other esports professional registered with Riot (the foregoing collectively, “Esports Professionals”) of the Team Entity complies with the Riot Games Esports Global Code of Conduct. Each Team acknowledges and agrees that a breach of, or failure to comply with the Riot Games Esports Global Code of Conduct by any Esports Professional shall be deemed a breach of, or failure to comply with the Riot Games Esports Global Code of Conduct by the Team Entity, in each instance even in cases where the Team Entity was not, itself, at fault.</p> <p>17.2 Disciplinary Action. The League shall be entitled to undertake such disciplinary procedures as it determines in relation to any breach of, or failure to comply with, these regulations, the Riot Games Esports Global Code of Conduct and any other Rules by the Team or Esports Professionals, and to impose such fines, suspensions, disqualifications and other disciplinary actions (or combinations thereof) as the League determines in its sole discretion (collectively, “Disciplinary Actions”); and such Disciplinary Actions (i) may be publicly disclosed by the League as determined in its sole discretion, (ii) are reasonable and necessary in order to maintain the competitive integrity of League Games or the goodwill associated with the Game and the League, and (iii) are dealt with in compliance with the Riot Games Esports Global Code of Conduct and all relevant Rules.</p>

13.2.2024	6.6.12.	Tiebreaker-games will be scheduled at the sole discretion of the League.	Tiebreaker-games will be scheduled at the sole discretion of the ERL TO.
13.2.2024	10.7.2.	During the Match, communication by a Player on the Starting Line-up shall be limited to the other Players on their Starting Line-up and League Officials. In addition the Players are allowed to communicate with their on-stage Coach during the Pick-&-Ban Phase.	During the Match, communication by a Player on the Starting Line-up shall be limited to the other Players on their Starting Line-up and ERL Officials. In addition the Players are allowed to communicate with their on-stage Coach during the Pick-&-Ban Phase.
	Penalty Index		

ERL Rulebook - Changelog (V1.2)

Date	Section	Previous rule	Updated rule
17.11.2023.	Player Eligibility	1.5.1. Players may only compete in one ERL at a time. If a Player has participated in more than 50% of the Matches in a Regular Season they will be considered locked into their respective ERL for the remainder of the Split. Locked Players may only be signed or be traded to a Team within their own ERL.	1.5.1. Players may only compete in one ERL at a time. If a Player has participated in more than 50% of the Matches in a Regular Season they will be considered locked into their respective ERL for the remainder of the Split. Locked Players may only be signed or be traded to a Team within their own ERL 1st & 2nd Division.
17.11.2023.	Player Eligibility	1.5.2. Players who played 50% or more matches in any 1st or 2nd Division ERL Spring or Summer Split may not compete for any other ERL Team in Promotion/Relegation tournaments for that Split, including Qualifying tournaments for promotion into 1st Division, for Non-Accredited ERLs.	1.5.2. Players who participated in more than 50% of the Matches in any 1st or 2nd Division ERL Spring or Summer Split may not compete for any other ERL Team in Promotion tournaments for that Split, including Qualifying tournaments for promotion into 1st Division, for Non-Accredited ERLs.
17.11.2023.	Global Contract Window	3.5.1. The League has established limited periods of time during which new Team Members or Free Agents can be signed or traded. Signings or trading of any kind outside of these specified dates are strictly prohibited outside of the exceptions listed in Team Roster Modifications.	3.5.1. The League has established limited periods of time during which new Team Members or Free Agents can be signed or traded. Signings or trading of any kind outside of these specified dates are strictly prohibited outside of the exceptions listed in Team Roster Modifications. To clarify, contract extensions are always allowed.
17.11.2023.	League Approval & Conflict Resolution	n/a	5.2.2. If two Players with identical summoner names are entering the same level of play at the same time, then the Players and their Teams should work together with the League and the respective ERL TO to find a compromise. If no compromise can be found, then the summoner name shall be disallowed for both Players, and both shall be required to select a new summoner name that conforms with this policy.
17.11.2023.	Competition Format	6.1.2. 1st Division Regular Season	6.1.2. Regular Season - 1st & 2nd Division Removed 2nd Division as a separate section and moved both Formats under a single title.
17.11.2023.	Competition Format	6.1.3. 1st Division Play-Offs	6.1.3. Play-Offs - 1st & 2nd Division
17.11.2023.	Competition	6.1.4. Promotion/Relegation	6.1.4. Promotion Tournament - 1st Division

	Format		
17.11.2023.	Competition Format	<p>6.1.6. For 1st Division. The tournament will take place after the Summer Split. For 2nd Division. The tournament will take place after the Summer Split. At ERL TO discretion, an additional promotion/relegation tournament can be organized after the Spring Split.</p> <ul style="list-style-type: none"> ● For 1st Division. For promotion into 1st Division, use the format below. For 2nd Division. For promotion into 2nd Division, use the format below, regardless if top 2 teams come from a 3rd Division or Open Qualifiers. ● The bottom 2 Teams from the higher division and the top 2 Teams from the lower division or qualifier will face each other in a Double Elimination format. Matches will be Best-of-5. ● The higher placed Team from the higher division will have a choice of their opponent for Match 1. <ul style="list-style-type: none"> ○ Example: 1st Division #9 may choose to face 2nd Division #1 or #2. 1st Division #10 will face the remaining Team. 	<p>6.1.4.1. The tournament will take place after the Summer Split. Teams from 1st & 2nd Division will compete to enter/to remain in the 1st Division.</p> <p>6.1.4.2. Three Teams will be seeded into the Double Elimination tournament (1st Division 10th place, 2nd Division ERL Summer Play-offs winners, 2nd Division 1st place based on the Championship Points).</p> <p>6.1.4.3. The 10th Team from the 1st Division will be the Team with the lowest amount of Championship Points at the end of the Season. The 1st Team from the 2nd Division will be the winner of the ERL Summer Play-offs, while the 2nd Team from the 2nd Division will be the highest ranked Team based on the Championship Points. <ul style="list-style-type: none"> - To clarify, if the 2nd Division ERL Summer Split winners are also 1st placed in the Championship Points standings, the 2nd ranked Team based on Championship Points will be the second Team to play in the Promotion Tournament. </p>
17.11.2023.	Competition Format	<p>Round One:</p> <ul style="list-style-type: none"> ○ Match 1 (Bo5): 1st Division #9 vs. 2nd Division #1 or #2. ○ Match 2 (Bo5): 1st Division #10 vs. 2nd Division remaining team. <p>● Round Two:</p> <ul style="list-style-type: none"> ○ Match 3, (Bo5): Loser Match 1 vs. Loser Match 2. ○ Match 4 (Bo5): Winner from Match 1 vs Winner from Match 2. <p>● Round Three:</p> <ul style="list-style-type: none"> ○ Match 5 (Bo5): Loser Match 4 vs. Winner Match 3 ● The winners from Match 4 and Match 5 are promoted into the higher division. 	<p>6.1.4.4. All Matches will be Best-of-5.</p> <p>Round One: Match 1 (Bo5): 1st Division #10 vs. 2nd Division #1.</p> <p>Round Two: Match 2 (Bo5): Loser from Match 1 vs. 2nd Division #2.</p> <p>Round Three: Match 3 (Bo5): Winner from Match 1 vs. Winner from Match 2.</p>
17.11.2023.	Competition Format	<p>Should a Team not be able participate in the tournament for any reason, the following will occur:</p> <ul style="list-style-type: none"> ○ One Team in the higher division: 	<p>6.1.4. Should a Team not be able participate in the tournament for any reason, the remaining two Teams will proceed and play one Best-of-5 Match. The winner will be</p>

		<p>The remaining Team in the higher division will automatically advance to the next round. The lower division Teams will play a Best-of-5 Match, then the winner and loser of the Match will proceed into the upper or lower bracket respectively. The next Match involving the missing team will act as a default win for their opponent.</p> <ul style="list-style-type: none"> ○ One Team in the lower division: The higher placed Team from the higher division will automatically advance to the next Match. The next Match involving the missing Team will act as a default win for their opponent. ○ No teams from the higher division: Both Teams from the lower division will automatically be promoted. ○ No teams from the lower division: Both Teams from the higher division will automatically stay in their division. 	promoted to the 1st Division.
17.11.2023.	Competition Format	n/a	6.1.5. Promotion Tournament - 2nd Division
17.11.2023.	Competition Format	Moved from 6.1.6 Promotion/Relegation	6.1.5.1. The tournament will take place after the Summer Split. At ERL TO discretion, an additional Promotion tournament can be organized after the Spring Split.
17.11.2023.	Competition Format	n/a	6.1.5.2. The tournament format and calendar will be defined by the regional ERL TO, and provided to their respective Teams at their earliest convenience.
17.11.2023.	Competition Format	n/a	<p>6.1.5.3. ERLs shall abide by the framework defined in this section: The total number of Teams in the tournament is at ERL TO discretion, with a maximum of two Teams from 2nd Division. A minimum of one, and maximum of two Teams can be promoted or demoted via Promotion tournament. The 2nd Division Teams participating in the tournament will be determined by Championship Points ranking at the end of the Season. Should a 2nd Division Team not be able to</p>

			participate in the tournament for any reason, any Teams scheduled to meet them will have a bye round/technical win. The tournament shall end prior to the start of the regional Pro-Am Competition in the respective Season.
17.11.2023.	Competition Format	6.2.2. 1st Division Regular Season	6.2.2. Regular Season - 1st & 2nd Division Removed 2nd Division as a separate section and moved both Formats under a single title.
17.11.2023.	Competition Format	6.2.3. 1st Division Play-Offs	6.2.3. Play-Offs - 1st & 2nd Division
17.11.2023.	Competition Format	6.2.4. Promotion/Relegation	6.2.4. Promotion Tournament - 1st Division
17.11.2023.	Competition Format	6.2.6. Promotion/Relegation For 1st Division. The tournament will take place after the Summer split. For 2nd Division. The tournament will take place after the Summer split. At League discretion, an additional promotion/relegation tournament can be organised after the Spring split. <ul style="list-style-type: none"> ● For 1st Division. For promotion into 1st Division, use the format below. For 2nd Division. For promotion into 2nd Division, use the format below, regardless if top 2 teams come from a 3rd Division or Open Qualifiers. ● The bottom 2 Teams from the higher division and the top 2 Teams from the lower division or qualifier will face each other in a Double Elimination format. Matches will be Best-of-5. ● The higher placed team from the higher division will have a choice of their opponent for Match 1. <ul style="list-style-type: none"> ○ Example: 1st Division #7 may choose to face 2nd Divi 	6.2.4.1. The tournament will take place after the Summer split. Teams from 1st & 2nd Division will compete to enter/to remain in the 1st Division. 6.2.4.2. Four Teams will be seeded into the Double Elimination tournament (1st Division 8th place, 2nd Division ERL Summer Play-offs winners, 2nd Division 1st and 2nd place based on the Championship Points). 6.2.4.3. The 10th Team from 1st Division will be the Team with the lowest amount of Championship Points at the end of the Season. The 1st Team from 2nd Division will be the winner of the ERL Summer Play-offs, while the 2nd and 3rd Team will be the highest ranked Teams based on the Championship Points, excluding the ERL Summer Play-offs winners. To clarify, if the 2nd Division ERL Summer Split winners are also 1st placed in the Championship Points standings, the 2nd and 3rd ranked Team based on Championship Points will be playing in the Promotion Tournament.
17.11.2023.	Competition Format	Round One: <ul style="list-style-type: none"> ○ Match 1 (Bo5): 1st Division #7 vs. 2nd Division #1 or #2. ○ Match 2 (Bo5): 1st Division #8 vs. 2nd Division remaining team. Version 1.1; 27th June 2023 27	6.2.4.4. All Matches will be Best-of-5. Round One: Match 1 (Bo5): 1st Division #10 vs. 2nd Division #1. Match 2 (Bo5): 2nd Division #2 vs. 2nd Division 3#.

		<p>Round Two:</p> <ul style="list-style-type: none"> ○ Match 3, (Bo5): Loser Match 1 vs. Loser Match 2. ○ Match 4 (Bo5): Winner from Match 1 vs Winner from Match 2. <p>Round Three:</p> <ul style="list-style-type: none"> ○ Match 5 (Bo5): Loser Match 4 vs. Winner Match 3 ● The Winners from Match 4 and Match 5 are promoted into the higher division. 	<p>Round Two:</p> <p>Match 3 (Bo5): Loser from Match 1 vs. Winner from Match 2.</p> <p>Round Three:</p> <p>Match 3 (Bo5): Winner from Match 1 vs. Winner from Match 3.</p>
17.11.2023.	Competition Format	<p>6.2.6. Promotion/Relegation</p> <p>Should a Team not be able participate in the tournament for any reason, the following will occur:</p> <ul style="list-style-type: none"> ○ One Team in the higher division: The remaining Team in the higher division will automatically advance to the next round. The lower division Teams will play a Best-of-5 Match, then the winner and loser of the Match will proceed into the upper or lower bracket respectively. The next Match involving the missing team will act as a default win for their opponent. ○ One Team in the lower division: The higher placed Team from the higher division will automatically advance to the next Match. The next Match involving the missing Team will act as a default win for their opponent. ○ No teams from the higher division: Both Teams from the lower division will automatically be promoted. ○ No teams from the lower division: Both Teams from the higher division will automatically stay in their division 	<p>6.2.4.5. Should a Team not be able participate in the tournament for any reason, the Team that they were scheduled to face will receive a bye to the next Round.</p>
17.11.2023.	Competition Format	n/a	6.2.5. Promotion Tournament - 2nd Division
17.11.2023.	Competition Format	Moved from Promotion/Relegation 6.2.6	6.2.5.1. The tournament will take place after the Summer Split. At ERL TO discretion, an additional promotion/relegation tournament can be organized after the Spring Split.

17.11.2023.	Competition Format	n/a	<p>6.2.5.2. ERLs shall abide by the framework defined in this section:</p> <p>The total number of Teams in the tournament is at ERL TO discretion, with a maximum of two Teams from 2nd Division. A minimum of one, and maximum of two Teams can be promoted or demoted via Promotion tournament.</p> <p>The 2nd Division Teams participating in the tournament will be determined by Championship Points ranking at the end of the Season.</p> <p>Should a 2nd Division Team not be able to participate in the tournament for any reason, any Teams scheduled to meet them will have a bye round/technical win.</p> <p>The tournament shall end prior to the start of the regional Pro-Am Competition in the respective Season.</p>
17.11.2023.	Championship Points	<p>6.3.6. A Team will be awarded Championship points based on the final placement of the Team after the Play-Offs for each ERL Split. If the placement within the Play-Offs between two Teams is the same, the team with the better placing in the Regular Season is placed higher in the final ranking of the Split. If a Team does not qualify for the Play-Offs, the Team's Regular Season placement will determine its final ranking of the Split instead.</p>	n/a
17.11.2023.	Championship Points	<p>6.3.7. The Championship Points will be used for a variety of reasons, detailed below depending on Division. Points will be awarded in the following way</p>	n/a
17.11.2023.	Side Selection Rules		<p>6.4.4.1.1. For the purposes of side selection, the Team losing Match 3 will be considered the higher seed in Match 5 and the Team winning Match 3 will be considered the higher seed in the Finals (Match 6).</p>
17.11.2023.	Side Selection Rules		<p>6.4.4.2.1. For the purposes of side selection, the Team losing Match 1 will be considered the higher seed in Match 3 and the Team winning Match 1 will be considered the higher seed in the Finals (Match 4).</p>
17.11.2023.	Side Selection Rules	<p>6.5.5. For the first Game of a Match in Play-offs Teams are required to submit their side selection 24 hours</p>	<p>6.4.5. For the first Game of a Match in Play-offs Teams are required to submit their side selection 24 hours before the scheduled</p>

		before the scheduled start of the first scheduled Match of the broadcast day. In case an ERL Match occurs on the day on which the side selection is due, the side selection deadline will shift to 15 minutes after the conclusion of the last Game on that day.	start of the first scheduled Match of the broadcast day. In case an ERL Match between either of the Teams that will be playing the following day occurs on the day on which the side selection is due, their side selection deadline will shift to 15 minutes after the conclusion of the last Game on that day.
17.11.2023.	Tiebreaker Rules	n/a	6.5.1.1. For example: Team X and Team Y have a 1:1 head-to-head record, with Team X having 6 wins in the second half, while Team Y having 4 wins. Team X wins the tiebreaker and will be granted the higher place.
17.11.2023.	Tiebreaker Rules	n/a	6.5.2.1. Example 1: Each Team in the tiebreaker has a combined record of 2-2 against the other Teams in the tie. In this case, wins in the second half will be taken into account. 6.5.2.2. Example 2: One team has an aggregate record of 3-1, the next Team is 2-2, and the third Team is 1-3. In this case, the Team with the 3-1 record is granted the higher seed, the Team with the 2-2 record is granted the middle seed and the Team with the 1-3 record is granted the lowest seed. 6.5.2.3. Example 3: Two Teams have an aggregate record of 3-1 and the third Team has an aggregate record of 0-4. The Team that is 0-4 is awarded the lowest seed and a new tiebreaker is declared amongst the two Teams with an aggregate record of 3-1. Both 3-1 Teams now compare wins in the second half of the Split, with the one with more wins being granted the higher seed. Otherwise, a 2-way-tie will be conducted, procedure found in 6.5.1 Tiebreaker Rules - a 2-way-tie.
17.11.2023.	Tiebreaker Rules	6.4.17. Tiebreaker games will not be played if their outcome will not have any competitive implications.	6.6.15. Tiebreaker games will not be played to determine a placement in the Regular Season for places listed below. Instead, the lowest Victory Time will be used to determine the position of Teams for the purpose of the Championship points distribution. 6.6.15.1. Accredited ERLs: 7th to 10th place. 6.6.15.2. Non-Accredited ERLs: 5th to 8th place.
17.11.2023.	Championsh	n/a	6.7.2.1. If the placement within the Play-Offs

	ip Points		between two Teams is the same, the team with the better placing in the Regular Season is placed higher in the final ranking of the Split.
17.11.2023.	Championship Points	6.3.3. Championship points will be used to determine seedings for Pro-Am Tournament at discretion of the League.	6.7.3. Championship points will be used to determine seedings for Pro-Am Tournament at ERL TOs' discretion.
17.11.2023.	Championship Points	6.3.4. For 1st Divisions - Championship points are used to determine the top 2 and bottom 2 after each ERL Season, as well as to determine seeding for the promotion/relegation tournament.	6.7.1. For 1st Divisions - Championship Points are used to determine the last placed Team at the end of the ERL Season.
17.11.2023.	Remake Procedure	<p>13.9.1. In the case of any hardware malfunctions, player/team affected by hardware malfunctions shall provide demonstrable evidence and ERL officials shall determine whether the hardware malfunction constitutes a minor bug (i.e. a monitor loses power and a player walks directly into an enemy turret), a critical bug (i.e. a keyboard stops working, causing a player death) or a terminal situation (i.e the game server crashes) and follow the appropriate standard above.</p> <p>13.9.2. In the case of any hardware malfunctions, ERL officials shall determine whether the hardware malfunction constitutes a minor bug (i.e. a monitor loses power and a player walks directly into an enemy turret), a critical bug (i.e. a keyboard stops working, causing a player death) or a terminal situation (i.e the game server crashes) and follow the appropriate standard above.</p>	<p>13.9.1. Online: In the case of any hardware malfunctions, player/team affected by hardware malfunctions shall provide demonstrable evidence and ERL officials shall determine whether the hardware malfunction constitutes a minor bug (i.e. a monitor loses connectivity and a player walks directly into an enemy turret), a critical bug (i.e. a keyboard stops working, causing a player death) or a terminal situation (i.e the game server crashes) and follow the appropriate standard above.</p> <p>13.9.2. Offline: In the case of any hardware malfunctions, ERL officials shall determine whether the hardware malfunction constitutes a minor bug (i.e. a monitor loses connectivity and a player walks directly into an enemy turret), a critical bug (i.e. a keyboard stops working, causing a player death) or a terminal situation (i.e the game server crashes) and follow the appropriate standard above.</p>
17.11.2023.	Third Party Event Participation and Organisation	16.1.2. Requires both local ERL TO and Riot approval.	16.1.2. Requires both local ERL TO and League approval.
17.11.2023.	Third Party Event Participation and Organisation	16.1.3. Does not clash with any Riot sanctioned League of Legends competition.	16.1.3. Does not clash with any League sanctioned League of Legends competition.

17.11.2023.	Third Party Event Participation and Organisation	16.1.5. When seeking to organise or participate in a Third Party Event, an ERL Team must provide the following to ERL Officials via email.	16.1.5. When seeking to organise or participate in a Third Party Event, an ERL Team or Player must provide the following to ERL Officials via email.
17.11.2023.	Third Party Event Participation and Organisation	n/a	<p>16.2. Approval Process</p> <p>16.2.1. ERL Officials must first approve of a Team or Player's participation or Organisation prior to League approval.</p> <p>16.2.2. ERL Officials are the main Point of Contact of the League for Third Party Event Participation and Organization.</p> <p>16.2.3. The League requires at least 5 business days upon notification from ERL Officials for the League's decision.</p>
17.11.2023.	Glossary	n/a	<p>Force Majeure</p> <p>An event that is unpredictable, extraordinary and that occurs with a force that is irresistible, making it materially impossible in the circumstances to perform the obligation. The event is beyond the affected party's control, the affected party has taken reasonable steps to avoid it and it is the only reason the obligation cannot be performed. Typical Force Majeure events include natural causes (fire, storms, floods), governmental or societal actions (war, invasion, civil unrest, labour strikes), infrastructure failures which are not reasonably foreseeable or fixable (transportation, energy), etc.</p>
17.11.2023.	Glossary	The date at which contracts need to expire if they extend past the current Season's World Championship. The Global Contract Window opens on the following dates: 2022: Tuesday, 22 November at 00:00 UTC 2023: Tuesday, 21 November at 00:00 UTC 2024: Tuesday, 19 November at 00:00 UTC	The date at which contracts need to expire if they extend past the current Season's World Championship. The Global Contract Window opens on the following dates: 2023: Tuesday, 21 November at 00:00 UTC 2024: Tuesday, 19 November at 00:00 UTC 2025: Monday, 18 November at 00:00 UTC
17.11.2023.	Exhibit J	n/a	Added images for Promotion tournament format.
17.11.2023.	Exhibit G	n/a	<p>Updated ERL Penalty Index</p> <ul style="list-style-type: none"> Refusing to participate in Required Marketing and Promotion Activities and Post-Match Obligations, if applicable.

			<ul style="list-style-type: none">● Shuttle Fines, if applicable (i.e. Team Arrives More Than 30 Minutes Late)● Failing to Follow Operational Procedures, if applicable. (e.g. going on stage without going through metal detection, not wearing masks in required areas, etc.)● Failure to comply with Peripheral Regulations● Participating in a Third Party Event without League approval● Studio Interference (Tampering or Destruction of Lights, Cameras, or other ERL Equipment, if applicable.● Failing to swap champions prior to the 20-second mark.● Failure to field an eligible roster by the Roster Declaration Deadline. (only 4 players, no sub)
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ERL Rulebook - Changelog (V1.1)

	Section	Previous rule	Updated rule
09.01.2023.	Introduction	The rules contained in this Rulebook are applicable to all ERLs without exception. Each ERL may add ERL specific rules as an appendix to this Rulebook, with prior written approval from Riot Games, and which do not conflict with the rules contained in this Rulebook. This section's purpose is to allow ERLs to add clauses, which would impact operations of their specific regional competition and are not already covered by the ERL Rulebook.	The rules contained in this Rulebook are applicable to all ERLs without exception. Each ERL may add ERL specific rules as an appendix to this Rulebook, with prior written approval from Riot Games, and which do not conflict with the rules contained in this Rulebook. The ERL specific rules allow ERLs to add clauses, which would impact operations of their specific regional competition and are not already covered by this Rulebook. In case the ERL specific rules are in conflict with this Rulebook, this Rulebook will prevail over the ERL specific rules.
01.03.2023	Player Eligibility	1.5.3. Players who played in thirteen or more LEC Matches in the current split are ineligible to participate in any ERL Regular Season, Play-Offs and the EM event for the current Split.	1.5.3. Players who played in thirteen or more LEC Matches in the Competitive Half-Season are ineligible to participate in any ERL Regular Season, Play-Offs and the EM event for the current Competitive Half-Season.
01.03.2023	Scheduling	10.3.1. The League may, at its sole discretion, modify the schedule of Matches. In the event of a schedule modification the League will notify all Teams at the earliest convenience.	10.3.1. The ERL TO may, at its sole discretion, modify the schedule of Matches. In the event of a schedule modification the ERL TO will notify all Teams at the earliest convenience.
01.03.2023		10.9.4. Minor Player illness, injury, or disability is not an acceptable reason for a Player pause. In the case of an underlying and/or pre-declared medical condition the Player may however inform an ERL Official prior to the Match, who may then grant a pause during the Match in order to evaluate the issue and to determine whether the Player is ready, willing, and able to continue playing within a reasonable period of time, as determined by the ERL Official, but not to exceed a few minutes. If the ERL Official determines that the Player is not able to continue playing within such a reasonable period of time, then the Player's Team shall forfeit the Game unless an ERL Official determines that the Game is subject to an Awarded Game Victory	10.9.4. Minor Player illness, injury, or disability is not an acceptable reason for a Player pause. In the case of an underlying and/or pre-declared medical condition the Player may however inform an ERL Official prior to the Match, who may then grant a pause during the Match in order to evaluate the issue and to determine whether the Player is ready, willing, and able to continue playing within a reasonable period of time, as determined by the ERL Official, but not to exceed a few minutes. If the ERL Official determines that the Player is not able to continue playing within such a reasonable period of time, then the Player's Team shall forfeit the Game unless an ERL Official determines that the Game is subject to an Awarded Game Victory at the ERL TO's discretion.

		at the League's discretion.	
01.03.2023	Pause Allowance & 5v5 Play	<p>12.4.1. Teams may pause the Game for a maximum of 10 minutes over the course of a single Game, or 20 minutes over the course of a best-of-three match, or 30 minutes over the course of best-of-five match to resolve issues affecting their gameplay. These issues include but are not limited to: FPS drops, connection issues, peripherals or other hardware not working properly, possible in-game bugs that critically affect gameplay or put the Team at a significant disadvantage. Pausing beyond allowance time will be considered unfair play and penalties will be applied at the discretion of ERL Officials. ERL Officials may ask the Team to immediately resume the Game if there has been a minor issue and after reasonable steps are taken to remedy the situation or if the impact on the Game is deemed minimal. ERL Officials will also ask the Team to immediately resume the Game if the pause is deemed unauthorised.</p> <p>12.4.2. Teams are required to field a full team of five players to start a Match. If a player disconnects during a Game, a Team may continue to play after the pause allowance is exhausted to attempt to complete the Game.</p>	Section removed as it already exists under 10.10.
09.01.2023.	Awarded Game Victory	13.11.3. Gold Differential. The difference in gold between the teams is more than 33%.	13.11.3. 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.
09.01.2023.	Jersey Guidelines	Previous image	

New image

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

SPONSOR LOGOS
No more than 3 sponsor logos can occupy the center front chest area

LEGEND
Sponsorship Space
Team Logo & Branding

PLAYER NAME
Must be at least 5" high

The diagram shows a front and back view of a white jersey with red accents on the sleeves. The front view has a large red rectangle on the chest and a black square on the left side. The back view has a red rectangle on the chest and the text 'PLAYER NAME' above it. A legend indicates that red represents 'Sponsorship Space' and black represents 'Team Logo & Branding'.

27.06.2023 Jersey Guidelines

Previous image

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

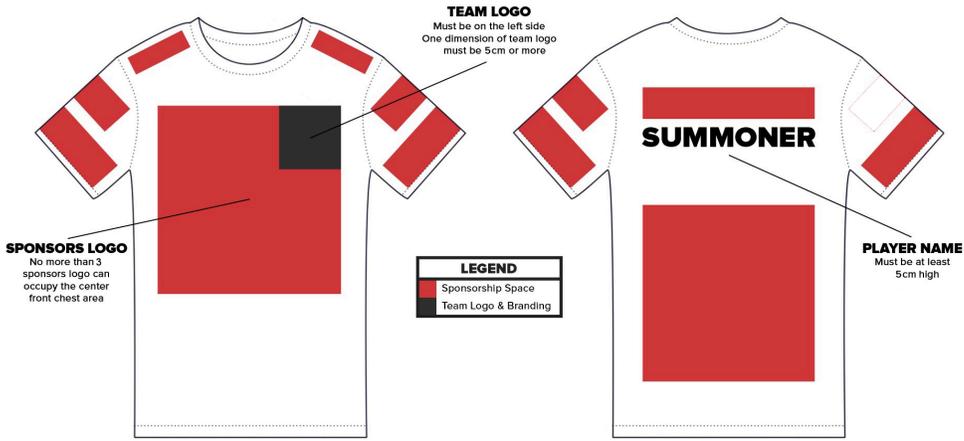
SPONSOR LOGOS
No more than 3 sponsor logos can occupy the center front chest area

LEGEND
Sponsorship Space
Team Logo & Branding

PLAYER NAME
Must be at least 5" high

This diagram is identical to the one above, showing the front and back views of the jersey with the same annotations and legend.

New image (changed inches to cms)

		 <p>SPONSORS LOGO No more than 3 sponsors logo can occupy the center front chest area</p> <p>TEAM LOGO Must be on the left side One dimension of team logo must be 5cm or more</p> <p>LEGEND Sponsorship Space Team Logo & Branding</p> <p>PLAYER NAME Must be at least 5cm high</p>	
09.01.2023.	Jersey Guidelines	14.2.2. The chest area of the jersey needs to feature the team name/logo and can feature up to two sponsors. The equivalent area on the back of the jersey is reserved for Team branding and Summoner Name.	14.2.2. The chest area of the jersey needs to feature the team name/logo and can feature up to three sponsors. A manufacturer brand logo appearing on the chest is considered to be one of these three sponsors. The equivalent area on the back of the jersey is reserved for Team branding and Summoner Name.
01.03.2023	Team Streaming Rights	n/a	15.1.1. These regulations apply to 1st, 2nd Division and Pro & Am Competitions.
16.12.2022.	Residency & Representation	1.3.2. LTRs are defined as players who have fulfilled one or more of the following criteria: - To clarify: Pro-Am will not count towards LTR requirements.	1.3.2. LTRs are defined as players who have fulfilled one or more of the following criteria: - A player can gain the LTR status by participating in any of 1st or 2nd Division ERLs, excluding Pro-Am and other regional competitions.
16.12.2022.	Glossary	n/a	Competitive Half-Season The grouping of the Winter and Spring Split or the Summer Split and the LEC Finals. If the professional league where the player has competed only has two splits per year, a Competitive Half-Season will be a single Split.
16.12.2022.	Glossary	LTR Locally Trained Representative. A status that can be acquired by players as outlined in the section	LTR Locally Trained Representative. A status that can be acquired by players as outlined in the section Residency & Representation.

		Residency & Representation.	Currently available LTRs: EBL, ESLOL, GLL, HM, AL, LCL, LFL, LPLOL, NLC, PGN, PRM, SL, UL, TCL
16.12.2022.	Glossary	<p>Veteran</p> <p>A Player who played more than 50% of eligible Regular Season Games in a Professional League in at least two out of the last three completed Splits. Participation in LCL or TCL does not count towards Veteran status.</p>	<p>Veteran</p> <p>A Player who played more than 50% of eligible Regular Season Games in a Professional League (LCS, LPL, LCK etc.) in at least two out of the last three completed Splits.</p> <p>Participation in LCL or TCL does not count towards Veteran status.</p> <p>A Player who has played more than 13 games in a Professional League (LEC) during 2 out of the previous 3 Competitive Half-Seasons. For clarity, one best-of series counts as one Game.</p>
18.11.2022.	Updated terminology	<p>EU</p> <p>European Regional Leagues</p> <p>European Masters</p>	<p>EMEA</p> <p>ERLs</p> <p>EM</p>
18.11.2022.	Introduction and Purpose	<p>This document lays out Riot's rules which all tournaments operating under the "European Regional League" banner must abide by. These rules will apply to each of the Teams who have qualified to play in an ERLs. These rules also apply to the Teams' Team Managers & Team Members and other employees but apply only to official League play and not to other competitions, tournaments or organized play of League of Legends. Standardized rules benefit all parties who are involved in the professional play of League of Legends, including the Team Managers, Team Members and Teams. Rules that impact all regions can be seen here: http://lec.gg/rules.</p> <p>Riot Games Limited, a limited liability company registered in the Republic of Ireland, has established</p>	<p>This document lays out Riot's rules which all tournaments operating under the "EMEA Regional League" (ERL) banner must abide by. These rules will apply to each of the Teams who have qualified to play in ERLs. These rules also apply to the Teams' Team Managers & Team Members and other employees but apply only to official League play and not to other competitions, tournaments or organised play of League of Legends. Standardised rules benefit all parties who are involved in the professional play of League of Legends, including the Team Managers, Team Members and Teams. Rules that impact all regions can be seen here: https://www.competitiveops.eu/.</p> <p>Riot Games Limited, a limited liability company registered in the Republic of Ireland, has established these rules for the competitive play of League of Legends in order to unify and standardise the rules used in competitive play.</p>

		<p>these rules for the competitive play of League of Legends in order to unify and standardize the rules used in competitive play.</p> <p>The terms of engagement between Team Managers, Team Members and Teams are left to each of the Teams and its Team Managers/Members.</p> <p>The rules contained in this Rulebook are not exclusive, and each League may add new ERL specific rules in a separate document, as long as these are approved by Riot Games and do not conflict with the rules contained in this Rulebook.</p> <p>Any dispute over the interpretation or application of these rules should be raised to the attention of the ERL Operations team. The English version of these rules will supersede any translation.</p> <p>Rulebook version 0.9 - 05.08.2022.</p>	<p>The terms of engagement between Team Managers, Team Members and Teams are left to each of the Teams and its Team Managers/Members.</p> <p>The rules contained in this Rulebook are applicable to all ERLs without exception. Each ERL may add ERL specific rules as an appendix to this Rulebook, with prior written approval from Riot Games, and which do not conflict with the rules contained in this Rulebook. This section's purpose is to allow ERLs to add clauses, which would impact operations of their specific regional competition and are not already covered by the ERL Rulebook.</p> <p>Any dispute over the interpretation or application of these rules should be raised to the attention of the ERL Operations team. The English version of these rules will supersede any translation.</p>
18.11.2022.	Player & Team Eligibility	If a player has played more than 50% of eligible regular season games in a Professional League in at least two out of the last three completed splits, then they will be considered a "Veteran" player. An ERL starting lineup cannot include more than two Veteran players at a time.	An ERL starting lineup cannot include more than two Veteran players at a time.
18.11.2022.	Residency & Representation	The player has played or was on the roster of an ERL or LEC team 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.	The player who has played or who has been on an ERL or LEC Team Roster 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.
18.11.2022.	Residency & Representation	A player can gain the LTR status by participating in any of 1st or 2nd Division ERLs, excluding Pro-Am and other regional competitions.	To clarify: Pro-Am will not count towards LTR requirement.
18.11.2022.	Residency &	If a Player can prove they have not	If a Player can prove they have not claimed

	Representation	claimed LTR status in any ERL in the past and cannot currently claim LTR status for any ERL using the clauses above, the ERL may grant LTR status to the player at their sole discretion.	LTR status in any ERL in the past and cannot currently claim LTR status for any ERL using the clauses above, the League may grant LTR status to the player at their sole discretion.
18.11.2022.	Team Member Services Agreement	<p>Work Eligibility</p> <p>Each Player must submit proof, prior to being added to a Team's ERL and/or EM Roster, that they will be work-eligible in their respective jurisdiction and/or ERL host country/countries.</p>	<p>Team Member Services Agreement</p> <p>For any contractual agreement signed between a Team Member and an ERL Team, the contract needs to adhere to and be governed by applicable local laws.</p>
18.11.2022.	Player Eligibility	<p>All Players may only compete in one ERL at a time. If a player has participated in more than:</p> <p>1.4.1.1. For League formats - 50% of the matches in an ERL regular split</p> <p>1.4.1.2. For Tournament/Circuit formats - 50% of the tournaments in the Circuit</p> <p>They will be considered locked into that League. Players that are locked into a League may only transfer in between splits.</p>	<p>Players may only compete in one ERL at a time. If a player has participated in more than 50% of the Matches in a Regular Season they will be considered locked into their respective ERL for the remainder of the Split. Locked Players may only be signed or be traded to an ERL team within their own ERL.</p>
18.11.2022.	Player Eligibility	<p>All players who played 50% or more matches in any 1st or 2nd Division ERL may not compete for any other Team in promotion/relegation tournament for that Split.</p>	<p>All players who played 50% or more matches in any 1st or 2nd Division ERL Spring or Summer Split may not compete for any other Team in Promotion/Relegation tournament for that Split, including Qualifying tournaments for promotion into 1st Division, for Non-Accredited ERLs.</p>
18.11.2022.	Player Eligibility	<p>Team Members who are not part of GCD (for Accredited ERLs) or EPD (for Non-Accredited ERLs) are not eligible to participate in ERLs, EM or Pro-Am competitions.</p> <p>As an exception for Pro-Am, Players who are outside of ERL scope (1st and 2nd division) are not required to register in EPD or GCD.</p>	<p>Team Members who are not part of GCD (for Accredited ERLs) or EPD (for Non-Accredited ERLs) are not eligible to participate in competitions within ERL scope, and EMEA Masters.</p> <p>As an exception, for Pro-Am, Players who are not on the Roster of an ERL Team are not required to register in EPD or GCD.</p>

18.11.2022.	Account Vetting (1st Divisions)	The behaviour check will analyse the Team Member's behaviour record across all accounts on the live servers and determine whether or not they are in line with the standards we expect from Players in the ERL.	The behaviour check will analyse the Team Member's behaviour record across all accounts on the live servers and determine whether or not they are in line with the standards expected from Team Members in the ERL.
18.11.2022.	Account Vetting (1st Divisions)	League Officials will inform Teams of their Team Members' eligibility upon completion of the vetting. This process may take up to 72 hours (96 hours for Non-Accredited Leagues).	ERL Officials will inform Teams of their Team Members' eligibility upon completion of the vetting. This process may take up to 96 hours.
18.11.2022.	Account Vetting (1st Divisions)	<p>If a Team Member is deemed ineligible, a report containing information on why the Team Member did not pass vetting will be compiled. League Officials may share this report with the Team upon receiving written permission from the Team Member. The Team Member may also receive further sanctions depending on the severity of the case.</p> <p>Team Member deemed eligible may still be subject to official sanctions such as warnings, suspensions and/or fines based on the results of the behaviour check.</p>	ERL Officials will share the Account Vetting report with the respective ERL Team and Team Member. The Team Member may also receive further sanctions such as warnings, suspensions and/or fines based on the result of the behavior check.
18.11.2022.	Eligibility & Release form	Team Members will be sent a player eligibility and release form by League Officials. This form will inform the Team Member of what information, including personal information, that the League will collect and process for use on broadcast, social media and player movements.	Team Members will receive a Team Member Eligibility and Release Form (Accredited ERLs), or Team Member Registration Form (Non-Accredited ERLs) by the ERL TO. This form will inform the Team Member which information, including personal information, that the League will collect and process for use on broadcast, social media and player movements.
18.11.2022.	Ownership Restrictions	An Organisation or Team may only own one ERL Team across all European Regional Leagues. The scope of ERL is defined as the 1st and 2nd Division of an ERL region.	An Organisation or Team may only own one ERL Team across all EMEA Regional Leagues.
18.11.2022.	Ownership Restrictions	Organisations or Teams are only allowed to participate in one ERL per Season. Any changes can only take effect between Seasons and must follow the procedures and timeline outlined by the ERL Officials. An Organisation or Team must receive approval from both the future ERL	Organisations or Teams are only allowed to participate in one ERL per Season. Any changes can only take effect between Seasons and must follow the procedures and timeline outlined by the ERL Officials. An Organisation or Team must receive approval from both the future ERL Officials and League Officials for the change to occur.

		Officials and Riot Officials for the change to occur.	If an Organisation or Team is relegated from their ERL top division, they shall not acquire the place of another top division ERL Organisation or Team for the duration of one Season within that same ERL top division, unless exceptional prior written approval from ERL Officials and League Officials is obtained.
18.11.2022.	Rosters	Rosters	Rosters [Accredited ERLs]
18.11.2022.	Rosters [Accredited ERLs]	Each ERL Team is required to maintain at least five Players across their Roster during the entirety of each ERL Regular Split. For Accredited Leagues: Additionally to the five Players, each team is required to maintain a Substitute Player and a Coach for the entirety of the split.	ERL Teams are required to maintain at least five Players, a Substitute (six Players total) and a Coach in their Team Roster during the entirety of Split.
18.11.2022.	Rosters [Accredited ERLs]	A Team will be required to have a Roster of six to seven Players as their Play-Offs-Roster and are required to maintain four EU Residents and three LTRs in their Play-Offs-Roster.	ERL Teams will be required to have a Roster of six to seven Players as their Play-Offs-Roster
08.05.2023.	Rosters [Accredited ERLs]	n/a	Team Rosters declared by Teams for their respective ERL Playoffs will be the Team Rosters eligible for the EMEA Masters event. Teams will not be able to add any new Players & Coaches past the regional ERL Playoffs roster lock.
18.11.2022.	Rosters [Accredited ERLs]	An ERL Team Player cannot be part of their Academy Roster at the same time. An LEC Secondary Team Player cannot be part of their Team's LEC and ERL Roster at the same time. As an exception to this, Teams will be allowed to designate up to two Players from their ERL Roster for their LEC Roster if those Players are not considered Veterans.	Moved to a new section
18.11.2022.	Rosters [Accredited ERLs]	A Team's ERL Roster can have a maximum of ten Players.	ERL Teams may register up to a maximum of 14 Team Members in their Team Roster, but not more than ten Players.
18.11.2022.	Rosters [Accredited ERLs]	For Accredited Leagues: Teams will be required to have a minimum of two Locally-Trained Representatives	ERL Teams will be required to have a minimum of three LTRs and four EMEA Residents (IMP) in their Team Roster at all

		<p>(LTR) and three EU Residents (IMP) on their Starting Line-up at all times. Teams will also be required to have a minimum of three LTRs and four EU Residents (IMP) on their Roster.</p> <p>For Non-Accredited Leagues: Teams will be required to have a minimum of two Locally-Trained Representatives (LTR) and three EU Residents (IMP) on their Starting Line-up at all times. Teams will also be required to have a minimum of three LTRs and four EU Residents (IMP) on their Roster if the Roster has six or more Players.</p>	<p>times. In Starting Line-up, ERL Teams are required to have a minimum of two LTRs and three EMEA Residents at all times.</p>
18.11.2022.	Rosters [Accredited ERLs]	LEC Secondary Teams are required to maintain at least four EU Residents on their ERL Roster, resulting in at least seven EU Residents across both LEC and ERL Rosters.	n/a
18.11.2022.	Rosters [Accredited ERLs]	A Team's ERL Starting Line-up cannot include more than two Veterans at any given time.	n/a
18.11.2022.	Rosters [Accredited ERLs]	<p>Pro-Am Roster: Teams shall keep three out of five players in their Pro Am Starting Lineup at all times from their Summer Split roster who played in the most recent match the Team participated in.</p> <p>Organisations with teams in both 1st and 2nd Division are not allowed to mix players. For instance, Players from the 1st Division may not play in the secondary team and vice versa.</p> <p>Pro-Am Participation: Teams from the same Organisation are not allowed to participate in the same Pro-Am tournament. Organisations will be required to declare which of their teams will represent them in the Pro-Am.</p>	Moved to Pro-Am section
18.11.2022.	Rosters [Accredited ERLs]	As an exception to this rule, ERLs which have Academy Teams in their 2nd division may allow 1st division teams to designate players from their 2nd Division roster to play in 1st division. If a Player played 50% of matches in ERL 1st division in a split (Regular Season), he is not allowed	n/a

		to play in 2nd division for that split. This rule applies only to 2nd division players. 1st division players are not allowed to be used in 2nd division.	
18.11.2022.	Rosters [Accredited ERLs]	Teams may request to modify their ERL Roster. The request must be submitted to a League Official at least 72 hours before the start of the first game of their ERL in any given Competition Week and its approval is at the sole discretion of the League. As an exception to the above, shifts between the LEC and ERL Roster of an LEC Team may be requested up until 24 hours before the start of the Competition Week.	Moved to Global Contract Window section
18.11.2022.	Rosters [Accredited ERLs]	<p>A Team Member will not be allowed to compete for more than one Organisation simultaneously and cannot be listed on the Roster of more than one Team.</p> <p>A Team Member cannot have a contractual or financial arrangement with another Team unless explicitly allowed by the League in writing. Team Coaches may be allowed to work with other teams - subject to Riot's approval. Team Coaches may only seek to work with Teams outside of 1st and 2nd Division, if written permission is given by the League.</p>	<p>A Team Member will not be allowed to have a contractual or financial arrangement with, be on the Team Roster, or to compete for more than one Team.</p> <p>Team Coaches may be allowed to work with another Team outside of ERL scope - subject to League approval.</p>
18.11.2022.	Rosters [Accredited ERLs]	n/a	Added numbering to clauses
18.11.2022.	Rosters [Accredited ERLs]	In the case of extenuating circumstances, such as temporary visa issues, a competitive suspension or a medical emergency the roster requirements may be waived temporarily. Grant of this waiver is at the sole discretion of the League.	In the case of extenuating circumstances, such as temporary visa issues, a competitive suspension or a medical emergency, the Team Roster requirements may be waived temporarily. Grant of this waiver is at the sole discretion of the ERL TO.
18.11.2022.	Rosters [Accredited ERLs]	They must not have a term or duration that is fewer than seven days, and in the event that the term or duration extends beyond the Summer Split Free Agent Signing Deadline for the 2022 season, will have an expiration date that ends the	They must not have a term or duration that is fewer than seven days, and in the event that the term or duration extends beyond the Global Contract Window Closing for the current Season, will have an expiration date that ends the term of the agreement on any of Global Contract Window Openings in the

		<p>term of the agreement on any of: November 21, 2022, or November 20, 2023. Any agreement or contract, other than the Team Member Agreement, shall not have a duration longer than the expiration date of the Team Member Agreement. All contractual obligations between the Team Member and the Team must end on said expiration date with the exception of ongoing financial obligations.</p>	<p>following two Seasons (21. November 2023, 19. November 2024). Any agreement or contract, other than the Team Member Agreement, shall not have a duration longer than the expiration date of the Team Member Agreement. All contractual obligations between the Team Member and the Team must end on said expiration date with the exception of ongoing financial obligations.</p>
18.11.2022.	Roster Modifications	<p>At a time designated by League Officials before the start of each Split, each Team must submit their ERL Rosters. If a Team Manager intends to modify a Roster, the Team Manager must submit requests in compliance with these rules. The request must be submitted in advance of the proposed effective date of any such change, at the earliest possible date and time. A Team will not be allowed to start a Player for the first week of the respective Split that is not on a Roster that was declared on this date.</p>	<p>At a time designated by the ERL Officials before the start of each Split, each ERL Team must submit their Team Rosters. If Team Managers intend to modify a Team Roster, they must submit requests in compliance with these rules. The request must be submitted in advance of the proposed effective date of any such change, at the earliest possible date and time. An ERL Team will not be allowed to start a Player for the first week of the respective Split that is not on a Team Roster that was declared on this date.</p>
18.11.2022.	Roster Modifications	<p>For Accredited Leagues: For a Player to be removed from a Team's Roster, the respective Player's Player Agreement must be terminated.</p> <p>For Accredited Leagues: For a Team Member to be removed from a Team Roster, the respective Team Member's Team Member Agreement must be terminated.</p>	<p>For a Team Member to be removed from a Team Roster, the respective Team Member Agreement must be terminated.</p>
18.11.2022.	Roster Modifications	<p>For Accredited Leagues: The Team's Rosters will be displayed in the Global Contract Database. The Global Contract Database will be updated once authorised Roster changes have been confirmed by League Officials. The Roster in the Global Contract Database will be considered the most up-to-date roster and Teams are responsible to notify League Officials if their current Roster is not accurately reflected.</p>	<p>The Team Rosters will be displayed in the Global Contract Database. The Global Contract Database will be updated once authorised Team Roster changes have been confirmed by ERL Officials. The Team Roster in the Global Contract Database will be considered the most up-to-date roster and ERL Teams are responsible to notify ERL Officials if their current Team Roster is not accurately reflected.</p> <p>Any Team Member who is dropped from Team Roster may not rejoin that Team Roster until a minimum of three weeks have</p>

		<p>For Accredited Leagues: Any Team Member who is dropped from a Team's Roster may not rejoin that Team's Roster until a minimum of three weeks have elapsed after the effective date of the Team Member's prior removal from the Team's Roster.</p>	<p>elapsed after the effective date of the Team Member's prior removal from the Team Roster.</p>
18.11.2022.	Substitutions	<p>Player substitutions have to result in Teams having eligible Rosters. To clarify, a suspended player cannot be a substitute.</p> <p>A team may substitute a player within a match (i.e. between games of a best-of-three or best-of-five) or between games in the best-of-one rounds given any of the teams participating is playing back to back games. The team must notify a League Official and have the substitution approved immediately following the previous game, no later than 5 minutes after the explosion of the Nexus. For example, if a team wishes to substitute a player for game 2, then the point of contact must notify a League Official no later than 5 minutes following Game 1.</p> <p>In the event of an emergency, a Team may be given extra time to find an immediate Substitute from their Roster for a Game. If a replacement cannot be found, the Team will forfeit. League Officials will determine if an event qualifies as an emergency.</p> <p>For any offline stages (if applicable), teams must have at least one substitute present at all times.</p>	<p>Player substitutions have to result in Teams having eligible Rosters. To clarify, a suspended player cannot be a Substitute.</p> <p>A Team may substitute a player within a Match (i.e. between Games of a best-of-three or best-of-five) or between Games in the best-of-one rounds given any of the ERL Teams participating is playing back to back Games. The ERL Team must notify an ERL Official and have a Substitute approved immediately following the previous Game, no later than 5 minutes after the explosion of the nexus. For example, if an ERL Team wishes to substitute a Player for Game 2, then the point of contact must notify an ERL Official no later than 5 minutes following Game 1.</p> <p>In the event of an emergency, a Team may be given extra time to find an immediate Substitute from their Team Roster for a Game. If a replacement cannot be found, the ERL Team will forfeit. ERL Officials will determine if an event qualifies as an emergency.</p> <p>For any offline stages, ERL Teams must have at least one Substitute physically present at all times.</p>
18.11.2022.	Coaches	<p>For Accredited Leagues: Teams are required to register a Head Coach with the League. In addition Teams may register up to three other Coaches as either Strategic Coaches, Assistant Coaches or Performance Coaches.</p> <p>For Non-Accredited Leagues: Teams are not required to register any Coaches, but are allowed to register a Head Coach with the League. In addition Teams may register up to</p>	<p>ERL Teams are required to register a Head Coach in their Team Roster. In addition ERL Teams may register up to three other Coaches as either Strategic Coaches, Assistant Coaches or Performance Coaches.</p> <p>Up to two of Team's registered Coaches or Substitutes are eligible to participate in the pick & ban phase of the Team's official Games.</p> <p>In the event of an emergency, the ERL Team</p>

		<p>three other Coaches as either Strategic Coaches, Assistant Coaches or Performance Coaches.</p> <p>The Coach can either be a registered Coach or a substitute for the Team.</p> <p>In the event of an emergency, the Team can designate an interim coach. Whether or not an event qualifies as an emergency is determined at the sole discretion of the League Officials. The interim coach can be a Team Manager.</p>	<p>can designate an interim Coach. Whether or not an event qualifies as an emergency is determined at the sole discretion of the ERL Officials.</p>
18.11.2022.	Global Contract Window	Free Agents & Free Agency	Global Contract Window
18.11.2022.	Global Contract Window	<p>The League has established limited periods of time during which new Team Members or 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 16th November 2021:</p>	<p>The League has established limited periods of time during which new Team Members or Free Agents can be signed or traded. Signings or trades of any kind outside of these specified dates are strictly prohibited outside of the exceptions below, in Team Roster Modifications.</p>
18.11.2022.	Global Contract Window	Table replaced	
18.11.2022.	Trades	<p>Teams may trade Players on their Team Roster with other Teams. Trades are not limited in quantity, can be asymmetrical and can involve cash or other considerations as part of the trade.</p> <p>European Players may be traded for any Players within any region and vice-versa.</p>	<p>Trades need to adhere to Global Contract Window regulations.</p> <p>Teams may trade Team Members with other Teams, in EMEA Region or globally. Trades are not limited in quantity, can be asymmetrical and can involve cash or other considerations as part of the trade.</p>
18.11.2022.	Trades	<p>Trades may be made effective as early as the Free Agent Signing Opening and must become effective no later than the Free Agent Signing Deadline. As an exception, see 3.7.7.</p>	n/a
18.11.2022.	Trades	<p>A Team must submit trade requests to League Officials in advance, in writing, using the Trade Approval Request</p>	<p>A Team must submit trade requests to ERL Officials in advance, in writing, using the Trade Approval Request Form. The ERL & League must approve trade requests, in</p>

		Form. The League must approve trade requests, in writing, before becoming effective.	writing, before becoming effective.
18.11.2022.	Global Contract Window	Free Agency period for the 2023 Season will start on 22nd November 2022	n/a
18.11.2022.	Global Contract Window	Pro Am Roster: As an exception Players that have played less than 50% of an ERL, have not played in any Professional league in the most recent Split, and are not veterans are allowed to be signed for the Pro-Am Tournament, as long as their contracts do not extend past the upcoming Free Agent Signing Opening.	Moved to Pro-Am section
18.11.2022.	Global Contract Window	A Free Agent is a Player eligible to participate in the LEC or an ERL and who either has not yet signed a valid written Player Agreement with a Team or has been released from a Team or has had a contract expire without renewal.	n/a
18.11.2022.	Global Contract Window	For Accredited Leagues: If a Team intends to drop a Team Member from the Team Roster during the Split, the Team has to submit the Drop Form for that Team Member at least 72 hours before the Free Agent Signing Deadline of that Split. Contract expirations and mutually agreed upon terminations after the Free Agent Signing Deadline are allowed. For Non-Accredited Leagues: If a Team intends to drop a Team Member from the Team Roster during the Split, the Team has to inform the League at least 72 hours before the Free Agent Signing Deadline of that Split. Contract expirations and mutually agreed upon terminations after the Free Agent Signing Deadline are allowed.	If an ERL Team intends to drop a Team Member from the Team Roster during the Split, the Team has to submit the Drop Form for that Team Member at least 72 hours before the Global Contract Window Closing of that Split. Contract expirations and mutually agreed upon terminations after the Global Contract Window Closing are allowed.
18.11.2022.	Global Contract Window	Team Members who have participated in any aspect of a Professional or Accredited League in the most recent Split cannot enter into any new oral or	Team Members who have participated in any aspect of a Professional or Accredited League in the most recent Split cannot enter into any new oral or verbal commitment, financial arrangement, or contractual

		<p>verbal commitment, financial arrangement, or contractual arrangement after the Summer Split Free Agency Signing Deadline closes and before the Global Contract Window opens with any Organization owning a Professional or Accredited Team if that commitment extends past the Global Contract Window, or otherwise impacts the Player's status once the Global Contract Window opens.</p> <p>To clarify, this does not apply to individuals who have never played, coached, or been contracted to a team in a professional or accredited or non-accredited league.</p>	<p>arrangement after the Global Contract Window Closing and before the Global Contract Window Opening with any Organization owning a Professional or Accredited Team if that commitment extends past the Global Contract Window Opening, or otherwise impacts the Team Member's status once the Global Contract Window opens.</p> <p>To clarify, this does not apply to individuals who have never played, coached, or been contracted to a team in a Professional League or ERLs.</p> <p>As an additional exception to the Free Agency restrictions, Teams are able to sign Coaches starting the day after the conclusion of the World Championship. To clarify, this only includes individuals who have participated in any aspect of a Professional or Semi-Professional League in the most recent Split as a Coach.</p>
18.11.2022.	Global Contract Window	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.	n/a
18.11.2022.	Global Contract Window	No official ERL Match may occur between the Spring Free Agency opening and January 1st of the following year.	n/a
18.11.2022.	Summoner Names	Summoner Names	Moved to a separate section
18.11.2022.	Team Roster Modification	n/a	The League has established limited periods to allow ERL Teams to register Team Members as a part of their Team Roster.
18.11.2022.	Team Roster Modification	n/a	ERL Teams may request to modify their ERL Team Roster. The request must be submitted to an ERL Official at least 72 hours before the start of the first Game of their ERL in any given Competition Week and its approval is at the sole discretion of

			the ERL TO. As an exception to the above, shifts between the LEC and ERL Team Roster of an LEC Team may be requested up until 24 hours before the start of the Competition Week.
18.11.2022.	Team Roster Modification	n/a	Team Roster Modification Table
18.11.2022.	Team Roster Modification	n/a	Signing Team Members to Reserve Roster between the Spring Split Closing and Summer Split Opening is allowed, but these Team Members will not be eligible to participate until the next Team Roster Modification Opening.
18.11.2022.	Team Roster Modification	n/a	Team Members are allowed to switch roles within their Team, where Coach would become a Player and vice-versa, after Global Contract Window Closing. Any change that would modify the Starting Line-up, would have to be done prior to respective Competitive Week roster lock.
18.11.2022.	Rosters [Non-Accredited ERLs]	Rosters	Rosters [Non-Accredited ERLs]
18.11.2022.	Rosters [Non-Accredited ERLs]	<p>A Team will be required to have a Roster of six to seven Players as their Play-Offs-Roster and are required to maintain four EU Residents and three LTRs in their Play-Offs-Roster.</p> <p>For Non-Accredited Leagues: Teams will be required to have a minimum of two Locally-Trained Representatives (LTR) and three EU Residents (IMP) on their Starting Line-up at all times. Teams will also be required to have a minimum of three LTRs and four EU Residents (IMP) on their Roster if the Roster has six or more Players.</p>	ERL Teams will be required to have a minimum of three LTRs and four EMEA Residents (IMP) in their Team Roster at all times (if their Team Roster has six or more Players). In Starting Line-up, ERL Teams are required to have a minimum of two LTRs and three EMEA Residents at all times.
08.05.2023.	Rosters [Non-Accredited ERLs]	n/a	Team Rosters declared by Teams for their respective ERL Playoffs will be the Team Rosters eligible for the EMEA Masters event. Teams will not be able to add any new Players & Coaches past the regional ERL Playoffs roster lock.
18.11.2022.	Rosters [Non-Accredited ERLs]	LEC Secondary Teams are required to maintain at least four EU Residents on their ERL Roster, resulting in at least seven EU Residents across	n/a

		both LEC and ERL Rosters.	
18.11.2022.	Rosters [Non-Accred ited ERLs]	A Team's ERL Roster can have a maximum of ten Players.	ERL Teams may register up to a maximum of 14 Team Members in their Team Roster, but not more than ten Players.
18.11.2022.	Rosters [Non-Accred ited ERLs]	A Team's ERL Starting Line-up cannot include more than two Veterans at any given time.	n/a
18.11.2022.	Rosters [Non-Accred ited ERLs]	<p>Pro-Am Roster: Teams shall keep three out of five players in their Pro Am Starting Lineup at all times from their Summer Split roster who played in the most recent match the Team participated in.</p> <p>Organisations with teams in both 1st and 2nd Division are not allowed to mix players. For instance, Players from the 1st Division may not play in the secondary team and vice versa.</p> <p>Pro-Am Participation: Teams from the same Organisation are not allowed to participate in the same Pro-Am tournament. Organisations will be required to declare which of their teams will represent them in the Pro-Am.</p>	Moved to pro-am section
18.11.2022.	Rosters [Non-Accred ited ERLs]	Teams may request to modify their ERL Roster. The request must be submitted to a League Official at least 72 hours before the start of the first game of their ERL in any given Competition Week and its approval is at the sole discretion of the League. As an exception to the above, shifts between the LEC and ERL Roster of an LEC Team may be requested up until 24 hours before the start of the Competition Week.	Moved to a new section
18.11.2022.	Rosters [Non-Accred ited ERLs]	<p>A Team Member will not be allowed to compete for more than one Organisation simultaneously and cannot be listed on the Roster of more than one Team.</p> <p>As an exception to this rule, ERLs which have Academy Teams in their 2nd division may allow 1st division teams to designate players from their 2nd Division roster to play in 1st division. If a Player played 50% of</p>	<p>A Team Member will not be allowed to have a contractual or financial arrangement with, be on the Team Roster, or to compete for more than one Team.</p> <p>Team Coaches may be allowed to work with another Team outside of ERL scope - subject to League approval.</p>

		<p>matches in ERL 1st division in a split (Regular Season), he is not allowed to play in 2nd division for that split. This rule applies only to 2nd division players. 1st division players are not allowed to be used in 2nd division.</p> <p>A Team Member cannot have a contractual or financial arrangement with another Team unless explicitly allowed by the League in writing. Team Coaches may be allowed to work with other teams - subject to Riot's approval. Team Coaches may only seek to work with Teams outside of 1st and 2nd Division, if written permission is given by the League.</p> <p>A Team Member is only allowed to compete for the one Organisation they have a contract with. A Team Member can only be contracted to one Team globally, and if the Team Member currently has a contract with a Team in another region, the Team Member must disclose that information to ERL Officials. A Team Member cannot have a contractual or financial arrangement with another Team unless explicitly allowed by the League in writing. To clarify, loans are not allowed.</p>	
18.11.2022.	Rosters [Non-Accredited ERLs]	<p>For Accredited Leagues: To verify that these Team Members are officially under contract, each Team must submit the Summary Sheet from their Team Member Agreement for each Team Member they wish to designate as under contract. The Summary Sheet is itself not a Team Member Agreement but rather a summary of some key terms needed by the League to verify eligibility and confirm agreement by the Team Member and the Team. In all instances of conflict between the Summary Sheet and the Team Member Agreement, where the Team Member Agreement is compliant with the requirements outlined in the Team Participation Agreement, the League reserves the right to interpret the Summary Sheet as superseding.</p>	n/a

		<p>All Team Member Agreements have to adhere to the following:</p> <ul style="list-style-type: none">• They must not include any non-compete, right of first refusal or other similar provision that restricts a Team Member from joining another esports team, organisation or company after the expiration or termination of the Team Member Agreement.• They must include an option to terminate the Team Member Agreement on the part of either party in the event that the other party commits a material breach of the Team Member Agreement that is not cured within thirty days of written notice from the non-breaching party.• They must not include any automatic, deemed renewal, or “renewal by silence” provisions that extend the term of the Team Member Agreement without the express written approval of the Team Member.• They must include an option to immediately terminate the Team Member Agreement on the part of the Team Member in the event that the respective Team’s Team Participation Agreement is terminated by the League; or the Team Member is officially removed from the Team as triggered by removal from the Global Contract Database.• They must not have a term or duration that is fewer than seven days, and in the event that the term or duration extends beyond the Summer Split Free Agent Signing Deadline for the 2022 season, will have an expiration date that ends the term of the agreement on any of: November 21, 2022, or November 20, 2023. Any agreement or contract, other than the Team Member Agreement, shall not have a duration longer than the expiration date of the Team Member Agreement. All contractual obligations between the Team Member and the Team must	
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		<p>end on said expiration date with the exception of ongoing financial obligations.</p> <ul style="list-style-type: none"> • They must include an exception to any confidentiality restrictions in the Team Member Agreement allowing disclosure of the agreements, and any summary sheet of the agreements, to the League. 	
18.11.2022.	Rosters [Non-Accredited ERLs]	<p>Non-Competitive Language</p> <p>Teams may not enter into any agreements, arrangements or conduct that have as their object or effect any non-compete, right of first refusal or other similar provision that restricts the Team Member from joining another esports team, organisation, or company after the expiration or termination of the Team Member Services Agreement. 3.2.2. Teams may not enter into an agreement with another team or other third party that results in any party acquiring the ability to influence in employment, performance, or Team Member transfer related matters the independence of any team.</p>	n/a
18.11.2022.	Roster Modification	<p>At a time designated by League Officials before the start of each Split, each Team must submit their ERL Rosters. If a Team Manager intends to modify a Roster, the Team Manager must submit requests in compliance with these rules. The request must be submitted in advance of the proposed effective date of any such change, at the earliest possible date and time. A Team will not be allowed to start a Player for the first week of the respective Split that is not on a Roster that was declared on this date.</p>	<p>At a time designated by ERL Officials before the start of each Split, each ERL Team must submit their ERL Rosters. If a Team Manager intends to modify a Roster, the Team Manager must submit requests in compliance with these rules. The request must be submitted in advance of the proposed effective date of any such change, at the earliest possible date and time. An ERL Team will not be allowed to start a Player for the first week of the respective Split that is not on a Team Roster that was declared on this date.</p>
18.11.2022.		<p>The Team Member designated by the Team will be responsible for Roster management and document submissions. The Team Member is authorised to make changes to the Roster using one of the following methods: (1) Trading Players with other Teams; (2) Signing Free</p>	<p>The Team Member designated by the ERL Team will be responsible for Team Roster management and document submissions. The Team Member is authorised to make changes to the Team Roster using one of the following methods: (1) Trading Players with other Teams; (2) Signing Free Agents; (3) Releasing Players from the Roster.</p>

		<p>Agents; (3) Releasing Players from the Roster.</p> <p>For Accredited Leagues: For a Player to be removed from a Team's Roster, the respective Player's Player Agreement must be terminated.</p> <p>For Accredited Leagues: For a Team Member to be removed from a Team Roster, the respective Team Member's Team Member Agreement must be terminated.</p> <p>For Accredited Leagues: The Team's Rosters will be displayed in the Global Contract Database. The Global Contract Database will be updated once authorised Roster changes have been confirmed by League Officials. The Roster in the Global Contract Database will be considered the most up-to-date roster and Teams are responsible to notify League Officials if their current Roster is not accurately reflected.</p> <p>For Accredited Leagues: Any Team Member who is dropped from a Team's Roster may not rejoin that Team's Roster until a minimum of three weeks have elapsed after the effective date of the Team Member's prior removal from the Team's Roster.</p>	<p>The Team's Rosters will be displayed in the ERL Player Database. The ERL Player Database will be updated once authorised Roster changes have been confirmed by ERL Officials. The Roster in the ERL Player Database will be considered the most up-to-date roster and ERL Teams are responsible to notify ERL Officials if their current Team Roster is not accurately reflected.</p> <p>Any Team Member who is dropped from a Team Roster may not rejoin that Team Roster until a minimum of three weeks have elapsed after the effective date of the Team Member's prior removal from the Team Roster.</p>
18.11.2022.	Substitutions	<p>A team may substitute a player within a match (i.e. between games of a best-of-three or best-of-five) or between games in the best-of-one rounds given any of the teams participating is playing back to back games. The team must 14 notify a League Official and have the substitution approved immediately following the previous game, no later than 5 minutes after the explosion of the Nexus. For example, if a team wishes to substitute a player for game 2, then the point of contact must notify a League Official no later than 5 minutes following Game 1.</p> <p>In the event of an emergency, a Team may be given extra time to find an</p>	<p>A team may substitute a Player within a Match (i.e. between Games of a best-of-three or best-of-five) or between Games in the best-of-one rounds given any of the ERL Teams participating is playing back to back Games. The ERL Team must notify an ERL Official and have the Substitute approved immediately following the previous Game, no later than 5 minutes after the explosion of the Nexus. For example, if a team wishes to substitute a Player for Game 2, then the point of contact must notify an ERL Official no later than 5 minutes following Game 1.</p> <p>In the event of an emergency, an ERL Team may be given extra time to find an immediate Substitute from their Team Roster for a Game. If a replacement cannot be</p>

		<p>immediate Substitute from their Roster for a Game. If a replacement cannot be found, the Team will forfeit. League Officials will determine if an event qualifies as an emergency.</p> <p>For any offline stages (if applicable), teams must have at least one substitute present at all times.</p>	<p>found, the ERL Team will forfeit. ERL Officials will determine if an event qualifies as an emergency.</p> <p>For any offline stages, teams must have at least one Substitute present at all times.</p>
18.11.2022.	Coaches	<p>For Accredited Leagues: Teams are required to register a Head Coach with the League. In addition Teams may register up to three other Coaches as either Strategic Coaches, Assistant Coaches or Performance Coaches.</p> <p>For Non-Accredited Leagues: Teams are not required to register any Coaches, but are allowed to register a Head Coach with the League. In addition Teams may register up to three other Coaches as either Strategic Coaches, Assistant Coaches or Performance Coaches.</p> <p>In the event of an emergency, the Team can designate an interim coach. Whether or not an event qualifies as an emergency is determined at the sole discretion of the League Officials. The interim coach can be a Team Manager.</p>	<p>ERL Teams may register a Head Coach in their Team Roster. In addition Teams may register up to three other Coaches as either Strategic Coaches, Assistant Coaches or Performance Coaches.</p> <p>In the event of an emergency, the Team can designate an interim coach. Whether or not an event qualifies as an emergency is determined at the sole discretion of the ERL Officials.</p>
18.11.2022.	Coaches	The Coach can either be a registered Coach or a substitute for the Team.	Up to two of Team's registered Coaches or Substitutes are eligible to participate in the pick & ban phase of the Team's official Games.
18.11.2022.		Free Agents & Free Agency	Section replaced by Team Member Movement
18.11.2022.	Team Member Movement		
18.11.2022.	Trades	<p>Teams may trade Players on their Team Roster with other Teams. Trades are not limited in quantity, can be asymmetrical and can involve cash or other considerations as part of the trade.</p> <p>Trades may be made effective as</p>	<p>Teams may trade Team Members with other Teams, in EMEA Region or globally. Trades are not limited in quantity, can be asymmetrical and can involve cash or other considerations as part of the trade.</p> <p>A Team must submit trade requests to ERL Officials in advance, in writing, using the</p>

		<p>early as the Free Agent Signing Opening and must become effective no later than the Free Agent Signing Deadline. As an exception, see 3.7.7.</p> <p>European Players may be traded for any Players within any region and vice-versa.</p> <p>A Team must submit trade requests to League Officials in advance, in writing, using the Trade Approval Request Form. The League must approve trade requests, in writing, before becoming effective.</p>	<p>Trade Approval Request Form. The ERL Officials must approve trade requests, in writing, before becoming effective.</p>
18.11.2022.		n/a	<p>Team Roster Modification</p> <p>The League has established limited periods to allow ERL Teams to register Team Members as a part of their Team Roster.</p> <p>ERL Teams may request to modify their ERL Team Roster. The request must be submitted to an ERL Official at least 72 hours before the start of the first Game of their ERL in any given Competition Week and its approval is at the sole discretion of the ERL TO. As an exception to the above, shifts between the LEC and ERL Team Roster of an LEC Team may be requested up until 24 hours before the start of the Competition Week.</p> <p>Adding Team Members to Reserve Roster during these windows is allowed, however, they are not eligible to play until the opening of the next window.</p>
18.11.2022.		Summoner Names	<p>Summoner Name and Team Names</p> <p>Structure change</p>
18.11.2022.	Prize money	n/a	Added prize money distribution table
18.11.2022.	Player Eligibility	An ERL Starting line-up cannot include more than two Veteran Players at a time.	Moved to Roster Requirements
18.11.2022.	Rosters	A team shall maintain their Spring (if applicable) & Summer Split roster for their promotion/relegation tournament. This applies to both	An ERL Team shall maintain their Starting Line-up and Substitutes from their most recent Regular Season (1st Division) or Playoff (2nd Division) roster lock, for their

		Division 1 and Division 2 rosters which teams declared for the Spring (if applicable) & Summer Split roster lock.	Promotion/Relegation tournament.
18.11.2022.	Team Member Movement	n/a	Non-Accredited ERL Teams may sign or trade Team Members outside of Global Contract Window.
18.11.2022.		In cases where Academies occupy 1 out of 2 places in 2nd Division relegation tournament, Academies will forfeit all their matches. In these scenarios, Teams facing Academies will receive technical wins. In cases where both Teams in the relegation tournament are Academies, promotion/relegation will not be played and new Teams will be promoted.	ERL Academy Teams coming from 3rd division or through a qualifier cannot play in the promotional tournament which leads into the 2nd Division.
18.11.2022.	Third Party Event Participation and Organisation	Any players registered in any Semi-Professional Regional Leagues are not allowed to participate in any events outside of the events which are part of ERL Scope (1st, 2nd or Pro-Am) without prior approval from local League officials and Riot.	Organisations and Teams are permitted to organise their own events but must abide by the following guidelines: Requires both local ERL TO and Riot approval. Does not clash with any Riot sanctioned League of Legends competition. International Tournaments: Worlds and MSI Regional Tournaments: LEC, local ERL Any Team Members registered in any EMEA Regional Leagues are not allowed to participate in any events outside of the events which are part of ERL Scope without prior approval from ERL TO and the League. When seeking to organise or participate in a Third Party Event, an ERL Team must provide the following to ERL Officials via email. Dates of the event Participating Teams & Team Members Format of the event including event structure and game modes Sponsors of the event & other monetization mechanisms Prizepool of the event Platform(s) & Channel(s) the event will be broadcast via Any other information relevant for ERL officials and the League to make a determination

18.11.2022.	Glossary	<p>Accredited League*</p> <p>Accredited Leagues are official Riot-recognized competitions which adhere to the necessary global policies and standards of professionalism but do not qualify into a Professional League.</p>	<p>Accredited ERLs*</p> <p>Official Riot-recognized competitions which adhere to the necessary global policies and standards of professionalism and qualify into EMEA Masters.</p> <p>Accredited ERLs are: LFL 1st division SL 1st division, Prime 1st division, NLC 1st division, Ultraliga 1st division, LCL 1st division, TCL 1st division.</p>
18.11.2022.	Glossary	n/a	<p>Official Riot-recognized competitions and qualify into EMEA Masters</p> <p>Non-Accredited ERLs are: LFL 2nd division, SL 2nd division, Prime 2nd division, NLC 2nd division, Ultraliga 2nd division, LCL 2nd division, TCL 2nd division & All divisions (1st and 2nd) of EBL, ESLOL, GLL, HM, IAL, LPLOL, PGN</p>
18.11.2022.	Glossary	<p>European 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 (Czech Republic and Slovakia), Ultraliga (Poland, Lithuania, Estonia, Latvia), LFL (France), Superliga (Spain), PG Nationals (Italy), LPLOL (Portugal), Greek Legends League (Greece).</p>	<p>EMEA Regional Leagues, including the following Leagues: EBL - Esports Balkan League (Albania, Bosnia and Herzegovina, Bulgaria, Croatia, Hungary, Montenegro, North Macedonia, Moldova, Romania, Serbia, Slovenia, Kosovo) ESLOL - Elite Series (Belgium, Luxembourg, Netherlands) GLL - Greek Legends League (Cyprus, Greece) HM - Hitpoint Masters (Czechia, Slovakia) IAL - Inter Arabian League (Algeria, Bahrain, Egypt, Iraq, Jordan, Kuwait, Lebanon, Libya, Morocco, Oman, Palestine, Qatar, Saudi Arabia, Tunisia, United Arab Emirates) LCL - LoL Continental League (Armenia, Belarus, Kazakhstan, Kyrgyzstan, Russia) LFL - La Ligue Française (France, Monaco) LPLOL - Liga Portuguesa (Portugal) NLC - Northern LoL Championship (Denmark, Finland, Iceland, Ireland, Norway, Sweden, United Kingdom, Malta) PGN - PG Nationals (Italy, Holy See (the), San Marino) PRM - Prime League (Austria, Germany, Liechtenstein, Switzerland) SL - Superliga (Spain, Andora) UL - Ultraliga (Estonia, Georgia, Latvia, Lithuania, Poland, Ukraine, Israel) TCL - Turkish Championship League (Azerbaijan, Mongolia, Tajikistan, Türkiye, Turkmenistan, Uzbekistan)</p>
18.11.2022.	Glossary	n/a	ERL Academy Team*

			A secondary team of the ERL under the same Organization that competes in amateur competitions outside ERLs.
18.11.2022.	Glossary	n/a	ERL TO Tournament Organizer of an EMEA Regional League
18.11.2022.	Glossary	n/a	ERL Scope Competitions which fall under any of ERL 1st and 2nd divisions, including Promotion & Relegation and Pro-Am.
18.11.2022.	Glossary	The EU Competitive Region is defined as: Albania, Andorra, Austria, Belgium, Bosnia and Herzegovina, Bulgaria, Croatia, Cyprus, Czechia, Denmark, Estonia, Finland, France, Germany, Greece, Hungary, Iceland, Ireland, Israel, Italy, Kosovo, Latvia, Liechtenstein, Lithuania, Luxembourg, North Macedonia, Malta, Monaco, Montenegro, Netherlands, Norway, Poland, Portugal, Romania, San Marino, Serbia, Slovakia, Slovenia, Spain, Sweden, Switzerland, United Kingdom, Holy See (the).	The EMEA Competitive Region is defined as: Albania, Algeria, Andorra, Armenia, Austria, Azerbaijan, Bahrain, Belarus, Belgium, Bosnia and Herzegovina, Bulgaria, Croatia, Cyprus, Czechia, Denmark, Egypt, Estonia, Finland, France, Georgia, Germany, Greece, Holy See (the), Hungary, Iceland, Iraq, Ireland, Israel, Italy, Jordan, Kazakhstan, Kosovo, Kuwait, Kyrgyzstan, Latvia, Lebanon, Libya, Liechtenstein, Lithuania, Luxembourg, Malta, Moldova, Monaco, Mongolia, Montenegro, Morocco, Netherlands, North Macedonia, Norway, Oman, Palestine, Poland, Portugal, Qatar, Romania, Russia, San Marino, Saudi Arabia, Serbia, Slovakia, Slovenia, Spain, Sweden, Switzerland, Tajikistan, Tunisia, Türkiye, Turkmenistan, Ukraine, United Arab Emirates, United Kingdom, Uzbekistan.
18.11.2022.	Glossary	Free Agent A Free Agent is a Player eligible to participate in the League and either (1) has not yet signed a valid written Player Agreement with a Team or (2) has been released from a Team or has had a contract expire without renewal.	Free Agent A Free Agent is a Player eligible to participate in ERLs, EM or LEC and either (1) has not yet signed a valid written Player Agreement with a Team or (2) has been released from a Team or has had a contract expire without renewal.
18.11.2022.	Glossary	The date at which contracts need to expire if they extend past the current Season's World Championship. The Global Contract Window opens on the following dates: 16th of November 2021, 22nd of November 2022,	The date at which contracts need to expire if they extend past the current Season's World Championship. The Global Contract Window opens on the following dates: 2022: Tuesday, 22 November at 00:00 UTC 2023: Tuesday, 21 November at 00:00 UTC 2024: Tuesday, 19 November at 00:00 UTC

		21st of November 2023, 19th of November 2024.	
18.11.2022.	Glossary	LEC Penalty Index To be announced	Deleted
18.11.2022.	Glossary	n/a	Official A person of authority within the competition (referee, admin, or someone else appointed by the respective competition organizer) <ul style="list-style-type: none"> • LEC Official - responsible for LEC operations • EM - responsible for EM operations • ERL - responsible for ERL operations (appointed by ERL TO) • League - Riot Games competitive Operations team
18.11.2022.	Glossary	Pro-Am Tournament A Tournament taking place after the Summer Split. ERLs may agree to organize this competition alone or together. Tournament is not part of the Regular ERL Season, nor does it have any impact on EM qualifications.	Pro-Am Tournament A Tournament (including any qualifiers) organized by an ERL TO, taking place after the Summer Split, and scheduled within the specified Pro-Am Competition window. ERL TOs may agree to organize this competition alone or together. The tournament is not part of the Regular ERL Season, nor does it have any impact on EM qualifications.
18.11.2022.	Glossary	The sum of a Team's Active Rosters, Substitute Rosters and Reserve Roster.	Deleted
18.11.2022.	Glossary	Secondary Team*	LEC Secondary Team*
18.11.2022.	Glossary	Team Roster All Team Members registered to a team in the Global Contract Database.	Team Roster For Accredited ERLs: All Team Members registered to a team in the Global Contract Database. For Non-Accredited: All Team Members registered to a team in the ERL Player Database. This includes the Starting Line-up, Substitutes, Coaches and the Reserve Roster.
18.11.2022.	Rosters	The Team Member designated by the ERL Team will be responsible for Team Roster management and document submissions. The Team Member is authorised to make changes to the Team Roster using one of the following methods: (1)	An individual appointed by the ERL Team will be responsible for Team Roster management and document submissions. The individual is authorised to make changes to the Team Roster using one of the following methods: (1) Trading Players

		Trading Players with other Teams; (2) Signing Free Agents; (3) Releasing Players from the Roster.	with other Teams; (2) Signing Free Agents; (3) Releasing Players from the Roster.
18.11.2022.	Rosters	An ERL Team shall maintain their Starting Line-up and Substitutes from their most recent Regular Season (1st Division) or Playoff (2nd Division) roster lock, for their Promotion/Relegation tournament.	An ERL Team shall maintain their Starting Line-up and Substitutes from their most recent Regular Season (1st Division) or Playoff (2nd Division) roster lock, for their Promotion/Relegation tournament. ERL Teams participating in Promotion/Relegation tournament need to have at least six Players declared in their roster lock.
18.11.2022.	Promotion/Relegation	Round One: <ul style="list-style-type: none"> o Match 1 (Bo5): Division 1 #9 vs. Division 2 #2. o Match 2 (Bo5): Division 1 #10 vs. Division 2 #1. 	Accredited ERLs The higher placed Team from the higher division will have a choice of their opponent for Match 1. Example: 1st Division #9 may choose to face 2nd Division #1 or #2. 1st Division #10 will face the remaining Team. Round One: Match 1 (Bo5): 1st Division #9 vs. 2nd Division #1 or #2. Match 2 (Bo5): 1st Division #10 vs. 2nd Division remaining team. Non-Accredited ERLs The higher placed team from the higher division will have a choice of their opponent for Match 1. Example: 1st Division #7 may choose to face 2nd Division #1 or #2. 1st Division #8 will face the remaining team. Round One: Match 1 (Bo5): 1st Division #7 vs. 2nd Division #1 or #2. Match 2 (Bo5): 1st Division #8 vs. 2nd Division remaining team.
18.11.2022.	Promotion/Relegation	n/a	ERL Academy Teams coming from 3rd division or through a qualifier cannot play in the promotional tournament which qualifies into the 2nd Division.
18.11.2022.	Pro-Am Participation	ERL Teams from the same Organisation are not allowed to participate in the same Pro-Am tournament. Organisations will be required to declare which of their Teams will represent them in the Pro-Am.	ERL Teams from the same Organisation are not allowed to participate in the same Pro-Am tournament. Organisations will be required to declare which of their Teams will represent them in the Pro-Am.

			Players can only participate in one Pro-Am tournament per season.
18.11.2022.	Clothing & Apparel	League	ERL TO Changed discretion to ERL TO
18.11.2022.	Promotion/R elegation	n/a	Should an ERL Team not be able participate in the tournament for any reason, the following will occur: One Team in the higher division: The remaining Team in the higher division will automatically advance to the next round. The lower division Teams will play it out to either proceed into the upper or lower bracket. The next Match involving the missing team will act as a default win for their opponent. One team in the lower division: The higher placed team from the higher division will automatically advance to the next match. The next match involving the missing team will act as a default win for their opponent. No teams from the higher division: Both teams from the lower division will automatically be promoted. No teams from the lower division: Both teams from the higher division will automatically stay in their division.
18.11.2022.		Competition schedule	Removed
18.11.2022.	IP Usage	n/a	Refer to your Team Participation Agreement with your ERL TO for general usage guidelines.
18.11.2022.		n/a	Introduction of Match Process
18.11.2022.	Veteran	A Player who played more than 50% of eligible Regular Season Games in a Professional League in at least two out of the last three completed Splits.	A Player who played more than 50% of eligible Regular Season Games in a Professional League in at least two out of the last three completed Splits. Participation in LCL or TCL does not count towards Veteran status.
18.11.2022.	Side Selection	Side Selection Rules For the first Matchday of the week in Regular Season all Teams are required to	Side Selection Rules The right for side selection during the Regular Season will be pre-selected by the League ensuring each Team will have side

		<p>submit their side selection 24 hours before the scheduled start of the first Match of the first broadcast day.</p> <p>For the second and any other Matchday of the week in Regular Season all Teams are required to submit their side selection no later than 24 hours before the scheduled start of the first Match of the Matchday or no later than 15 minutes after the conclusion of the last Game on the previous day, whichever is later.</p> <p>For the first Game of a Match in Play-offs Teams are required to submit their side selection 24 hours before the scheduled start of the first scheduled Match of the broadcast day. In case an ERL Match occurs on the day on which the side selection is due, the side selection deadline will shift to 15 minutes after the conclusion of the last Game on that day.</p> <p>For all other Games of a Match the Teams must notify a League Official of their side selection no later than 5 minutes after the conclusion of the previous Game.</p> <p>For all tiebreaker-games side selection must be submitted five minutes after the conclusion of the game which determined the tiebreaker scenario.</p> <p>Tournament Officials can shift these deadlines at their discretion by informing affected Teams. If no decision is submitted in time, selection will default to blue side.</p>	<p>selection against every opposing Team once.</p> <p>For the first Matchday of the week in Regular Season all Teams are required to submit their side selection 24 hours before the scheduled start of the first Match of the first broadcast day.</p> <p>For the second and any other Matchday of the week in Regular Season all Teams are required to submit their side selection no later than 24 hours before the scheduled start of the first Match of the Matchday or no later than 15 minutes after the conclusion of the last Game on the previous day, whichever is later.</p> <p>In the Play-Offs the higher seed will have side selection for the first Game in a series. For all Games after the first, the losing Team of the previous Game will have side selection.</p> <p>For the first Game of a Match in Play-offs Teams are required to submit their side selection 24 hours before the scheduled start of the first scheduled Match of the broadcast day. In case an ERL Match occurs on the day on which the side selection is due, the side selection deadline will shift to 15 minutes after the conclusion of the last Game on that day.</p> <p>For all other Games of a Match the Teams must notify the ERLOfficial of their side selection no later than 5 minutes after the conclusion of the previous Game. This will be at the same time as the substitution declaration. The team point of contact will inform the ERL officials of their selection.</p> <p>For Promotion/Relegation: Teams from the higher division will have side selection priority. If teams from the same division match, the team with the higher seed will have side selection priority.</p> <p>For all tiebreaker-Games side selection must be submitted five minutes after the</p>
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			<p>conclusion of the Game which determined the tiebreaker scenario.</p> <p>ERL Officials can shift these deadlines at their discretion by informing affected Teams. If no decision is submitted in time, selection will default to blue side.</p>
18.11.2022.	Team Rosters	<p>For Accredited Leagues: If a Team intends to drop a Team Member from the Team Roster during the Split, the Team has to submit the Drop Form for that Team Member at least 72 hours before the Free Agent Signing Deadline of that Split. Contract expirations and mutually agreed upon terminations after the Free Agent Signing Deadline are allowed.</p>	<p>If a Team intends to drop a Team Member from the Team Roster during the Split, the Team has to submit the Drop Form for that Team Member at least 72 hours before the Global Contract Window Closing of that Split. Mutually agreed upon terminations after the Global Contract Window Closing are allowed.</p>
18.11.2022.	Glossary	n/a	<p>Player - Any player currently registered and participating in the EMEA Regional Leagues.</p>
18.11.2022.	Glossary	<p>A Player who is on a Team's Substitute Roster.</p>	<p>Substitute - A Player who is part of a Team Roster, but not on the Starting Line-up.</p>
18.11.2022.	Team Member Service Agreement	n/a	<p>For Accredited ERLs: Team Members are required to have a Team Member Service Agreement with their respective Teams.</p>
18.11.2022.	ERL Penalty Index	n/a	<p>This ERL Penalty Index shall be used as a non-exhaustive penalty guideline for ERL TOs, which would need Leagues' prior approval before issuance, unless the penalty needs to be issued urgently during competitions.</p>
18.11.2022.	ERL Streaming Regulations	<p>Team Streaming Rights</p> <p>Teams' other staff that currently is or has at any point been directly involved with League of Legends in a professional capacity are prohibited from streaming League of Legends, or co-commentating on the ERL broadcast on any platform during the ERL Broadcast unless approved by the League in writing at its sole</p>	<p>Team Streaming Rights</p> <p>Team Members registered on either the Global Contract Database (GCD) or the ERL Player Database (EPD) are prohibited from streaming any gameplay on any platform while their ERL has a live broadcast for an ERL Matchday of the Division that the Team Member participates in. Non-GCD or non-EPD Team Members can stream while their ERL has a live broadcast for an ERL Matchday provided they receive written approval from their ERL TO.</p>

	<p>discretion.</p> <p>League shall seek approval for any sublicensing from Riot.</p> <p>League shall have the right to provide streaming rights for 1st Division and 2nd division Teams to broadcast the ERL competition, using the following regulations:</p> <p>Teams shall be able to stream on a Team's channel; Streaming channel to be approved by the League, and can be changed by the Team provided that they inform the League and the League approves it</p> <p>Division 2 only - Team Member's can stream their games provided that they receive a) approval from the League in advance, b) stream with at least a 4 minute delay on gameplay and c) follow any other rules that are highlighted to them by the League in relation to such a stream.</p> <p>Teams can only stream matches that they are playing in.</p> <p>Teams shall not monetize outside of the streaming platform (e.g., Pre-rolls, ads, etc.).</p> <p>Teams shall not alter, blur or cover ERL sponsor logos/placements.</p> <p>Teams shall co-stream in the official language(s) of their ERL only.</p> <p>Teams can start streaming once the previous match is finished or 15 minutes before their match if it is the first match of the day; Teams can stream for 15 minutes postgame (defined as being 15 minutes from the nexus explosion).</p> <p>League shall have the right to define any hosting/raiding rules.</p>	<p>Teams' other staff that currently is or has at any point been directly involved with League of Legends in a professional capacity are prohibited from streaming League of Legends, or co-commentating on the ERL broadcast on any platform during the ERL broadcast unless approved by the ERL TO in writing at its sole discretion.</p> <p>ERL TO shall seek approval for any sublicensing from League.</p> <p>ERL TO shall have the right to provide streaming rights for 1st Division and 2nd division Teams to broadcast the ERL competition, using the following regulations: Teams shall be able to stream on a Team's channel; Streaming channel to be approved by the League, and can be changed by the Team provided that they inform the ERL TO and the ERL TO approves it.</p> <p>Teams can only stream matches that they are playing in.</p> <p>Teams shall not monetize outside of the streaming platform (e.g., Pre-rolls, ads, etc.).</p> <p>Teams shall not alter, blur or cover ERL sponsor logos/placements.</p> <p>Teams can start streaming once the previous match is finished or 15 minutes before their match if it is the first match of the day; Teams can stream for 15 minutes postgame (defined as being 15 minutes from the nexus explosion).</p> <p>ERL TO shall have the right to define any hosting/raiding rules.</p> <p>ERL TO shall have the right to define reporting structures and intervals.</p>
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		<p>League shall have the right to define reporting structures and intervals.</p> <p>Teams shall have the right to invite guests. Co-streaming on-air talents need approval by League and Riot.</p> <p>League can allow Teams to show Teams Sponsors during the 15 minute pre- and postgame portion if they so choose. These sponsors must be vetted (i.e. Permitted or Conditional Category). Teams cannot show their Team Sponsors during the match itself. All portions of the broadcast from the Team, both live and archived, must be readily available to non-paying viewers.</p>	<p>Teams shall have the right to invite guests. Co-streaming on-air talents need approval by ERL TO.</p> <p>ERL TO can allow Teams to show Teams Sponsors during the 15 minute pre- and postgame portion if they so choose. These sponsors must be vetted (i.e. Permitted or Conditional Category). Teams cannot show their Team Sponsors during the match itself.</p> <p>All portions of the broadcast from the Team, both live and archived, must be readily available to non-paying viewers.</p>
18.11.2022.	ERL Streaming Regulations	Permitted languages table	Removed
18.11.2022.	Team Roster	n/a	If the contract is signed during the Pro-Am Window, they must not have a duration which extends beyond Global Contract Window Opening for the current Season.
18.11.2022.	Global Contract Window	n/a	Any Team Member signed or traded during the Pro-Am Window, may only participate in the Pro-Am for their respective Team.
27.06.2023	Responsibility Under Code	No Team Manager/Member or Affiliate of a Team may solicit, lure, or make an offer of employment to any official Coach or Player who is signed to any League Team, nor encourage any such Coach or Player to breach or otherwise terminate a contract with said League Team. A Coach or Player may not solicit a Team to violate this rule. A Coach or Player may express publicly their desire to leave the Team and encourage any and all interested parties to contact their Manager. But the Coach or Player may not entice a Team directly to reach out to their Team Manager or attempt to violate their contractual obligations. Violations of this rule	No Team Manager/Member or Affiliate of a Team may solicit, lure, or make an offer of employment to any official Coach or Player, whose contracts are on the Global Contract Database and signed to any League Team, nor encourage any such Coach or Player to breach or otherwise terminate a contract with said League Team. A Coach or Player may not solicit a Team to violate this rule. A Coach or Player may express publicly their desire to leave the Team and encourage any and all interested parties to contact their Manager. But the Coach or Player may not entice a Team directly to reach out to their Team Manager or attempt to violate their contractual obligations. Violations of this rule shall be subject to penalties, at the discretion of League Officials. To inquire

		<p>shall be subject to penalties, at the discretion of League Officials. To inquire about the status of a Coach or Player from another Team, Team Managers must contact a Team Manager of the Team that the Player and/or Coach is currently contracted with. The inquiring Team must provide visibility to League Officials before being able to discuss the contract with a Player. Contracts for Players can be found in the Global Contract Database.</p>	<p>about the status of a Coach or Player from another Team, Team Managers must contact a Team Manager of the Team that the Player and/or Coach is currently contracted with. The inquiring Team must provide visibility to League Officials before being able to discuss the contract with a Player.</p>
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