

EM Rulebook - Changelog (V2.1)

	Section	Previous rule	Updated rule
06.03.2024	1.6 Passport Requirement	<p>1.6.1. Team Members who are part of a Team's EM Roster are required to hold a passport which is valid until 18th March 2024, which is 6 months after the intended departure date from the EM Summer 2023 event. Exceptions to this rule will be granted at the sole discretion of EM Officials.</p> <p>1.6.1.1. The exemption from this rule may be applicable to Team Members of the ERL Team who are citizens of the European Union member states, provided that they possess valid identification documentation for travel.</p>	n/a
06.03.2024	3.2. Team Roster Modification	<p>3.2.1. Teams will be required to finalize and submit their Team Roster (Starting Line-up, Substitutes, Coaches) for their regional ERL Playoffs Roster Lock to their regional ERL TO, no later than the ERL Playoffs Roster Lock deadline indicated by their ERL TO. The Team Roster submitted or known to regional ERL Officials at this time will be considered the eligible Team Roster for the EM Summer event. In the case of a verified emergency, a Team may add an emergency Substitute after this deadline at the sole discretion of the EM Officials.</p> <p>However, the emergency Substitute must meet all of the conditions below:</p> <p>3.2.1.1. Must not have played on a professional Team in the current Split.</p> <p>3.2.1.2. Must not have been declared as a Team Member on the regional ERL Roster Lock for the preceding ERL Playoffs.</p> <p>3.2.1.3. Must have been eligible to participate in EM prior to kickoff.</p>	<p>3.2.1. Teams will be required to finalize and submit their Team Roster (Starting Line-up, Substitutes, Coaches) for their regional ERL Playoffs Roster Lock to their regional ERL TO, no later than the ERL Playoffs Roster Lock deadline indicated by their ERL TO. The Team Roster submitted or known to regional ERL Officials at this time will be considered the eligible Team Roster for the EM Summer event.</p>

		3.2.2. Determination of what constitutes an emergency is at the discretion of EM Officials.	
06.03.2024	3.2. Team Roster Modification	3.2.5. For the Play-In Knockout Stage, Teams must submit any changes to their Starting Line-up by 5:00pm CEST on the day prior to their match.	3.2.4. For the Play-In Knockout Stage, Teams must submit any changes to their Starting Line-up no later than 11:00pm CEST or fifteen minutes after the conclusion of the final Game of the day prior to the Team's Match, whichever is the latest.
06.03.2024	3.2. Team Roster Modification	3.2.7. For the Knockout Stage (Quarterfinals and Semifinals), Teams will be required to submit their Starting Line-up for Game 1 no later than 5:00pm CEST on the day prior to their Match.	3.2.7. For the Knockout Stage (Quarterfinals, Semifinals, and Finals), Teams will be required to submit their Starting Line-up for Game 1 no later than 5:00pm CEST on the day prior to their Match.
06.03.2024	3.2. Team Roster Modification	3.2.8. For the Knockout Stage (Finals), Teams will be required to submit their Starting Line-up for Game 1 no later than 6:00pm CEST on the day prior to their Match.	n/a
06.03.2024	3.3. Substitutions	3.3.3. A Team may substitute a Player within a Match (i.e. between Games of a best-of-three or best-of-five) or between Games in the best-of-one rounds given any of the Teams participating is playing back to back Games. The Team must notify an EM official and have the Substitution approved immediately following the previous Game, no later than 5 minutes after the conclusion of the previous Game. For example, if a Team wishes to substitute a Player for Game 2, then the point of contact must notify an EM official no later than 5 minutes following Game 1.	3.3.3. A Team may substitute a Player between Games of a Match (i.e. between Games of a best-of-three or best-of-five) or between Games in the best-of-one rounds given any of the Teams participating is playing back to back Games. The Team must notify an EM official and have the Substitution approved, no later than 5 minutes after the conclusion of the previous Game.
06.03.2024	3.3. Substitutions	3.3.4. In the event of an emergency, a Team will be given up to one hour to find an immediate Substitute from their Team Roster for a Game. If a replacement cannot be found, the Team will forfeit. EM Officials will determine if an event qualifies as an emergency.	3.3.4. In the event of an emergency on the day of the Match, a Team will be given up to one hour to find an immediate Substitute from their Team Roster for a Game. If a replacement cannot be found, the Team will forfeit. EM Officials will determine if an event qualifies as an emergency.
06.03.2024	3.3. Substitutions		3.3.5. In the event of an emergency prior to the day of the Match, a Team may be given up to 48 hours to sign a new Player to their

			<p>Team Roster. The exact time given to the Team will be decided based on the proximity to the Team's Match and will be at the sole discretion of the EM Officials. Teams will be required to abide by the following restrictions in order to sign new Players:</p> <p>3.3.5.1. Must not have been declared as a Team Member on the regional ERL Roster Lock for the preceding ERL Playoffs.</p> <p>3.3.5.2. Must not have played professionally in the previous LEC Competitive Half-Season.</p> <p>3.3.5.3. The signed contract with the new Player must end before the upcoming Free Agency Opening.</p> <p>3.3.5.4. The newly signed Player will be allowed to participate for the duration of the emergency. The signing Team will be required to provide necessary evidence to the EM officials.</p>
06.03.2024	4. Competition Schedule & Draw Process	Updated the schedule & draw pools	
06.03.2024	6.2. Prize distribution	Added prize pools for EM Spring and EM Summer	
06.03.2024	9.1. Side Selection	<p>9.1.2.1. The higher seed will be required to submit their decision for side selection for Game 1 by 5:00pm CEST on the day prior to their Match.</p> <p>9.1.2.2. Side selection for Game 1 for all Play-In Knockout Matches will belong to the #1 seed from Groups. For all Games after the first, the losing Team of the previous Game will have side selection.</p>	<p>9.1.2.1. The higher seed will be required to submit their decision for side selection for Game 1 by 5:00pm CEST on the day prior to their Match. In case an EM 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.</p> <p>9.1.2.2. Side selection for Game 1 for all Play-In Knockout Matches will belong to the #1 seed from the Play-In Group Stage. For all Games after the Game 1, the losing Team of the previous Game will have side selection.</p>
06.03.2024	9.1. Side	9.1.4.1 Quarterfinals: Side selection	9.1.4.1. Quarterfinals: Side selection for

	Selection	for Game 1 for all Quarterfinal Games will belong to the #1 seed from groups in each Match. That Team will have side selection for Game 1, for all Games after the first, the losing Team of the previous Game will have side selection.	Game 1 for all Quarterfinal Games will belong to the #1 seed from the Group Stage. For all Games after the Game 1, the losing Team of the previous Game will have side selection.
06.03.2024	9.1. Side Selection	9.1.4.3. Semifinals: Side selection for each Semifinals will be determined by coin toss, once the winners of a Quarterfinals bracket has been determined. The Team winning the coin toss will have side selection for Game 1, for all Games after the first, the losing Team of the previous Game will have side selection. The Team winning the coin toss will need to provide their side selection and Starting Line-up to EM officials for Game 1 no later than 5:00pm CEST, one day prior to their Match. The submission deadlines for Semifinals are: <ul style="list-style-type: none"> o Semifinal #1: 30 August 2023 5:00pm CEST o Semifinal #2: 31 August 2023 5:00pm CEST 	9.1.4.3. Semifinals: Side selection for each Semifinals will be determined by coin toss, once the winners of a Quarterfinals bracket have been determined. The Team winning the coin toss will have side selection for Game 1, for all Games after the Game 1, the losing Team of the previous Game will have side selection. The Team winning the coin toss will need to provide their side selection to EM officials for Game 1 no later than 5:00pm CEST, one day prior to their Match. The submission deadlines for Semifinals are: <ul style="list-style-type: none"> o Semifinal #1: 24 April 2024 5:00pm CEST o Semifinal #2: 25 April 2024 5:00pm CEST
06.03.2024	9.1. Side Selection	Finals: Side selection for the Finals will be determined by coin toss, once the winners of the Semifinals bracket have been determined. The Team winning the coin toss will have side selection for Game 1, for all Games after the first, the losing Team of the previous Game will have side selection. The Team winning the coin toss will need to provide their side selection and Starting Line-up to EM officials for Game 1 no later than 6:00pm CEST, one day prior to their Match. The submission deadline for Finals is: <ul style="list-style-type: none"> o 7 September 2023 6:00pm CEST. 	9.1.4.4. Finals: Side selection for the Finals will be determined by coin toss, once the winners of the Semifinals bracket have been determined. The Team winning the coin toss will have side selection for Game 1, for all Games after the Game 1, the losing Team of the previous Game will have side selection. The Team winning the coin toss will need to provide their side selection to EM officials for Game 1 no later than 5:00pm CEST, one day prior to their Match. The submission deadline for Finals is: <ul style="list-style-type: none"> o 27 April 2024 5:00pm CEST.
06.03.2024	9.9 Pick-&-Ban Phase	If a Player picks or bans a Champion by mistake in the Pick-&-Ban Phase, the Player must notify an EM Official of their intended selection before the other Team has locked in their next selection. In this case, the Pick-&-Ban Phase will be restarted with the same Picks and Bans up until the mistake occurred and the	If a Player picks or bans a Champion by mistake in the Pick-&-Ban Phase, the Player must notify an EM Official of their intended selections (if applicable), and disband the lobby immediately before the next selection has locked. In this case, the Pick-&-Ban Phase will be restarted with the same Picks and Bans up until the mistake occurred and the Player may correct the mistake. In the

		Player may correct the mistake. In the case the other Team has locked in their next selection, before the Player notifies an EM Official, the Pick-&-Ban Phase will not be restarted and the mistakenly selected Champion stays locked in.	case the other Team has locked in their next selection, before the Player notifies an EM Official, the Pick-&-Ban Phase will not be restarted and the mistakenly selected Champion stays locked in.
06.03.2024	10. Online Match Process	10.2.2.1. Main Event - Group Stage: <ul style="list-style-type: none"> • All Teams or Players are required to stream their live video feed to referees on Discord. • These video feeds will not be used for broadcasting purposes. 	n/a
06.03.2024	11.1. Clothing & apparel	11.1.1. If applicable, Players must wear official approved Team jerseys during all EM Matches and approved Team branded apparel during all pre-/post-match interviews. Team Jerseys must be sent for approval to their respective ERL Officials no later than the start of ERL Playoffs or July 18, whichever is later. If a Team qualifies to EM Quarter Final stage, they may, at their own discretion, submit an updated Team Jersey for approval of use to EM Officials no later than 11AM CEST August 25.	11.1.1. If applicable, Players must wear official approved Team jerseys during all EM Matches and approved Team branded apparel during all pre-/post-match interviews.
06.03.2024	13. Code of Conduct	Code of Conduct section deleted with reference to the Riot Games Esports Global Code of Conduct	<p>13.1. 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>13.2. 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</p>

			<p>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> <p>13.3. Team Continuity Protection 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 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>
06.03.2024	14. Glossary	Updated Glossary terms for Accredited and Non-Accredited ERLs. Added Force Majeure definition.	

EM Rulebook - Changelog (V2.0)

	Section	Previous rule	Updated rule
01.03.2023	EM Rulebook	Updated terms, adjusted dates, fixed errors (typos, capitalisation)	
01.03.2023	Introduction	EMEA Masters Rulebook is not a standalone document and all applicable rules in the ERL Rulebook (including but not limited to Eligibility Requirements, Ownership, Finance, Additional Provisions, Code of Conduct) apply to all EMEA Masters participants.	EMEA Masters Rulebook is not a standalone document and all applicable rules in the ERL Rulebook (including but not limited to Eligibility Requirements , Ownership , Finance , Additional Provisions , Chronobreak & Remakes , Code of Conduct) apply to all EMEA Masters participants.
28.06.2023	Player Eligibility	n/a	<p>Players who played in thirteen or more LEC Matches in the Competitive Half-Season are ineligible to participate in the EM event for the current Competitive Half-Season.</p> <p>Players contracted to a non-LEC organisation in any Professional League, as defined by their ability to qualify for the World Championship Event (LCS, LCK, LPL, PCS etc.), are strictly forbidden from engaging in the EMEA Masters.</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 the EMEA Masters.</p>
28.06.2023	Passport Requirement	n/a	<p>1.6.1. Team Members who are part of a Team's EM Roster are required to hold a passport which is valid until 18th March 2024, which is 6 months after the intended departure date from the EM Summer 2023 event. Exceptions to this rule will be granted at the sole discretion of EM Officials.</p> <p>1.6.1.1. The exemption from this rule may be applicable to Team Members of the ERL Team who are citizens of the European Union member states, provided that they possess valid identification documentation for travel.</p>

01.03.2023	EM Slot distribution	n/a	Updated the EM Slot distribution table
01.03.2023	Team Roster Requirements	2.1.1. A Team's EM Roster will be required a minimum of six to a maximum of seven Players as their EM Roster and are required to maintain four EU Residents and three LTRs in their EM Roster during the entirety of the event.	2.1.1. Teams are required to maintain at least six Players (five Starters and a minimum of one and a maximum of two Substitutes) as their EM Team Roster during the entirety of the EM event. 2.1.2. Teams will be required to have a minimum of three LTRs and four EMEA Residents (IMP) in their Team Roster at all times. In the Starting Line-up, Teams are required to have a minimum of two LTRs and three EMEA Residents at all times.
20.03.2023	Team Roster Modification	2.2.7. For the Knockout Stage (Quarterfinals, Semifinals and Finals), Teams will be required to submit their Starting Line-up for Game 1 no later than 6:00pm CEST one day prior to their Match. For example, if a Team is playing a Knockout stage Game on Tuesday, their Team Roster is due on Monday night at 6:00pm CEST.	2.2.7. For the Knockout Stage (Quarterfinals, Semifinals and Finals), Teams will be required to submit their Starting Line-up for Game 1 no later than 6:00pm CEST two days prior to their Match.
28.06.2023	Team Roster Modification	3.2.1. Teams will be required to complete a Team sheet with information on their Team Roster two days prior to the official kickoff date (deadline for EM Spring 2023: 2 April 2023 5:00pm CEST) at the latest. The Team Roster submitted at this time will be considered the eligible Team Roster for the EM Spring event. In the case of a verified emergency, a Team may add a substitute after this deadline, however, the substitute must meet all of the conditions below: Must not have been on a professional or ERL Team Roster four days prior to kickoff.	3.2.1. Teams will be required to finalize and submit their Team Roster (Starting Line-up, Substitutes, Coaches) for their regional ERL Playoffs Roster Lock to their regional ERL TO, no later than the Roster Lock deadline indicated by their ERL TO.. The Team Roster submitted or known to regional ERL Officials at this time will be considered the eligible Team Roster for the EM Summer event. In the case of a verified emergency, a Team may add an emergency Substitute after this deadline at the sole discretion of the EM Officials. However, the emergency Substitute must meet all of the conditions below: Must not have played on a professional Team in the current Split.

		Must have been eligible to participate in EM four days prior to kickoff.	Must not have been declared as a Team Member on the regional ERL Roster Lock for the preceding ERL Playoffs. Must have been eligible to participate in EM prior to kickoff.
		n/a	Adjusted Submission time to 5:00pm for all days, except for Finals
01.03.2023	Substitutions	2.3.1. Player Substitutions have to result in Teams having eligible Team Rosters.	2.3.1. Player Substitutions have to result in Teams having eligible Team Rosters. To clarify, a suspended player cannot be a Substitute.
01.03.2023	Substitutions	2.3.4. In the event of an emergency, a Team will be given up to one hour to find an immediate Substitute from their Team Roster for a Game. If a replacement cannot be found, the Team will forfeit. League Officials will determine if an event qualifies as an emergency.	2.3.4. In the event of an emergency, a Team will be given up to one hour to find an immediate Substitute from their Team Roster for a Game. If a replacement cannot be found, the Team will forfeit. EM Officials will determine if an event qualifies as an emergency.
01.03.2023	Substitutions	n/a	2.3.5. For any offline stages, Teams must have at least one Substitute physically present at all times.
01.03.2023	Coaches	2.4.1. Teams participating in EM can have a Coach for every Game that the Team participates in.	2.4.1. Teams may register a Head Coach in their Team Roster. In addition, Teams may register up to three other Coaches as either Strategic Coaches, Assistant Coaches or Performance Coaches.
01.03.2023	Coaches	2.4.3. Coaches can be registered coaches or substitutes for the Team.	2.4.2. Up to two of Team's registered Coaches or Substitutes are eligible to participate in the Pick-&-Ban Phase of the Team's official Games.
01.03.2023	Coaches	2.4.4. In the event of a verified emergency, the Team can designate an interim coach. Whether or not an event qualifies as an emergency is determined at the sole discretion of the League.	2.4.4. In the event of a verified emergency, the Team can designate an interim Coach. Whether or not an event qualifies as an emergency is determined at the sole discretion of the EM Officials.
28.06.2023	Coaches	n/a	3.4.3.1. Teams are required to have a Head Coach on-stage during the Pick-&-Ban Phase for every Game that the Team participates at the EM venue. Additionally,

			Teams can have an optional second Coach on-stage for their Games. The second Coach can either be a registered Coach or a substitute for the Team.
28.06.2023	ERL Team Roster Eligibility	2.5.1. A Team must keep as a part of their EM Team Roster (6-7 players), at least three players from the Starting Line-up that played the most recent Match in their respective ERL Play-Offs in order to claim any slot in the EM event.	3.5.1. 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.
01.03.2023	Competition Format	n/a	Draw pools for Play-In and Main Stage updated
28.06.2023	Play-In Knockout Stage, Draw Process	Teams from the same Group from the Group Stage, cannot meet in the Knock-out phase before the finals.	4.2.2.3. Teams from the same Group from the Play-In Group Stage, cannot meet in the Play-In Knock-out Stage.
28.06.2023	Play-In Knockout Stage, Draw Process	n/a	4.2.2.4. Teams from the same region will not face each other in the Play-In Knock-out Stage where possible. This rule will be disregarded where it creates an invalid draw. The priority will always be Teams from the same Play-In Group not facing, over Teams from the same region not facing in the Play-In Knock-out Stage.
28.06.2023	Group Stage, Draw Process	3.4.2.3. Teams from the same region cannot be placed into the same group. In case they are drawn in the same group, instead they will be moved to the next eligible group (A>B>C>D). In a case where no group is eligible, a Team will be placed in the first group they were drawn in initially.	4.2.3.3. Teams from the same region cannot be placed into the same group. In case they are drawn in the same group, instead they will be moved to the next eligible group (A>B>C>D).
28.06.2023	Competition Schedule & Draw Process	n/a	The Draw Process moved to a separate section.
28.06.2023	Competition Format (Tiebreaker)	n/a	Sections for Play-In Group Stage and Group Stage are now separated.

	Scenarios)		
28.06.2023	EM Streaming Regulations	n/a	<p>8.1. Team Members are prohibited from streaming on any platform during the EM Broadcast - defined as starting with the expiration of the EM countdown and ending with the conclusion of the broadcast. This includes publicly participating in any other company's or individual's platform unless approved by the EM Officials in writing at its sole discretion.</p> <p>8.2. ERL TO shall have the right to provide streaming rights for 1st Division and 2nd division Teams to broadcast the EMEA Masters competition, subject to EM Officials' approval, using the following regulations: Teams shall be able to stream on any Team Member or Team channel. ERL TO shall submit their Teams' streaming channels for approval to EM Officials, 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 and from EM Teams qualified from their respective ERL.</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 EMEA Masters sponsor logos/placements.</p> <p>Teams can start streaming once the previous Match is finished or 15 minutes before the 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>

			<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 post-game portion if they choose so. 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>
20.03.2023	Side Selection	<p>6.1.2.1. Side Selection for Quarterfinals must be submitted by the higher seed by 6:00pm CEST prior to Matchday. Side Selection for Semifinals and Finals is due 5 minutes after the coin toss has been performed by the EM Officials.</p>	<p>6.1.2.2. Side Selection for Quarterfinals must be submitted by the higher seed by 6:00pm CEST, two days prior to Matchday. The submission deadlines for Quarterfinals are:</p> <ul style="list-style-type: none"> • Quarterfinal #1 & #2: 16 April 2023 6:00pm CEST • Quarterfinal #3: 17 April 2023 6:00pm CEST • Quarterfinal #4: 18 April 2023 6:00pm CEST
20.03.2023	Side Selection	<p>6.1.2.3. Semifinals: Side selection for each Semifinals will be determined by coin flip, once the winners of a Quarter Finals bracket has been determined. The Team winning the coin toss will need to provide their side selection to EM officials 5 minutes after winning the coin toss. That Team will have side selection for Game 1, for all Games after the first, the losing Team of the previous Game will have a side selection.</p>	<p>6.1.2.3. Semifinals: Side selection for each Semifinals will be determined by coin toss, once the winners of a Quarterfinals bracket has been determined. The Team winning the coin toss will have side selection for Game 1, for all Games after the first, the losing Team of the previous Game will have side selection. The Team winning the coin toss will need to provide their side selection and Starting Line-up to EM officials for Game 1 no later than 6:00pm CEST, two days prior to their Matchday.. The submission deadlines for Semifinals are:</p> <ul style="list-style-type: none"> • Semifinal #1: 23 April 2023 6:00pm CEST • Semifinal #2: 24 April 2023 6:00pm CEST
20.03.2023	Side Selection	<p>6.1.2.4. Finals: Side selection for the Finals will be determined by coin flip,</p>	<p>6.1.2.4. Finals: Side selection for the Finals will be determined by coin toss, once the winners of the Semifinals bracket have been</p>

		<p>once the winners of the Semi Finals bracket has been determined.</p> <p>The Team winning the coin toss will need to provide their side selection to EM officials 5 minutes after winning the coin toss. That Team will have side selection for Game 1, for all Games after the first, the losing Team of the previous Game will have side selection.</p>	<p>determined. The Team winning the coin toss will have side selection for Game 1, for all Games after the first, the losing Team of the previous Game will have side selection. The Team winning the coin toss will need to provide their side selection and Starting Line-up to EM officials for Game 1 no later than 6:00pm CEST, two days prior to their scheduled Match. The submission deadline for Finals is 27 April 2023 6:00pm CEST.</p>
28.06.2023	Side Selection	n/a	<p>Play-In Group Stage</p> <p>9.1.1.1. For all tiebreaker-games side selection must be submitted five minutes after the conclusion of the Game which determined the tiebreaker scenario.</p> <p>Play-In Knockout Stage</p> <p>9.1.2.2. Side selection for Game 1 for all Play-In Knockout Matches will belong to the #1 seed from Groups. For all Games after the first, the losing Team of the previous Game will have side selection.</p> <p>Group Stage</p> <p>9.1.3.1. For all tiebreaker-games side selection must be submitted five minutes after the conclusion of the Game which determined the tiebreaker scenario.</p>
28.06.2023	Side Selection	<p>6.1.2.2. Side Selection for Quarterfinals must be submitted by the higher seed by 6:00pm CEST, two days prior to Matchday. The submission deadlines for Quarterfinals are:</p> <ul style="list-style-type: none"> ○ Quarterfinal #1 & #2: 16 April 2023 6:00pm CEST ○ Quarterfinal #3: 17 April 2023 6:00pm CEST ○ Quarterfinal #4: 18 April 2023 6:00pm CEST 	<p>9.1.3.2. Side Selection for Quarterfinals must be submitted by the higher seed by 5:00pm CEST, on the day prior to Match. The submission deadlines for Quarterfinals are:</p> <p>Quarterfinal #1 & #2: 27 August 2023 5:00pm CEST</p> <p>Quarterfinal #3 & #4: 28 AugustU 2023 5:00pm CEST</p>
28.06.2023	Side Selection	<p>6.1.2.3. Semifinals: Side selection for each Semifinals will be determined by coin toss, once the winners of a Quarterfinals bracket has been</p>	<p>9.1.3.3. Semifinals: Side selection for each Semifinals will be determined by coin toss, once the winners of a Quarterfinals bracket has been determined. The Team winning the coin toss will have side selection for Game</p>

		<p>determined. The Team winning the coin toss will have side selection for Game 1, for all Games after the first, the losing Team of the previous Game will have side selection. The Team winning the coin toss will need to provide their side selection and Starting Line-up to EM officials for Game 1 no later than 6:00pm CEST, two days prior to their Matchday.. The submission deadlines for Semifinals are:</p> <ul style="list-style-type: none"> ○ Semifinal #1: 23 April 2023 6:00pm CEST ○ Semifinal #2: 24 April 2023 6:00pm CEST 	<p>1, for all Games after the first, the losing Team of the previous Game will have side selection. The Team winning the coin toss will need to provide their side selection and Starting Line-up to EM officials for Game 1 no later than 5:00pm CEST, on the day prior to their Match. The submission deadlines for Semifinals are:</p> <p>Semifinal #1: 30 August 2023 5:00pm CEST Semifinal #2: 31 August 2023 5:00pm CEST</p>
28.06.2023	Side Selection	<p>6.1.2.4. Finals: Side selection for the Finals will be determined by coin toss, once the winners of the Semifinals bracket have been determined. The Team winning the coin toss will have side selection for Game 1, for all Games after the first, the losing Team of the previous Game will have side selection. The Team winning the coin toss will need to provide their side selection and Starting Line-up to EM officials for Game 1 no later than 6:00pm CEST, two days prior to their scheduled Match. The submission deadline for Finals is 27 April 2023 6:00pm CEST.</p>	<p>9.1.3.4. Finals: Side selection for the Finals will be determined by coin toss, once the winners of the Semifinals bracket have been determined. The Team winning the coin toss will have side selection for Game 1, for all Games after the first, the losing Team of the previous Game will have side selection. The Team winning the coin toss will need to provide their side selection and Starting Line-up to EM officials for Game 1 no later than 6:00pm CEST, on the day prior to their Match. The submission deadline for Finals is:</p> <p>7 September 2023 6:00pm CEST.</p>
28.06.2023	Side Selection	<p>6.1.4. Failure to designate Side Selection before the respective deadline will result in a default selection of blue side.</p>	<p>9.1.5. EM Officials can shift these deadlines at their discretion by informing affected Teams. Failure to designate Side Selection before the respective deadline will result in a default selection of blue side.</p>
01.03.2023	Patch	<p>6.5.1. The tournament patch will be communicated to participating EM Teams before the tournament starts.</p>	<p>6.3.1. The Tournament Realm patch will be communicated by EM Officials to participating EM Teams before the tournament starts.</p>

01.03.2023	Scheduling	6.6.1. The League may, at its sole discretion, modify the schedule of Matches. In the event of a schedule modification the League will notify all Teams at the earliest convenience.	6.4.1. EM Officials may, at their sole discretion, modify the schedule of Matches. In the event of a schedule modification the EM Officials will notify all Teams at the earliest convenience.
01.03.2023	Punctuality	n/a	<p>6.7.1. Players participating in the EM event must arrive at the designated Match area no later than the time specified by the EM Officials.</p> <p>6.7.2. All Teams are required to be fully ready for their Matches in the respective Game Lobby at least 5 minutes before the official Game Time.</p> <p>6.7.3. During the Play-Offs all Teams are required to be fully ready for their Matches in the respective Game Lobby at least 5 minutes before the official Game Time for Game 1 of each Match. For all following Games within one Match Teams are required to be fully ready at least 2 minutes before the official Game Time.</p> <p>6.7.4. If a Team is not fully ready at the aforementioned times, the EM Officials may issue a penalty at their own discretion.</p> <p>6.7.5. If a Team or any of their Players does not show up in time for any of their Matches, as defined by the aforementioned rule, due to a force majeure, Teams must inform EM Officials immediately. EM Officials may postpone, suspend or cancel the Game or Match at their sole discretion.</p> <p>6.7.6. If a Match is postponed, it will be rescheduled to a date within the same or the following week, unless another agreement can be found among Teams and EM Officials. The exact Match date will be communicated by EM Officials at the earliest convenience.</p>
01.03.2023	Pick-&-Ban Phase	n/a	6.9.2. If a Player disconnects during the Pick-&-Ban Phase, punctuality rules will apply. If the Player reconnects to the lobby in

			time, the Pick-&-Ban Phase will continue from the state where the latest pick or ban is locked.
01.03.2023	Game Start	6.10.1. A Game will start immediately after the Pick-&-Ban Phase is complete, unless otherwise stated by an EM Official. At this point, EM Officials will remove any printed materials from the Match Area, including any notes written by Team Members. Players are not allowed to quit a Game after the completion of the Pick-&-Ban Phase.	6.10.1. A Game will start immediately after the Pick-&-Ban Phase is complete, unless otherwise stated by an EM Official. Players are not allowed to quit a Game after the completion of the Pick-&-Ban Phase. EM Officials will remove any printed materials from the Match Area, including any notes written by Team Members.
01.03.2023	Equipment	n/a	7.1.2. A problem with player equipment is not an acceptable reason for lateness or pausing beyond a team's allowance, regardless of the root cause of the problem. Only five players per team are allowed in the game lobby. No additional spectators are permitted for any reason.
01.03.2023	Equipment	n/a	8.2.1. EM Officials will provide and Players will exclusively use the following equipment: (1) PC & monitor; (2) headsets and/or earbuds and/or microphones; (3) table & chair. 8.2.2. Players can provide the following equipment and use it during on-site Matches: (1) PC keyboards; (2) PC mice; (3) PC mouse pads. 8.2.3. Checking of Player Equipment is at sole discretion of EM Officials.
01.03.2023.	Team or Player Video Feed	n/a	7.2. Team or Player Video Feed 7.2.1. Team or Player video feed will be required for the Main Event stage and onwards. The live feed of the Team or Players will be used by EM Officials to ensure fair play at all times during the competition. 7.2.2. The regulations around Team or Player video feed will be adjusted based on

			<p>the stage of the competition. See the EMEA Masters Competition Guide for more information.</p> <p>7.2.2.1. Main Event - Group Stage: All Teams or Players are required to stream their live video feed to referees on Discord. These video feeds will not be used for broadcasting purposes.</p> <p>7.2.2.2. Main Event - Knockout Stage All Teams or Players are required to stream their live video feed to referees and the EMEA Masters Broadcast team. These video feeds will be used for broadcasting purposes. For an in-depth setup guide and quality check, please refer to the EMEA Masters Competition Guide.</p> <p>7.2.3. EM Officials will evaluate and approve all live video feeds.</p>
20.03.2023	Clothing & Apparel	n/a	10.3.1. Regulations which refer to clothing & apparel are covered in the respective section of the ERL Rulebook.
		<p>8.1.1. If applicable, Players must wear official approved Team jerseys during all EM Matches and approved Team branded apparel during all pre-/post-match interviews.</p> <p>8.1.2. Regulations which cover clothing, apparel and jerseys are covered in the respective section in the ERL Rulebook.</p>	<p>11.1.1. If applicable, Players must wear official approved Team jerseys during all EM Matches and approved Team branded apparel during all pre-/post-match interviews. Team Jerseys must be sent for approval to their respective ERL Officials no later than the start of ERL Playoffs or July 18, whichever is later. If a Team qualifies to EM Quarter Final stage, they may, at their own discretion, submit an updated Team Jersey for approval of use to EM Officials no later than 11AM CEST August 25.</p> <p>11.1.2. Coaches must wear, at a minimum, business casual attire while at the venue. Business casual is defined as clothing suitable for the environment. Examples of this include simple polo t-shirts with Team logo, buttoned shirts, suit jackets, jeans, trousers. Business casual does not include athletic wear and Team- and</p>

			<p>sponsor-branded apparel, beyond what is specifically mentioned above.</p> <p>11.1.3. All Players on the Starting Line-up must wear closed-toe shoes and matching jerseys & long pants. The attire will require approval from the League.</p>
28.06.2023	Equipment	8.2.2. Players can provide the following equipment and use it during on-site Matches: (1) PC keyboards; (2) PC mice; (3) PC mouse pads.	11.2.2. Players should provide the following equipment and use it during on-site Matches: (1) PC keyboards; (2) PC mice; (3) PC mouse pads.
28.06.2023	Equipment	n/a	11.2.3. The following equipment can be provided at the discretion of EM Officials if requested by a Player: (1) PC, hand warmers; and in case where Players do not have their own equipment, they may request: (1) PC mice; (2) PC mouse pads.
28.06.2023	Equipment	n/a	11.2.6. If there are technical problems with the equipment, Players or EM Officials may request a technical review. EM Officials will diagnose and troubleshoot problems. EM Officials may request for equipment to be replaced at their discretion. All player-provided replacements have to be approved by EM Officials otherwise the EM Officials will provide replacement equipment.
28.06.2023	Equipment	n/a	<p>11.2.8. Voice chat will be provided only via the native system used in League-provided headsets. The League may monitor the Teams' audio.</p> <p>11.2.9. It is prohibited to use League-provided computers to view or post on any social media or other communication sites.</p> <p>11.2.10. It is prohibited to connect equipment not listed above to League-provided computers unless explicitly allowed by an EM Official.</p>
28.06.2023	Setup Time	8.4.6. Once all ten Players in a Match have confirmed completion of	11.4.6. Once all ten Players in a Match have confirmed completion of setup and have

		setup, Players may not enter a warm-up game.	joined the Game lobby, Players may not enter a warm-up game.
01.03.2023	Chronobreak	Moved to the ERL Rulebook (still applicable to EM)	n/a
28.06.2023	Hardware Malfunction	<p>Online: 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>Offline: 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>Online: 12.9.1. In the case of any hardware malfunctions, player/team affected by hardware malfunctions shall provide demonstrable evidence and EM 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>Offline: 12.9.2. In the case of any hardware malfunctions, EM 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>
28.06.2023	Responsibility under Code	17.2.11. No Team Manager/Member or Affiliate of a Team may solicit, lure, or make an offer of employment to any official Coach or Player who is signed to any League Team, nor encourage any such Coach or Player to breach or otherwise terminate a contract with said League Team. A Coach or Player may not solicit a Team to violate this rule. A Coach or Player may express publicly their desire to leave the Team and encourage any and all interested parties to contact their	13.2.11. No Team Manager/Member or Affiliate of a Team may solicit, lure, or make an offer of employment to any official Coach or Player, 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

		<p>Manager. But the Coach or Player may not entice a Team directly to reach out to their Team Manager or attempt to violate their contractual obligations. Violations of this rule shall be subject to penalties, at the discretion of League Officials. To inquire about the status of a Coach or Player from another Team, Team Managers must contact a Team Manager of the Team that the Player and/or Coach is currently contracted with. The inquiring Team must provide visibility to League Officials before being able to discuss the contract with a Player. Contracts for Players can be found in the Global Contract Database.</p>	<p>directly to reach out to their Team Manager or attempt to violate their contractual obligations. Violations of this rule shall be subject to penalties, at the discretion of League Officials. To inquire about the status of a Coach or Player from another Team, Team Managers must contact a Team Manager of the Team that the Player and/or Coach is currently contracted with. The inquiring Team must provide visibility to League Officials before being able to discuss the contract with a Player.</p>
28.06.2023	Exhibit A	n/a	Added Penalty Index