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# EMEA Regional Leagues

## ERL & EM Rulebook FAQ

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### Purpose

The Rulebook FAQ answers questions pertaining to the ERL Rulebook clauses and other relevant content in the area of competitive operations. The document will be periodically updated. In case of a conflict or discrepancy between this FAQ and the ERL Rulebook, **the ERL Rulebook will always prevail.**

ERLs are managed by ERL TOs and Riot has a business relationship with ERL TOs to support them. In case of any questions about specific ERLs, those should be addressed directly with ERL TOs.

### Useful information

All relevant ERL documentation can be obtained from the website

[www.emea-competitiveops.com](http://www.emea-competitiveops.com)

In addition, you can find various pieces of important links pertaining to competitive operations, such as:

1. ERL & EM Rulebook - Rulebook which is used across all ERLs.
  - a. ERL & Rulebook Changelog - a document listing all changes to the rulebook
2. [GCD - Global Contract Database](#) - Database which lists Team Members (Players and Coaches) of all Professional leagues globally, as well as Accredited ERLs (LFL, SuperLiga, Prime League, Ultraliga, TCL)
  - a. To understand more about the GCD, please see [LoL Global Rules](#).
3. [EPD - ERL Player Database](#) - Database listing all Team Members playing in ERLs, who are not part of GCD. EPD is not regulated the same way as Accredited ERLs, as Team Member contracts are not mandated.
4. [EMEA Penalty Tracker](#) - shows active or expired Warnings/Sanctions issued in ERLs, as well as in LEC. The “ERL Current” tab shows active sanctions in ERLs.
  - a. List of all infractions and possible sanctions are listed under “ERL Penalty Index”, which can be found as an exhibit in the ERL & EM Rulebook.



- b. [Global Penalty Index](#) covers major infractions, and is applicable to all competitions globally.

## Definitions

Here are some definitions used throughout this document:

ERL - EMEA Regional League

ERL TO - Tournament Organizer

LTR - Locally Trained Representative

GCW - Global Contract Window

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## Frequently Asked Questions - FAQ

Please find the list of questions and respective answers:

### Team Roster

**Q:** I played most of the games this Split in my ERL, can I transfer to another ERL team in a different region?

- ❖ **A:** ERL Rulebook states *“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.”*

If you played more than 50%, you can transfer to another Team within your ERL, but not to another Team in a different ERL.

**Q:** Teams may register up to a maximum of 14 team members in their roster, but not more than 10 players. Can they just drop and add players through the Split, so long as they keep it at 10 total?

- ❖ **A:** The rule states the following *“3.1.3. Teams may register up to a maximum of 14 Team Members in their Team Roster, but not more than ten Players.”* This means that the Team cannot have more than 10 at once during the Season, but may freely sign/trade/release players without any other limitation.

**Q:** Can emergency substitutes be brought in from other ERLs other than the one my team is competing in?

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- ❖ **A:** For Accredited ERLs - if the period of signing is allowed, as per Global Contract Window (GCW) regulations, it's possible (regular signing).  
For Non-Accredited ERLs - in general, Non-Accredited ERLs do not fall under GCW regulations and thus can register signings at any time.

For all cases - if there's a need for an emergency signing - please reach out to your ERL TO as they will review and may grant certain exceptions based on their assessment.

*See "4.2.3. 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 Team will forfeit. ERL Officials will determine if an event qualifies as an emergency."*

## Locally-Trained Representatives (LTR)

**Q:** LTR can be gained by playing in Spring or Summer Splits in 1st or 2nd Division, but why can't it be gained via Pro-Am/Winter Split?

- ❖ **A:** Pro-Am is a standalone tournament organized by ERLs and their formats differ a lot. In some, teams could play only a few games and rules are defined by local TOs. As means to achieve it varies in every Pro-Am, we opted not to include it for LTR.

**Q:** If I was Ultraliga LTR, played 2 Splits in NLC and now rejoining Ultraliga ERL again, am I still Ultraliga LTR?

- ❖ **A:** LTR can be obtained in several ways. Full rule under 1.3. in the ERL Rulebook. If LTR was obtained through the clause *“The Player who has been on an ERL Team Roster for the majority of applicable matches in an ERL in no less than two of the last three ERL Splits immediately prior to their participation in the first Game of the applicable competition.”* you cannot keep it, meaning you are not Ultraliga LTR anymore. Each time the Player joins a new ERL region, the TO will look at the last 3 Splits and see where the player played and determine if he is an LTR or not.

As a note, Players themselves have to declare LTR or choose to stay Non-Representative. See the following two clauses:

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

1.3.6. Players are not required to claim LTR status and may choose to remain a Non-Representative despite being eligible.

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## Eligibility

**Q:** Can a first division Team use a substitute player who plays in the amateur league?

- ❖ **A:** Teams are not allowed to use players outside of their registered roster. If an amateur league player is to play in an ERL, the player has to be registered and signed like any other player.

*“1.5.5. 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 EM.”*

## Player Behavior

**Q:** Is it possible to be suspended for toxic behavior if I use the “auto-mute” feature in the LoL client?

- ❖ **A:** Use of any foul language anywhere in League client may result in a suspension. A player using auto-mute function will not be excused from penalties.
- ❖ Check [this article](#) for ways to mute chat during the game.

**Q:** I don't think the results of my behavior check were fair. Is it possible to get more information?

- ❖ **A:** If interested in your chat logs which led to your suspension, please reach out to your regional TO. TO will provide instructions on how to receive it.

## Compliance Matters

**Q:** I did not receive my salary from my team for the last couple of months, what should I do?

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- ❖ **A:** First, you should contact and write your Team Management about which contractual salaries or outstanding money is due, since when it is due and according to which contractual clause. Stay as factual as you can in your email and provide another deadline for the team to pay your outstanding money.
  - ❖ If your problem is still unresolved, send an email to your local TO, providing the same info and attaching a copy of all correspondence with Team Management and relevant clauses from your employment contract. Your local TO should then start a mediation process between yourself and the team to objectively assess the dispute.

**Q:** I have evidence of or witnessed an ERL player committing a rule infraction. Where can I report this to?

- ❖ **A:** Please reach out to your local ERL TO, and they will escalate it to Riot. After internal investigation, Riot and/or ERL TO will decide on appropriate sanctions, if deemed necessary.

**Q:** Do I have a duty to report any witnessed, attempted, suspected, or known violation of the ERL Rulebook?

- ❖ **A:** Yes, if you are subject to these rules, you are under a duty to report to Riot Games and the ERL TO, without undue delay and unprompted at the first available opportunity, via email, any witnessed, attempted, suspected, or known violation of these rules (rule 11.2.18 ERL Rulebook). You are obliged to report such activity whether you were directly involved in the matter or should have reasonably been aware of the matter.

Please report it to your local ERL TO, and they will escalate it to Riot.

Failure to report such information constitutes a rules violation in itself. Retaliation against any individual who, in good faith, reports such a matter is strictly prohibited.

**Q:** Can I bet on Esports games?

- ❖ **A:** No, if you are a team manager/member bound to our Rules, you are not allowed to bet on any esports tournament or event.

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- ❖ Rule 17.2.15 ERL Rulebook states that: *“No Team Manager/Member may engage, nor attempt to engage, in any legal or illegal gambling activity relating in any way to any global esports tournament or event. This rule applies to all esports gambling activities including, without limitation, those available in any physical retail location or those conducted via the internet. Gambling activity is defined as placing anything of value – including real currency, virtual currency, or other digital assets – at risk in connection with a bet or wager. Additionally, no Team Manager/Member, League Official, or Riot Games employee may instruct, permit, cause, or enable other individuals to engage, nor attempt to engage, in any legal or illegal gambling activity relating in any way to any global esports tournament or event.”*

## Other

**Q:** If I'm coming from another region and transferring my own LoL account is not possible, what can I do?

- ❖ **A:** If the account region change via client account transfer feature is not possible, the ERL Team will offer you an account with unlocked Champions for your use during your time in ERLs. This benefit is temporary and is lost upon leaving ERLs.

To submit the request, please reach out to your local ERL TO.

**Q:** How do I know what I can or cannot pick in the game? What about bugs? Is there a list I can check for this?

- ❖ Yes there is! Riot actively shares the latest buglist to TOs to share with their respective teams. The buglist details on currently restricted elements of the game, as well as known bugs that players should be aware of. If you haven't received anything like this, reach out to your Team Manager or TO to get the latest updated buglist!
- ❖ The buglist is **strictly confidential** and not intended for public distribution or viewing. This is strictly for recognized esports tournaments use only.

**Q:** I'd like to participate in a Third Party Event/Tournament. What do I need to do?

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- ❖ First step is to check with your Team. If your Team Management allows your participation, then Team Management needs to contact your local ERL TO for approval. ERL TO will then sync with Riot to double check all details, and either approve or deny your participation.

There are a lot of factors that go into the evaluation and approval process, so this takes time. We recommend giving both ERL TOs and Riot a few weeks to review your request!

**Q:** Am I eligible for League Unlocked? What is it, how does it work, and how can I get it?

- **A:** League Unlocked is a program for our Accredited League 1st Division players & coaches (those who are on GCD). It's a gift from Riot as one of our semi-pro players, where we "unlock" your personal LoL account with all the latest and coolest skins. However, this is a temporary buff - it only lasts so long as you're in an Accredited ERL. Think of it like a subscription, you have the perks when you're subscribed, but it goes away when you're no longer subscribed.

To gain access, reach out to your local ERL TO.

**Q:** With LEC and other professional leagues having different formats, how is Veteran status gained in 2023?

- ❖ **A:** Veteran definition can be found in the ERL & EM Rulebook.

This is the previous Veteran definition and applies to professional leagues outside of the EMEA region. *"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."*

Here's an updated definition for LEC players *"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."*

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**Q:** I can't speak English well or the main language of my ERL. Is there somewhere I can contact to get clarification of the rules in my language?

- ❖ **A:** Please reach out to your regional ERL TO for any questions pertaining to the ERL or its rulebooks.

**Q:** Am I eligible for the EMEA Champions Queue? How do I gain access?

- **A:** CQ access is currently open to the following player population. This may change in the future. If you feel you qualify for access, reach out to your local TO.
  - LEC starting lineup players (+ ERL starting lineup if applicable)
  - LEC registered substitutes
    - Must be Grandmaster or higher in Solo Queue in the previous or current season
  - Accredited ERL starting lineup players
  - Players who have previously competed in the LEC (2019+) for at least 1 season (2 competitive splits)
    - Must be Grandmaster or higher in Solo Queue in the previous or current season
- **A:** CQ access will be updated at the end of every CQ split. Should a player be dropped from a team and thus, no longer being eligible, their access will be removed at the end of the current CQ split.



## How to submit a question?

To ask a question, please submit it via this [form](#). We do not guarantee that the question will be answered, nor at what time. We aim to keep the document updated as often as possible.