



## **2022 Mid-Season Invitational Rules**

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## Introduction and Purpose

These Official Rules (“**Rules**”) of the 2022 Mid Season Invitational Event (“**MSI**”) apply to each of the teams, who have qualified to play in MSI in 2022, as well as their managers, coaches, players, and other employees. These Rules apply only to the 2022 MSI not to other competitions, tournaments or organized play of League of Legends (“**LoL**” or the “**game**”).

League of Legends Championship Series LLC, a Delaware limited liability company, has established these Rules for the competitive play of LoL in order to unify and standardize the rules used in the 2022 MSI.

These Rules are designed solely to ensure the integrity of the system established by the MSI officials for professional play of LoL and a competitive balance among the teams that play at the professional level. Standardized rules benefit all parties who are involved in the professional play of LoL, including the teams, players and general managers.

These Rules do not restrict competition for players. The terms of engagement between players and teams are left to each of the teams and its players.

## 1. Team Member Eligibility

To be eligible to compete in the MSI, each player must satisfy the following conditions:

### 1.1. Player Age

No player shall be considered eligible to participate in MSI before his or her 17<sup>th</sup> birthday, defined as having lived 17 full years.

### 1.2. Residency and Work Eligibility

Each player must meet the eligibility requirements for the region they are representing at the MSI.

### 1.3. No Riot Employees

Owners, managers, coaches, Starters, and Reserve players (terms as defined herein, and collectively referred to as “**Team Members**”) may not be employees of Riot Games Inc. (“**RGI**”) or League of Legends Esports Federation LLC or any of their respective affiliates at the start of or at any point during the MSI. “**Affiliate**” is defined as any person or other entity which owns or controls, is under the ownership or control of, or is under common ownership or control with, an Owner. “**Control**” shall mean the power, through any means, to determine the policies or management of an entity, whether through the power to elect, appoint or approve, directly or indirectly, the directors, officers, managers or trustees of such entity or otherwise.

## **2. Event Eligibility and Prizing**

### **2.1. Team Eligibility**

**2.1.1.** Teams shall qualify for the 2022 MSI from the region in which they compete, and by the rules set forth by that region. Each region will send their top performing team to the event.

**2.1.2. Intent to Participate**

Teams must provide an initial confirmation of their intent to participate in MSI by March 4th, 2022 in order to secure visas and other essential documents for entering South Korea. The MSI Officials will not be able to apply for visas and other essential documents for entering South Korea for teams who declare their intent to participate in MSI after the above deadline. If a qualified team does not have the essential documents for entering South Korea, their slot will pass down to other teams according to the Inherit Policy below.

**2.1.3. Final confirmation**

Teams must provide a final confirmation of their intent to participate within 24 hours after they qualify for MSI, or 24 hours before the latest air ticket issue date, as confirmed by the MSI Officials, whichever comes earlier. Teams should confirm through email to the League Operations team of their local league.

**2.1.4. Participation Prohibition**

A qualified team may be prohibited from participating in the event in any of the following situations:

**2.1.4.1.** The qualified team is not able to travel to South Korea due to local / global travel restrictions, or fail to obtain necessary documents for entering the country (such as visas, COVID-19 travel clearance, etc.) before getting on the flight to MSI.

**2.1.4.2.** The qualified team is unable to fulfill the roster requirements by the deadline specified by MSI Officials.

**2.1.4.3.** Other situations that MSI Officials deemed to be necessary to prohibit a qualified team from participating in MSI.

## 2.2. Event Prize

Prizing for MSI will be comprised of a percentage share of a prize pool guaranteed by the tournament organizer to be at least \$250,000 USD, comprised of (i) a \$250,000 USD contribution by the tournament organizer; and (ii) a percentage of revenue share for the sale of certain designated digital goods associated with MSI (the “Prize Pool”).

The MSI Champion (the team that wins the final best-of-five match) will receive 30% of the prize pool. The 2nd place finisher will receive 20% of the prize pool. The two teams that lose in the Semifinals will each receive 10% of the prize pool. The two teams which are eliminated at the end of the Rumble Stage will each receive 7% of the prize pool. The teams that finish the Group Stage in third place in their groups will each receive 3.33% of the prize pool. The teams that finish in fourth place will each receive 2% of the prize pool.

In the event that the third and fourth place teams in any particular group in the Group Stage have the same number of wins and losses, such that a clear division cannot be made between them, the Prize Pool percentage share for the two teams will be aggregated and split between them. Tiebreaker rules will not apply for Prize Pool purposes. For example, if the 3rd place team in Group B is 2-4 (two wins and four losses) and the 4th place team in Group B is also 2-4 (two wins and four losses), these two teams will each receive a Prize Pool percentage share of 2.67%  $((2\% + 3.33\%)/2)$ .

<b>Position:</b>	<b>Prize Pool Percentage</b>
MSI Champion	30.00%
2 <sup>nd</sup> Place	20.00%
3 <sup>rd</sup> – 4 <sup>th</sup>	10.00% each

<b>Rumble Stage Position:</b>	<b>Prize Pool Percentage:</b>
1 <sup>st</sup>	Advance to Knockout Stage
2 <sup>nd</sup>	Advance to Knockout Stage
3 <sup>rd</sup>	Advance to Knockout Stage
4 <sup>th</sup>	Advance to Knockout Stage
5 <sup>th</sup> – 6 <sup>th</sup>	7.00% each

<b>Group Stage Position:</b>	<b>Prize Pool Percentage:</b>
1 <sup>st</sup>	Advance to Rumble Stage
2 <sup>nd</sup>	Advance to Rumble Stage
3 <sup>rd</sup>	3.33% each
4 <sup>th</sup>	2.00% each
If 3 <sup>rd</sup> and 4 <sup>th</sup> are tied:	2.67% each

### 3. Roster Rules

#### 3.1. Definition of Terms

- 3.1.1. **Game.** An instance of competition on the Summoner's Rift map that is played until a winner is determined by one of the following methods, whichever occurs first: (a) completion of the final objective (destruction of a nexus), (b) Team Surrender, (c) Team Forfeit, or (d) Awarded Game Victory (see Section 8.8).
- 3.1.2. **Match.** A set of games that is played until one team wins a majority of the total games (e.g., winning two games out of three ("Best of Three"); winning three games out of five ("Best of Five")).

#### 3.2. Roster Requirements

Each team is required to maintain, at all times during the MSI, five players in the starting lineup ("**Starters**"), one or two substitute players ("**Reserves**"), one Head Coach and one or more Strategic Coaches (collectively, the "**Active Roster**"). Each team is required to have a minimum of four Resident players on their Active Roster. If a team chooses to maintain a Seventh Player in their Active Roster, they shall bear all costs associated with the Seventh Player's attendance at MSI. If any of the Active Roster is not present on-site, then the team is subject to penalties. Any penalty may be waived by MSI officials in situations deemed by MSI officials to be an emergency.

If a team does not have their Reserve players onsite as required by these rules, they are subject to an organizational level fine of 20% of their prize pool, capped at twenty thousand USD (\$20,000). MSI officials will consider the failure to have a Reserve player onsite as an extreme aggravating factor in assessing any penalties for a team's forfeit of any match at MSI premised on the team's inability to field a roster.

Teams are not permitted to add any additional players to their roster after the Active Roster Lock of their region, except as expressly permitted by the MSI Officials according to Section 3.4.3 below.

#### 3.3. Coach

- 3.3.1. **Head Coach.** Each team will be required to have a designated Head Coach. The Head Coach cannot be a starting player, substitute player, active player, owner, and/or manager on a professional team, semi-professional team or an academy team.



If the regional league does not require mandatory coaches, then the Head Coach is allowed to be the manager as well. The Head Coach can only represent one organization. The Head Coach will be required to be on-site for every game that the team participates in. If the Head Coach is unable to make a game due to an emergency, the manager must assign an interim Head Coach to be on-site instead or act in the role of the coach. The interim Head Coach cannot be a player on the active roster. MSI officials shall determine, at their discretion, what constitutes an emergency. If a Head Coach is not present on-site, then the team is subject to penalties.

- 3.3.2. Strategic Coach.** Each team is allowed, but not required, to have a Strategic Coach during the Ban/Pick Phase. The Strategic Coach can be the analyst, translator, substitute player or any other member of the qualified team provided that the application is approved by the MSI Officials. The Strategic Coach cannot act as the Head Coach, i.e. the Strategic Coach cannot be on stage during the Ban/Pick Phase if the Head Coach is absent unless MSI Officials' written approval is obtained.

The Strategic Coach cannot be a starting player, substitute player, active player, owner, and/or manager for another professional team, a semi-professional team or an academy team.

Teams must declare their Strategic Coach(es) at the time of the Active Roster Lock. For teams with multiple Strategic Coaches, the team must declare who will be the Strategic Coach for each game when they submit the starting lineup for each game.

- 3.3.3. Definition of Leagues.** For the purpose of this rule, a professional team plays in a regional league that qualifies directly to MSI, a semi-professional team plays in a league that qualifies directly to a professional league, and an academy team plays in the development league specified by each region.

## 3.4. Active Roster Lock

- 3.4.1.** Teams are required to finalize and submit their Active Roster (Starters + Reserve + Coaches) to their regional league no later than March 4th, 2022 at 23:59 PST.
- 3.4.2.** The Active Roster that was submitted to or known by regional officials on these dates will be considered the eligible Active Roster for the MSI. This Active Roster may only be comprised of players and coaches that were on a team's roster at the time of their regional roster lock. This roster lock will not supersede

regional roster locks and is solely designed for teams to designate which eligible players from their roster will make up the Active Roster for MSI. In the absence of a regional roster lock, teams will not be able to add any new players and coaches to their roster after their last regional competition preceding the MSI.

### 3.5. Roster and Side Selection Submissions

- 3.5.1. Requests to modify a starting lineup for the team's first match on the first day of the **Group Stage** may not be submitted any later than 10:00pm local time on May 9th, 2022. Requests must be made by the designated head coach. Requests to modify a starting lineup for a team's first match on any other day of that stage must be submitted no later than 10:00pm local time, or an hour after the conclusion of the final game of the day, whichever is the latest, the day prior to the team's match, unless it is the completion of the week.
- 3.5.2. For the **Rumble Stage**, teams must submit any changes to their starting lineup by 10:00pm local time on May 19th, 2022. Requests must be made by the designated head coach. Requests to modify a starting lineup for a team's first match on any other day of that stage must be submitted no later than 10:00pm local time, or an hour after the conclusion of the final game of the day, whichever is the latest, the day prior to the team's match, unless it is the completion of the week
- 3.5.3. For the **Knockout Stage (Quarterfinals, Semifinals and Finals)**, teams will be required to submit their starting lineup for game 1 no later than 10:00pm local time two days prior to their match. For the sake of clarity, if a team is playing a bracket stage game on Sunday, their roster is due on Friday night at 10:00pm local time. In addition, the team controlling side selection will be required to submit their decision for side selection for game 1 by this deadline. Failure to designate side selection before the deadline will result in a default selection of blue side.
- 3.5.4. The starting lineup submissions must also include all personal information requested about the Team and Team Members by MSI officials, if any. This shall include the Team Members' In-Game Name (along with desired spelling and capitalization thereof). Failure to designate a starting lineup before the deadline will result in the team being required to utilize the same starting lineup as they used in their previous game.

### **3.6. Single-Day Substitutions and Side Selection**

If a team wishes to substitute players after the team's first match on a given day, those substitutions must be declared to the head referee before the start of the next scheduled game, as defined as the start of the pick/ban process. To be clear, the next scheduled game means the next game scheduled to be broadcast, not the next game scheduled for the team wishing to make the change.

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 MSI 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 coach must notify a MSI official no later than 5 minutes following game 1.

Side declaration for best-of matches will be decided between games after game 1. Teams with side choice for the next game will have 5 minutes after the nexus explodes to select their side for the next game. This will be at the same time as the substitution declaration. The coach will inform the referee with the team about their selection.

### **3.7. Team Names, Team Tags and Player Names**

A player must use the Team Name, Team Tag, and Summoner Name the player last used in regional play whilst qualifying for MSI. Name changes are not allowed except under certain extenuating circumstances, and must be approved by MSI officials prior to use in a MSI game.

## **4. Player Equipment**

### **4.1. MSI-Provided Equipment**

MSI officials will provide, and MSI players will exclusively use, equipment in the following categories to MSI players for all official MSI matches:

- PC & Monitor
- Hand Warmers
- Headsets and/or Earbuds and/or Microphones
- Table and Chair

At the request of a MSI player, MSI officials will provide the following categories of equipment for use in all official MSI matches:

- PC Keyboards
- PC Mice
- Mousepads

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

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

Players are allowed to bring equipment in the following categories, which are owned by themselves or their teams, into the match area and use such equipment during official MSI matches:

- PC Keyboards
- PC Mice and cord holders
- PC Mousepads

In the match area, players may not bring, use, or wear any headsets, earbuds and/or microphones, other than those provided by the MSI.

### **4.3. MSI Peripheral Policy**

All player-owned or team-owned equipment must be submitted to the MSI officials in advance for approval and will be kept during the event. Unapproved equipment or equipment that is suspected by the MSI officials of providing an unfair competitive advantage will not be permitted for use. If the Player's equipment is designated as

unapproved, then the Player will be required to use MSI-provided equipment instead.

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

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

All equipment must be disinfected in advance before brought into the Match Area and kept clean during MSI.

#### **4.4. Replacement of Equipment**

If equipment or technical problems are suspected by MSI officials at any time, a player or MSI official may request a technical review of the situation. A MSI technician will diagnose and troubleshoot problems, as needed. Technicians may request that the MSI officials order replacement of any equipment, at their discretion. Decisions regarding the replacement of any equipment are solely at the discretion of the MSI officials. If a player wishes to use personal replacement equipment, the player must use equipment which has been approved by MSI officials.

#### **4.5. Player and Coach Apparel**

Players must wear official team uniforms during all MSI matches and pre-match and post-match interviews held by the MSI. Players must wear pants and closed-toe shoes, as well as visible team-branded apparel, on their upper body, during the entirety of any MSI event or appearance. All starting players must wear matching apparel during the player introductions. The matching apparel includes shirts, jerseys, jackets, and pants. During matches, players must wear jerseys and may individually choose to wear jackets. All jackets, jerseys, and pants must match. For the avoidance of doubt, sweatpants, athletic pants, and/or pajama pants will not be considered appropriate attire unless approved in advance by MSI officials. Jerseys and all other apparel worn during such times are subject to the restrictions set forth in Section 9 below, and are subject to the review and discretion of MSI officials. MSI officials will have final approval over all apparel.

Head Coaches and Strategic Coaches must wear appropriate attire while at the event. The attire will need to be approved by MSI officials. Appropriate attire should be business casual and does not include: athletic wear, team branded apparel (like

jerseys), open-toed shoes, etc.

Player and coach apparel should also comply with additional regional league restrictions, if any.

#### 4.6. **Computer Programs & Usage**

Players are prohibited from installing their own programs and must use only the programs provided by the MSI.

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

#### 4.7. **Client Accounts**

Players will have Tournament Realm logins provided for them by the MSI. It is the players' responsibility to configure their account to their preferences. The account's Summoner Name must be set only to the player's official tournament handle, as approved by the MSI officials.

#### 4.8. **Audio Controls**

Players will be required to maintain minimum "pink noise" levels in their headsets. MSI officials may bar players from adjusting their "pink noise" levels lower if the officials determine, at their sole discretion, that external noise sources would be too easily discernible.

Headphones must be placed directly on a player's ears, and must remain there for the duration of the game. The microphone attached to the headset must be close to the player's mouth and may be adjusted by MSI officials if it is determined to be out of

position. Players are not permitted to obstruct the placement of headphones by any method or place any item, including hats, scarves or other articles of clothing, between the headphones and the player's ears.

#### **4.9. Equipment Tampering**

Players may not touch or handle another teammate's owned or provided equipment after a match has started. Players who require assistance with their equipment should ask assistance from a MSI official.

## 5. Venue and Competition Area Layout

### 5.1. General Venue Access

Access for MSI teams to the restricted areas of venues for official MSI matches is restricted to Team Members only, unless otherwise approved, in advance, by MSI officials. Permission to attend MSI matches is solely at the discretion of the MSI.

Venue access is restricted at all times. The only time any Team Member may access the venue is when they are required to be present by MSI officials.

Entrance to the venue is contingent on following the Event Safety Protocol.

### 5.2. Match Area

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

- 5.2.1. Team Coach.** The designated head coach must be in the match area during the match prep process and during the pick/ban phase, but must leave at the conclusion of the pick/ban phase and may not return until after the end of the match. The strategic coach may be in the match area during the pick/ban phase but cannot act as head coach unless MSI Officials’ written approval is obtained.
- 5.2.2. Team Managers.** Managers may be in the match area during the match prep process, but must leave prior to the pick/ban phase and may not return until after the end of the match.
- 5.2.3. Wireless Devices.** Wireless devices, including mobile phones and tablets, are not allowed in the match area while the players are involved in active play, including during pick/ban phase, pauses, remakes, and between games of multi-game matches. MSI officials will collect such devices from players in the match area and return them after the end of the match, and the players may be subject to penalties at the officials’ discretion.
- 5.2.4. Food and Drink Restrictions.** No food is allowed in the match areas. Drinks are permitted in the match area only in Riot-provided re-sealable containers. MSI officials will provide such containers to players upon request.



### 5.3. **Warm-up Area**

The warm-up area (which also may be referred to as a “Green Room”) will contain PCs designated by the MSI specifically for players to practice on before their official matches begin. The warm-up area is reserved for Team Members only and access will be provided by MSI officials at their discretion.

### 5.4. **Other Team Member Areas**

Other Team Member Areas are areas within the venue, as defined by MSI officials from time to time, designed to allow players to relax and socialize in locations separate from the match area. Access to these areas is limited to Team Members, unless specific permission is otherwise granted by MSI officials.

### 5.5. **Restrictions**

#### 5.5.1. **Meals**

Meals will be sent directly to the team lounge. Team Members are not allowed to leave the lounge for food and drink.

#### 5.5.2. **Visitors**

No external visitors are allowed in the restricted areas venue at any time.

#### 5.5.3. **Masks**

Team Members must wear masks at all times when outside the team lounge, except on stage or when otherwise directed by Riot staff.

## 6. Tournament Structure

### 6.1. Schedule

- Group Stage (May 10 - 15)
- Rumble Stage (May 20 - 24)
- Semifinals (May 27 - 28)
- Finals (May 29)

### 6.2. Group Stage

**6.2.1. Description.** The first round of MSI is the Group Stage. It will be a best-of-one double round robin amongst the group stage pools. The twelve qualified group teams will be split into three groups of four teams each prior to the Group Stage. Each team will play the other teams in their group twice, non-consecutively.

**6.2.1.1.** In the event that there are less than twelve teams attending the event, changes may be made to the group stage format. The goal of these changes will be to provide a fair and equitable play experience for all teams involved.

**6.2.2. Side Allocation.** Side selection for each match will be randomly pre-determined. Each team will play every other team in their group on each side of the map (i.e. blue and red).

**6.2.3. Tiebreaker Timing.** Tiebreaker games will be played immediately following the final game of the Group Stage for the respective group.

**6.2.4. Extraneous Game Exception.** Any games that are determined to be extraneous in tiebreakers (i.e. those solely determining 1st vs. 2nd or 3rd vs. 4th) will not be played. This rule shall override any following tiebreaker calling for such a game to be played.

**6.2.5. Two-way tie:** If two teams are tied after the Group Stage, head to head record will be used as the first tiebreaker. If the two teams have an identical head-to-head record, then the teams will play one tiebreaker game to determine the final standings.

**6.2.5.1. Side Selection.** Side selection for a head-to-head tiebreaker matchup will be awarded to the team with the lower total game victory time (i.e. the fastest team). Side selection must be submitted five minutes after the conclusion of the game which determined the tiebreaker scenario. Timelines may shift at the sole discretion of MSI Officials and MSI

Officials will update affected teams of the adjusted timeline at their earliest convenience.

**6.2.6. Three-way tie:** If three Teams are tied, the head-to-head record of all teams involved in the tie against all other teams involved in the tiebreaker will be considered. There are five possible combinations of records in a three-way tiebreaker, each of which are considered below:

- Each team in the tiebreaker has a combined record of 2-2 against each of the other teams in the tie. In this case, the teams with the highest total game victory time (i.e. the two slowest teams) will play one tiebreaker game with side selection going to the team with the lower total game victory time. The loser of that game will be awarded the lowest standing being decided by the tiebreaker and the winner of that game will play a single tiebreaker game against the team with the lowest total game victory time with side selection going to the team with the lower total game victory time. The winner of that second tiebreaker game will be awarded the highest standing being decided by the tiebreaker, and the loser of the game will be awarded the remaining standing.
- One team has an aggregate record of 3-1, the next team is 2-2 and the third team is 1-3. In this case, the teams with the 2-2 and 1-3 records will play one tiebreaker game. The loser of that game will be awarded the lowest standing being decided by the tiebreaker and the winner of that game will play a single tiebreaker game against the 3-1 team. The winner of that second tiebreaker game will be awarded the highest standing being decided by the tiebreaker, and the loser of the game will be awarded the remaining standing. In all cases, side selection belongs to the team with the better aggregate record (e.g. 3-1>2-2>1-3).
- Two teams have an aggregate record of 3-1 and the third team has an aggregate record of 0-4. The team that is 0-4 is awarded the lowest standing being decided by the tiebreaker and a new tiebreaker is declared amongst the two teams with an aggregate record of 3-1 utilizing the two-way tie procedure set forth in Rule 6.2.5.
- One team has an aggregate record of 4-0 and the other two teams have an aggregate record of 1-3. The team that is 4-0 is automatically granted the highest seed available in the tiebreaker (therefore winning the tiebreaker), and a new tiebreaker is declared amongst the two teams with an aggregate record of 1-3 utilizing the two-way tie procedure set forth in Rule 6.2.5.
- One team has an aggregate record of 4-0, the next team has an aggregate record of 2-2 and the third team has an aggregate record of 0-4. The team that is 4-0 is automatically granted the highest seed available in the tiebreaker (therefore winning the tiebreaker), the 2-2 team is awarded the second highest seed available (since it would win the head-to-head

tiebreaker against the 0-4 team), and the 0-4 team is awarded the lowest seed available in the tiebreaker.

**6.2.7. Four-way tie.** The four teams will be placed in a pair of best-of-1 games, seeded by total victory time (i.e. fastest team will play against the slowest team). The winners will advance to the Rumble Stage. The losers will be eliminated from the tournament.

**6.2.7.1. Side Selection.** Side selection for all games under this tie-breaker belongs to the team with the lower total game victory time.

## 6.3. Rumble Stage

**6.3.1. Description.** Following the Group Stage, the top two finishing teams from each group will advance to the second round of the MSI, the Rumble Stage. It will be a best-of-one double round robin amongst all six remaining teams. Each team will play the other five teams in their group twice, non-consecutively.

**6.3.2. Side Allocation.** Side selection for each match will be randomly pre-determined. Each team will have two games starting on each side of the map (i.e. blue and red).

**6.3.3. Tiebreaker Timing.** Tiebreaker games will be played immediately following the final game of the Rumble Stage.

**6.3.4. Extraneous Game Exception.** Any games that are determined to be extraneous in tiebreakers (i.e. those solely determining 3rd vs. 4th or 5th vs. 6th) will not be played. This rule shall override any following tiebreaker calling for such a game to be played.

**6.3.5. Two-way tie:** If two teams are tied after the Rumble Stage, head to head record will be used as the first tiebreaker. If the two teams have an identical head-to-head record, and the two teams are tied for first or second place in the group, then the teams will play one tiebreaker game to determine final standings.

**6.3.5.1. Side Selection.** Side selection for a head-to-head tiebreaker matchup will be awarded to the team with the lower total game victory time (i.e. the fastest team). Side selection must be submitted five minutes after the conclusion of the game which determined the tiebreaker scenario. Timelines may shift at the sole discretion of MSI Officials and MSI Officials will update affected teams of the adjusted timeline at their earliest convenience.

**6.3.6. Three-way tie:** If three Teams are tied at the end of the Rumble Stage, the head-to-head record of all teams involved in the tie against all other teams involved in the tiebreaker will be considered. There are five possible combinations of records in a three-way tiebreaker, each of which are considered below:

- Each team in the tiebreaker has a combined record of 2-2 against each of the other teams in the tie. In this case, the teams with the highest total game victory time (i.e. the two slowest teams) will play one tiebreaker game with side selection going to the team with the lower total game victory time. The loser of that game will be awarded the lowest standing being decided by the tiebreaker and the winner of that game will play a single tiebreaker game against the team with the lowest total game victory time with side selection going to the team with the lower total game victory time. The winner of that second tiebreaker game will be awarded the highest standing being decided by the tiebreaker, and the loser of the game will be awarded the remaining standing.
- One team has an aggregate record of 3-1, the next team is 2-2 and the third team is 1-3. In this case, the teams with the 2-2 and 1-3 records will play one tiebreaker game. The loser of that game will be awarded the lowest standing being decided by the tiebreaker and the winner of that game will play a single tiebreaker game against the 3-1 team. The winner of that second tiebreaker game will be awarded the highest standing being decided by the tiebreaker, and the loser of the game will be awarded the remaining standing. In all cases, side selection belongs to the team with the better aggregate record (e.g. 3-1>2-2>1-3).
- Two teams have an aggregate record of 3-1 and the third team has an aggregate record of 0-4. The team that is 0-4 is awarded the lowest standing being decided by the tiebreaker and a new tiebreaker is declared amongst the two teams with an aggregate record of 3-1 utilizing the two-way tie procedure set forth in Rule 6.3.5.
- One team has an aggregate record of 4-0 and the other two teams have an aggregate record of 1-3. The team that is 4-0 is automatically granted the highest seed available in the tiebreaker (therefore winning the tiebreaker), and a new tiebreaker is declared amongst the two teams with an aggregate record of 1-3 utilizing the two-way tie procedure set forth in Rule 6.3.5.
- One team has an aggregate record of 4-0, the next team has an aggregate record of 2-2 and the third team has an aggregate record of 0-4. The team that is 4-0 is automatically granted the highest seed available in the tiebreaker (therefore winning the tiebreaker), the 2-2 team is awarded the second highest seed available (since it would win the head-to-head tiebreaker against the 0-4 team), and the 0-4 team is awarded the lowest

seed available in the tiebreaker.

**6.3.7. Four-way tie:** If four teams are tied at the end of the Rumble Stage, the teams will be seeded by total game victory time. There are three possible combinations in which there can be a four-way tie. Specific tiebreaker procedures for all three are listed below.

- If four teams are tied for first place, the teams will be placed in a pair of best-of-1 games, seeded by total game victory time. The winners of these games will advance to the Knockout Stage tied for first place, and the losers will advance tied for third place.
- If four teams are tied for second place, the teams will be placed in a pair of best-of-1 games, seeded by total game victory time. The winners of these games will advance to the knockout stage tied for second. The losers of these games will play a single tiebreaker game, with the winners advancing to the Knockout stage tied for second place with the previously winning teams, and the losing team will be eliminated from the tournament.
- If four teams are tied for third place, the teams will be placed in a pair of best-of-1 games, seeded by total game victory time. The winners of these games will advance to the Knockout Stage. The losers will be eliminated from the tournament.

**6.3.8. Five-way tie:** If five Teams are tied at the end of the Rumble Stage, the teams will be seeded by total game victory time. There are two possible combinations in which there can be a five-way tie. Specific tiebreaker procedures for both are listed below.

- If five teams are tied for first place, the three teams with the lowest total victory time will automatically advance to the Knockout stage. The teams with the highest total game victory time (i.e. the two slowest teams) will play one tiebreaker game with side selection going to the team with the lower total game victory time.
- If five teams are tied for second place, the team with the lowest total victory time will automatically advance to the Knockout stage. The remaining four teams will be placed in a pair of best-of-1 games, seeded by total game victory time (i.e. fastest remaining team will play against the slowest team). The winners will advance to the Knockout Stage, where they will be randomly matched against the other two advancing teams. The losers will be eliminated from the tournament.

- 6.3.9. Six-way tie:** If six teams are tied at the end of the Rumble stage, the top two teams with the lowest total game victory time (i.e. the fastest two teams) will automatically advance to the Knockout stage and will be considered tied for first place. The remaining four teams will be placed in a pair of best-of-1 games, seeded by total game victory time (i.e. fastest remaining team will play against the slowest team). The winners will advance to the Knockout Stage, where they will be randomly matched against the other two advancing teams. The losers will be eliminated from the tournament.

## 6.4. Knockout Stage (Semifinals and Finals)

- 6.4.1. Setup.** Following the Rumble Stage, the first place team coming out of the Rumble Stage will choose to face either the third or fourth place team in their Semifinal match. They will also choose whether they would like their match to be Semifinal Match 1 (5/27) or Semifinal Match 2 (5/28). A representative from the first place team must communicate their choices to a Competition Official within two hours of the completion of the final match of the Rumble Stage. The remaining Semifinal will occur between the remaining two teams.

**6.4.1.1.** In the case where two teams come into the knockout stage tied for first, the Knockout Bracket will be drawn randomly, with the requirement that the teams tied for first do not play each other in the first round. Neither team will have their choice of first round opponent.

**6.4.1.2.** In the case where more than two teams come into the knockout stage tied for first, the Knockout Bracket will be drawn randomly. No team will have their choice of first round opponent.

**6.4.1.3.** In the case where three teams come into the Knockout Stage tied for second place, the first place team will be able to choose any of these three teams as their Semifinal opponent.

- 6.4.2. Semifinals.** The Semifinals will consist of two best-of-five matches. The winners of each Semifinal match will face off in the Finals.

**6.4.2.1. Side Selection.** Side selection for Game 1 of each Semifinal match will be determined by which team has a higher finishing position in the Rumble Stage. If the teams have a tied finishing position after the Rumble stage, side selection for Game 1 will be determined by coin flip. The team that wins the coin flip will be required to provide their side selection to MSI officials immediately upon completion of the coin flip. For all games after the first, the losing Team of the previous game will

have side selection. For avoidance of doubt, if the higher seed lost in Game 2, they will still have side selection in Game 3.

**6.4.3. Final Round.** The final round of the tournament will consist of one best-of-five match between the winners of the Semifinals. The winner of the Final round will be considered the 2022 MSI Champion.

**6.4.3.1. Side Selection.** Side selection for Game 1 of the Final Round will be determined by coin flip. The team that wins the coin flip will be required to provide their side selection to MSI officials immediately upon completion of the coin flip. For all games after the first, the losing Team of the previous game will have side selection. For avoidance of doubt, if the higher seed lost in Game 2, they will still have side selection in Game 3.

## 7. Match Process

### 7.1. Changes to Schedule

MSI officials may, at their sole discretion, re-order the schedule of matches within a given day and/or change the date of a MSI match to a different date or otherwise modify the schedule of matches. In the event that the MSI modifies a match schedule, the MSI will notify all teams at the earliest convenience.

### 7.2. Arrival at Studio

Members of a team's Active Roster who are participating in a MSI event must arrive at the studio no later than the time specified by MSI officials.

Teams must comply with all of the guidelines and requirements set forth by the MSI Officials, including but not limited to health and safety protocols.

### 7.3. Role of Referees

**7.3.1. Responsibilities.** Referees are MSI officials who are responsible for making judgments on every match-related issue, question and situation which occurs before, during, and immediately following match play. Their oversight includes, but is not limited to:



- Checking the team's lineup before a match.
- Checking and monitoring player peripherals and match areas.
- Announcing the beginning of the match.
- Ordering pause/resume during play.
- Issuing penalties in response to Rule violations during the match.
- Confirming the end of the match and its results.

**7.3.2. Referee Comportment.** At all times, referees shall conduct themselves in a professional manner, and shall issue rulings in an impartial manner. No passion or prejudice will be shown towards any player, team, team manager, owner, or other individual.

**7.3.3. Finality of Judgment.** If a referee makes an incorrect judgment, the judgment cannot be reversed during the match, as the decision of the referee is absolute. However, MSI officials at their discretion may evaluate the decision after the completion of the match to determine if the proper procedure was implemented to allow for a fair decision. If the proper procedure was not followed, MSI officials reserve the right to potentially invalidate the referee's decision. MSI officials will always maintain final say in all decisions set forth throughout the MSI.

## 7.4. **Competitive Patch**

The MSI will be played on the 12.8 patch. Changes to the competitive patch will be at the discretion of the MSI.

Champions who have not been available on the live service for more than 1 week will be automatically restricted. Champions that have undergone reworks will be subject to the MSI officials' discretion. Any champion may be disabled at any point at the discretion of MSI officials. A list of restricted champions will be provided to all teams before the event.

## 7.5. **Pre-Match Setup**

**7.5.1. Setup Time.** Players will have designated blocks of time prior to their match time to ensure they are fully prepared. MSI officials will inform players and teams of their scheduled setup time and duration as part of their match schedule. MSI officials may change the schedule at any time. Setup time is considered to have begun once players enter the Match Area, at which point they are not allowed to leave without permission of the on-site MSI official or

referee and accompaniment by another MSI official. Setup is comprised of the following:

- Ensuring the quality of all MSI-provided equipment.
- Connecting and calibrating peripherals.
- Ensuring proper function of voice chat system.
- Setting up rune pages.
- Adjusting in-game settings.
- Limited in-game warm-up.

- 7.5.2. Seating Order.** Players must sit in the order specified by the referee onsite.
- 7.5.3. Technical Failure of Equipment.** If a player encounters any equipment problems during any phase of the setup process, player must alert and notify a MSI official immediately.
- 7.5.4. Technical Support.** MSI officials will be available to assist with the setup process and troubleshoot any problems encountered during the pre-match setup period.
- 7.5.5. Lighting Levels.** Players may request adjustments to the level of lighting being directed at the stage during the setup process. However, there will be a minimum level of stage lighting required by the MSI staff, and the lighting will not be lowered below this level.
- 7.5.6. Timeliness of Match Start.** It is expected that players will resolve any issues with the setup process within the allotted time and that match will begin at the scheduled time. Delays due to setup problems may be permitted, at the sole discretion of MSI officials. Penalties for tardiness may be assessed at the discretion of the MSI officials.
- 7.5.7. Acknowledgement of Pre-Match Testing.** No fewer than two minutes before the match is scheduled to begin, a MSI official will confirm with each player that their setup is complete.
- 7.5.8. Player Ready State.** Once all ten players in a match have confirmed completion of setup, players may not leave the match area or enter a warm-up game without permission from a MSI official.
- 7.5.9. Game Lobby Creation.** MSI officials will decide how the official game lobby will be created. Players will be directed by MSI officials to join a game lobby as soon as testing has been completed, in the following order of positions: Top, Jungle, Mid, ADC, Support.

## 7.6. Game Setup and Play Restrictions

**7.6.1. Start of Pick / Ban Process.** Once all ten players have reported to the official game lobby, a MSI official will request confirmation that both teams are ready for the pick/ban phase (as defined and described below). Once both teams confirm readiness, a MSI official will instruct the room owner to start the game.

The coach will be granted on-stage access and will be allowed to communicate with the team during the Pick/Ban Process. The coach will exit the stage to a designated position once the countdown timer has reached 5 seconds during the Trading-Phase and will be muted once the timer has reached zero seconds.

**7.6.2. Recording of Pick / Ban Process.** Picks/bans will proceed through the client's Tournament Draft feature. MSI officials will record pick/bans as the draft proceeds. In the case of a draft remake, MSI officials will require teams to select the same pick/bans in the same order up to the incorrect pick/ban that caused the draft remake.

**7.6.3. Tournament Draft.** MSI officials may choose to employ either the Tournament Draft mode feature or a manual draft (e.g., draft that is conducted in chat without the use of an in-game feature). Starters for each team cannot be substituted after the start of the draft. Players may play any Champion which their team has drafted, but must confirm their selection with a MSI official.

**7.6.4. Restrictions on Gameplay Elements.** Restrictions may be added at any time before or during a match, if there are known bugs with any items, Champions, skins, runes, or Summoner spells, or for any other reason as determined at the discretion of the MSI.

**7.6.5. Draft Mode.** Draft mode proceeds in a snake draft format as follows:

### DRAFT MODE

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#### Phase #1

##### Bans



##### Picks



#### Phase #2

##### Bans



##### Picks



- 7.6.6. Selection Error.** In the event of an erroneously-selected Champion pick or ban, the team in error must notify a MSI official of their intended pick before the other team has locked in their next selection. If so, the process will be restarted and brought back to the point at which the error occurred so that the team in error may correct its mistake. If the next selection is locked before the team in error gives notice to a MSI official, the erroneous selection shall be deemed irrevocable.
- 7.6.7. Trading Champions.** Teams must complete all champion trades before the 20-second mark during the Trading Phase, or will be subject to a penalty in future games. At the discretion of MSI officials, late trades may be disallowed and players forced to play the champion they were holding prior to the disallowed trade (for example, in situations where penalties are not possible, such as the final game of a best-of series).
- 7.6.8. Game Start After Pick/Ban.** A game will start immediately after the pick/ban process is complete, unless otherwise stated by a MSI official. At this point, MSI 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 during the time between the completion of picks/bans and game launch, also known as “Free Time.”
- 7.6.9. Controlled Game Start.** In the event of an error in game start or a decision by MSI officials to separate the pick/ban process from game start, an MSI official may start the game in a controlled manner and all players will select Champions in accordance with the previous valid completed pick/ban process.
- 7.6.10. Slow Client Load.** If a Bugsplat, disconnect, or any other failure occurs which interrupts the loading process and prevents a player from joining a game upon game start, the game must be immediately paused until all ten players are connected to the game.

## 7.7. Remote Play Specific Rules

- 7.7.1. Match Area.** Players must remain within the match area at all times. Nobody besides the five players may be in the match area during play. There will be a minimum of two cameras monitoring the players at all times. These cameras may not be interfered with in any way.
- 7.7.2. Required Software.** To maintain competitive integrity, remote teams will be required to run a variety of software on their competition PCs. This software may not be disabled at any point during match play.

## 8. Game Rules

### 8.1. Definition of Terms

- 8.1.1. Unintentional Disconnection.** A player losing connection to the game due to problems or issues with the game client, platform, network, or PC.
- 8.1.2. Intentional Disconnection.** A player losing connection to the game due to player's actions (*i.e.* quitting the game). Any actions of a player which lead to a disconnection shall be deemed intentional, regardless of the actual intent of the player.
- 8.1.3. Server Crash.** All players losing connection to a game due to an issue with a game server, Tournament Realm platform, or venue internet instability.

### 8.2. Stoppage of Play

If a player intentionally disconnects without notifying a MSI official or pausing, a MSI official is not required to enforce a stoppage. During any pause or stoppage, players may not leave the match area unless authorized by a MSI official.

- 8.2.1. Directed Pause.** MSI officials may order the pause of a match or execute a pause command on any player station at the sole discretion of the MSI officials, at any time.
- 8.2.2. Player Pause.** Players may only pause a match immediately following any of the events described below, but must signal a MSI official immediately after the pause and identify the reason. Acceptable reasons include:
- An Unintentional Disconnection
  - A hardware or software malfunction (e.g. monitor power or peripheral disability or game glitch)
  - Physical interference with a player (e.g., fan gank or broken chair)
- 8.2.3. Illness, Injury or Disability.** 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 a MSI 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 League Official, but not to exceed a few minutes.

If a Player is showing signs or symptoms related to the COVID-19 virus, they will be subject to all procedures, as covered in the health and safety protocols

provided prior to the event.

If a player is rendered unable to play or continue to play because of a lack of medical clearance, or if the team is unable to field a roster that is compliant with these Rules, the team shall forfeit the game unless a MSI official, in his/her discretion, determines that the game is subject to an Awarded Game Victory.

- 8.2.4. Resuming the Game.** Players are not permitted to restart the game after a pause. After clearance from a MSI official is issued and all players are notified and ready at their stations, which will be contingent on a player from each team confirming through in-game chat that both teams are ready to resume play, the in-client spectators consisting of the head referee or live production will unpause the game.
- 8.2.5. Unauthorized Pause.** If a player pauses or unpauses a game for an unauthorized reason, or without permission from a MSI official, it will be considered unfair play and penalties will be applied at the discretion of MSI officials.
- 8.2.6. Player Communication During Stoppage of Play.** For the fairness of all competing teams, players are not allowed to communicate, in any fashion, with each other during a game pause. For the avoidance of doubt, players may communicate to the referee, but only when directed in order to identify and remedy the cause for the stoppage. If a pause extends long enough, referees may, at their sole discretion, allow teams to talk before the game is unpaused, in order to discuss the game conditions.

### 8.3. Restart and Recovery Protocol

- 8.3.1. Chronobreak.** The Deterministic Disaster Recovery Tool.
- 8.3.2. Bug.** An error, flaw, failure or fault that produces an incorrect or unexpected result, or causes a game or hardware device to behave in unintended ways.
- 8.3.3. Minor Bug.** A bug (including a hardware failure) that is, at worst, inconvenient to players. This may include bugs that alter game stats or gameplay mechanics in a manner that, while not optimal, can be played through if necessary. For the absence of doubt, in a case where Chronobreak is not available, these bugs would not result in a remade game.
- 8.3.4. Play Through Bug.** A bug that does not significantly alter the competitive integrity of the game. This may mean that there are mitigation steps available

for an otherwise difficult to play around bug (like restarting the game client or computer). Alternatively, this may include situations where the impact of the bug can be mitigated through other in-game functions.

This category also includes bugs provided under the “inform designation” - i.e. those bugs that are provided to teams in advance of games (usually champion, item or environment interactions and persistent effects) for which no remake will be offered. These effects or interactions cannot be avoided or mitigated through any means other than disabling of the offending champions, skins or items and thus remakes are not available for these bugs, which must be played through.

At their discretion, MSI Officials may offer Chronobreak for Bugs under the “inform designation” if, in the sole discretion of MSI Officials, the Bug has a high impact on the competitive integrity of the Game. MSI Officials will not offer a Chronobreak if, in their sole discretion, they determine that the disadvantaged Player or Team intended to or purposefully triggered the Bug. In a Chronobreak situation, MSI Officials shall treat the Play Through Bug as a Minor Bug or Critical Bug, as appropriate, for the execution of the Chronobreak. If Chronobreak is unable to recover the Game or if any Player causes the Bug to reoccur, MSI Officials will force a play through with no option of a remake or additional Chronobreak.

- 8.3.5. Unintentional Hardware Failure.** The failure of any piece of hardware, including server failure, monitor or PC failure or player peripheral failure. This does not include any hardware failure that is player induced, including the intentional damage to, or destruction of, a player peripheral, damage to the monitor or a player interfering with a PC. The determination of whether a hardware failure is unintentional is up to the sole discretion of MSI officials.
- 8.3.6. Critical Bug.** A bug (including an Unintentional Hardware Failure) that significantly damages a player’s ability to compete in the game situation, significantly alters game stats or gameplay mechanics, or a situation in which the external environmental conditions become untenable. The determination of whether the bug has damaged a player’s ability to compete is up to the sole discretion of MSI officials.
- 8.3.7. Verifiable Bug.** A bug or critical bug that is conclusively present and not attributable to player error. The spectator must be able to replay the instance in question and verify the bug or critical bug.
- 8.3.8. Terminal Situation.** A bug or other circumstance that requires that a game be remade. These circumstances include (i) instances of critical bugs where Chronobreak is unavailable or unable to recover the game; (ii) bugs which cannot be remedied or avoided through the use of Chronobreak,

including champion or skin bugs that may require that such champion or skin be disabled; or (iii) any other instance in the discretion of MSI officials where the continuation of the game is untenable (including environmental concerns and catastrophic hardware failure).

**8.3.9. “Dead-Ball” State.** A point in a game when neither team is heavily engaged with one another, although some minor engagement may still constitute a dead-ball state.

In establishing a dead-ball state, every effort should be made to identify a time as close to the bug instance as possible while providing an approximate 2 second window before a potential engagement in situations where the game was wound back from a point where the teams were engaged. The goal is to locate a point in time where an engagement remains possible, but not inevitable.

A perfect dead-ball state may not exist, and in those situations, the overarching goal of identifying a state in which there is no major engagement as close as possible to the bug instance should be prioritized (for example, going too far back could potentially remove setup a team has done, including wards, lane pressure and flanking).

**8.3.10. Cost.** Any (i) player deaths; (ii) objectives (tower, inhibitor, dragon, herald or baron) taken that were not otherwise in progress at the dead-ball state (i.e. dragon was pulled or three players on the tower with a minion wave and no opposition); or (iii) ultimate, item or Summoner spell usage where such ultimate spell at Rank 1 (regardless of the ultimate rank or cooldown at the time of the bug) or base Summoner spell or item (i.e. without cooldown reductions from runes or items) has a cooldown of 110 seconds or longer. An ultimate or Summoner spell used, in the opinion of MSI officials, outside of normal play patterns for the purpose of triggering a cost under this rule shall not constitute a cost. Other factors such as vision (placed or destroyed wards), minions farmed, etc, while all carrying some value in the game, do not rise to the level of consideration in whether to use Chronobreak.

**8.3.11. Prompt Reporting.** Once a player is aware of a bug (which, as defined, includes presumed hardware failures), the player is required to pause the game as soon as is practical through one of the methods listed below and alert MSI officials as to the bug. These methods are:

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

For the avoidance of doubt, if a player audibly requests that a referee pause



the game, even if the game is not immediately paused, the player will be considered to have requested a pause as soon as is practical. In addition, it may not be practical to cause an immediate pause upon recognizing the bug if, for example, the two teams are engaged with each other. In such cases, MSI officials may determine that it was not practical to pause the game until the engagement ended.

**8.3.12. Game of Record.** A game where all ten players have loaded and which has progressed to a point of meaningful interaction between opposing teams. Once a game attains Game of Record (“**GOR**”) status, the period ends in which incidental restarts may be permitted and a game will be considered as “official” from that point onward. Examples of conditions which establish GOR:

- Establishing line-of-sight between players on opposing teams.
- Any attack or ability is landed on minions, jungle creeps, structures, or enemy Champions.
- Setting foot, establishing vision or targeting skillshot ability in opponent’s jungle by either team, which includes either leaving the river or entering brush connected to enemy jungle.
- Game timer reaches two minutes (00:02:00).

## 8.4. Chronobreak Availability and Use

If a game experiences a bug at any point during the match, MSI officials must first determine whether the player followed the pause protocol. If the game was timely paused, MSI officials must next determine whether the bug is a **verifiable bug**. If it is a **verifiable bug**, MSI officials must next determine whether the bug is a **minor bug**, **critical bug** or **terminal situation**.

### 8.4.1. Minor Bug.

If the bug is a **minor bug** and is not a **play through bug**, MSI officials must determine what the appropriate dead-ball state would be and whether there is a cost associated with the use of Chronobreak to revert to that dead-ball state. If there is a cost associated with the **minor bug**, Chronobreak is not available and players should be instructed to play through the bug.

In the case of a **minor bug** with no cost, MSI officials must determine (i) whether Chronobreak can restore the game; and (ii) whether reverting the game to an earlier state will fix the bug or avoid the trigger condition for the bug. If Chronobreak cannot restore the game or reverting the game to an earlier state will not fix or avoid the bug, or in the case of any **play through bug**, Chronobreak shall not be used and the players will be instructed to play through the bug.

If MSI officials determine to the use of Chronobreak is appropriate, MSI officials shall determine whether either or both teams were significantly disadvantaged by the **minor bug**, and any significantly disadvantaged team will be offered the opportunity to Chronobreak the game, although such team will not be told what dead-ball state will be utilized. If both teams are significantly disadvantaged, either team requesting a Chronobreak will trigger the use of Chronobreak.

If any significantly disadvantaged team requests a Chronobreak, MSI officials will utilize Chronobreak to restore the game to the appropriate dead-ball state. If an appropriate dead-ball state does not exist, players may still be placed back to a recovered spot prior to the bug occurring at the discretion of MSI officials.

#### **8.4.2. Critical Bug.**

In the case of a **critical bug** (where such **critical bug** is not a **play through bug**), MSI officials must determine (i) whether Chronobreak can restore the game; and (ii) whether reverting the game to an earlier state will fix the bug or avoid the trigger condition for the bug.

If Chronobreak cannot restore the game, or reverting the game to an earlier state will not fix or avoid the bug, then the bug constitutes a **Terminal Situation**.

In the case of a **critical bug**, MSI officials will determine whether either or both teams were significantly disadvantaged by the **critical bug**, and any significantly disadvantaged team will be offered the opportunity to Chronobreak the game, although such team will not be told what dead-ball state will be utilized. If any significantly disadvantaged team requests a Chronobreak, MSI officials will attempt to find an appropriate dead-ball state prior to the bug occurring. If an appropriate dead-ball state does not exist, players may still be placed back to a recovered spot prior to the bug occurring at the discretion of MSI officials.

**8.4.3. Terminal Situation.** In the case of a **Terminal Situation**, MSI officials shall follow the remake procedure (below).

#### **8.4.4. Remakes Before GOR.**

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

- If a player notices that player's rune or GUI settings have not applied

correctly due to a bug between the game lobby and match, player can pause the game to adjust these settings. If the settings cannot be correctly adjusted, then the game may be restarted.

- If MSI officials determine that technical difficulties will not allow for the game to resume as normal (including a team's ability to be in proper position for certain game events, such as minion spawn).
- Any circumstance which would permit a restart after GOR.

#### 8.4.5. Restarts After GOR.

The following are examples of situations in which a game may be restarted after GOR has been established:

- If a game experiences a **Terminal Situation** at any point during the match
- If MSI officials determine that there are environmental conditions which are unfair (e.g. excessive noise, hostile weather, unacceptable safety risks).

## 8.5. Remake Procedure

- 8.5.1. Terminal Situation.** MSI officials will determine whether either or both teams were significantly disadvantaged by the bug, and any significantly disadvantaged team will be offered the opportunity to remake the game. If any significantly disadvantaged team accepts a remake, the game will immediately be restarted as per this section. Significant disadvantage is a prerequisite to a remake offer.
- 8.5.2. Controlled Environment.** Certain conditions may be preserved in the event of a remake game that has not reached GOR, including, without limitation, picks/bans or Summoner spells. If, however, a match has reached GOR then MSI officials shall not retain any settings.
- 8.5.3. Champion and Skin Disables.** If the remake occurred due to a champion bug, then settings no longer will be retained (including picks and bans) regardless of Game of Record status and the champion may be made ineligible for at least the remainder of the day's matches unless the bug can be conclusively tied to a specific game element that can be fully removed (i.e. a skin that can be disabled). For clarity, settings may be retained in situations where Game of Record has not been established and the bug can be conclusively tied to a specific game element that can be fully removed.

## 8.6. Hardware Malfunction

In the case of any hardware malfunctions, MSI 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.

## 8.7. Discretion

MSI officials may utilize Chronobreak at any time or restart any game if MSI officials, in their sole and absolute discretion, believe that such an action is necessary to preserve the best interests of the MSI. This power is not constrained by the lack of any specific language in this document.

## 8.8. Awarded Game Victory

In the event of a technical difficulty which leads MSI officials to declare a restart, MSI officials may instead award a game victory to a team. MSI officials, in their sole discretion, may determine that a team cannot avoid defeat to a degree of reasonable certainty. The following criteria may be used (but are not required to be used) in the determination of reasonable certainty.

- 8.8.1. **Game Time.** If a game has been played for more than 15 minutes on the game clock (00:15:00).
- 8.8.2. **Gold Differential.** The difference in gold between the teams is more than 33%.
- 8.8.3. **Remaining Turret Differential.** The difference in the number of remaining turrets between the teams is more than seven (7).
- 8.8.4. **Remaining Inhibitor Differential.** The difference in the number of standing inhibitors between the teams is more than two (2).
- 8.8.5. **Remaining Nexus Turret Differential.** The difference in the number of remaining nexus turrets between Teams is two (2).
- 8.8.6. **Champion Differential.** The difference in alive champions between Teams is at least four (4) with the remaining death timers on all dead champions being at least 40 seconds or higher.

- 8.8.7. **Straight Up GG.** At the time of technical difficulty there is no scenario that in the opinion of MSI Officials could result in anything other than the victory of one Team.

## 8.9. Post-Game Process

- 8.9.1. **Results.** MSI officials will confirm and record game result.
- 8.9.2. **Tech Notes.** Players will identify any tech issues with MSI officials.
- 8.9.3. **Break Time.** MSI officials will inform players of the remaining amount of time before the next game's pick/ban phase begins. The standard time for transition in between games is 12 minutes from nexus explosion until players are required in their seats. The exact time will be told to the coach and/or players by the referees. Pick/ban phase will commence as soon as all players are in their seats. If all the players are not in their seats, ready for champion select at the time designated to them by the referees, the team can be penalized for delay of game.
- 8.9.4. **Results of Forfeiture.** Matches won by forfeit will be reported by the minimum score it would take for one team to win the match (e.g. 1-0 for best-of-1 matches, 2-0 for best-of-three matches, 3-0 for best-of-five matches). No other statistics will be recorded for forfeited matches.

## 8.10. Post-Match Process

- 8.10.1. **Results.** MSI officials will confirm and record the match result.
- 8.10.2. **Next Match.** Players will be informed of their current standing in the competition, including their next scheduled match.
- 8.10.3. **Post-Match Obligations.** Players will be informed of any post-match obligations, including, but not limited to, media appearances, post-game and backstage interviews, or further discussion of any match matters immediately following the conclusion of a match.
  - 8.10.3.1. **Backstage Interviews.** Players may be required to participate in a live, backstage interview for an official broadcast of the event. These interviews will only be conducted following the team's final game of the day.

- 8.10.3.2. **Post-Game Interviews.** Players may be required to participate in a pre-recorded, post-game interview for a future official broadcast of the event. These interviews will only be conducted following the team's final game of the day.
- 8.10.3.3. **Press/Media Interviews.** Teams will be required to make available to the media at least two players that started any game that day, regardless of team victory or defeat, for a minimum of two interviews each (approximately 20 minutes total per player).
- 8.10.3.4. **Press Conferences.** Following matches in the Knockout stage, teams will be required to send their full rosters, including their coach, to a press conference with assorted media outlets. These press conferences will last approximately 30-45 minute

## 9. Player Conduct

### 9.1. Competition Conduct

**9.1.1. Unfair Play.** The following actions will be considered unfair play and will be subject to penalties at the discretion of MSI officials.

**9.1.1.1. Collusion.** Collusion is defined as any agreement among two (2) or more players, coaches, teams, and/or confederates to disadvantage opposing players. Collusion includes, but is not limited to, acts such as:

**9.1.1.1.1.** Soft play, which is defined as any agreement among two (2) or more players to not damage, impede or otherwise play to a reasonable standard of competition in a game.

**9.1.1.1.2.** Pre-arranging to split prize money and/or any other form of compensation.

**9.1.1.1.3.** Sending or receiving signals, electronic or otherwise, from a confederate to/from a player.

**9.1.1.1.4.** Deliberately losing a game for compensation, or for any other reason, or attempting to induce another player to do so.

**9.1.1.2. Competitive Integrity.** Teams are expected to play at their best at all times within any MSI game, and to avoid any behavior inconsistent with the principles of good sportsmanship, honesty, or fair play. For the purpose of clarification, team composition and the pick/ban phase will not be considered when determining whether this rule has been violated.

**9.1.1.3. Hacking.** Hacking is defined as any modification of the League of Legends game client by any player, team or person acting on behalf of a player or a team.

**9.1.1.4. Exploiting.** Exploiting is defined as intentionally using any in-game bug to seek an advantage. Exploiting includes, but is not limited to, acts such as: glitches in buying items, glitches in neutral minion interactions, glitches in Champion ability performance, or any other game function that, in the sole determination of MSI officials, is not functioning as intended.

- 9.1.1.5. **Spectator Monitors.** Looking at or attempting to look at spectator monitors.
- 9.1.1.6. **Ringling.** Playing under another player's account or soliciting, inducing, encouraging or directing someone else to play under another player's account.
- 9.1.1.7. **Cheating Device.** The use of any kind of cheating device and/or cheat program.
- 9.1.1.8. **Intentional Disconnection.** An intentional disconnection without a proper and explicitly-stated reason.
- 9.1.1.9. **MSI Discretion.** Any other further act, failure to act, or behavior which, in the sole judgment of MSI officials, violates these Rules and/or the standards of integrity established by the MSI for competitive game play.
- 9.1.2. **Profanity and Hate Speech.** A Team Member may not use language that is obscene, foul, vulgar, insulting, threatening, abusive, libelous, slanderous, defamatory or otherwise offensive or objectionable; or promote or incite hatred or discriminatory conduct, in or near the match area, at any time. A Team Member may not use any facilities, services or equipment provided or made available by MSI or its contractors to post, transmit, disseminate or otherwise make available any such prohibited communications. A Team Member may not use this type of language on social media or during any public facing events such as streaming.
- 9.1.3. **Disruptive Behavior / Insults.** A Team Member may not take any action or perform any gesture directed at an opposing Team Member, fan, or official, or incite any other individual(s) to do the same, which is insulting, mocking, disruptive, or antagonistic.
- 9.1.4. **Abusive Behavior.** Abuse of MSI officials, opposing Team Members, or audience members will not be tolerated. Repeated etiquette violations, including but not limited to touching another player's computer, body or property will result in penalties. Team Members and their guests (if any) must treat all individuals attending a match with respect.
- 9.1.5. **Studio Interference.** No Team Member may touch or otherwise interfere with lights, cameras or other studio equipment. Team Members may not stand on chairs, tables or other studio equipment. Team Members must follow all instructions of MSI studio personnel.
- 9.1.6. **Unauthorized Communications.** All mobile phones, tablets and other voice-enabled and/or "ringing" electronic devices must be removed from the play area before the game. Players may not text/email or use social media



while in the match area. During the match, communication by a Starter shall be limited to the players on Starter's team.

- 9.1.7. Apparel.** Team Members may wear apparel with multiple logos, patches or **promotional** language. MSI reserves the right at all times to impose a ban on objectionable or offensive apparel:
- 9.1.7.1.** Containing any false, unsubstantiated, or unwarranted claims for any product or service, or testimonials, that MSI, in its sole and absolute discretion, considers unethical.
  - 9.1.7.2.** Advertising any non-"over the counter" drug, tobacco product, firearm, handgun or ammunition.
  - 9.1.7.3.** Containing any material constituting or relating to any activities which are illegal in any MSI region, including but not limited to, a lottery or an enterprise, service or product that abets, assists or promotes gambling.
  - 9.1.7.4.** Containing any material that is defamatory, obscene, profane, vulgar, repulsive or offensive, or that describes or depicts any internal bodily functions or symptomatic results of internal conditions, or refers to matters which are not considered socially acceptable topics.
  - 9.1.7.5.** Advertising any pornographic website or pornographic products.
  - 9.1.7.6.** Containing any trademark, copyrighted material or other element of intellectual property that is used without the owner's consent or that may give rise to, or subject MSI or its affiliates to, any claim of infringement, misappropriation, or other form of unfair competition.
  - 9.1.7.7.** Disparaging or libeling any opposing team or player or any other person, entity or product.
  - 9.1.7.8.** The MSI reserves the right to refuse entry or continued participation in the match to any Team Member who does not comply with the aforementioned apparel rules.
- 9.1.8. Identity.** A player may not cover his or her face or attempt to conceal his or her identity from MSI officials. MSI officials must be able to distinguish the identity of each player at all times and may instruct players to remove any material that inhibits the identification of players or is a distraction to other players or MSI officials. For this reason, as well as those listed in Section 4.8, hats are not allowed.
- 9.1.9. Spectator Machines.** No Team Member or any Team staff member may utilize the backstage coach spectator machines to interfere with any Game or to

communicate with anyone involved in any Game. Interference with any game, including pausing the Game or messaging participants in the Game, from any backstage coach spectator machine, will result in forfeit for the offending Team, without regard to intent.

- 9.1.10. No Interference With Referees.** During a game pause or other stoppage of play (including a game server crash), no Team Members may be in the backstage area in proximity to the Head Referee or any Referee, nor may any Team Member attempt to influence the Head Referee, a Referee or any MSI Official regarding the stoppage of play.

## 9.2. Unprofessional Behavior

- 9.2.1. Responsibility Under Code.** Unless expressly stated otherwise, offenses and infringements of these Rules are punishable, whether or not they were committed intentionally. Attempts to commit such offenses or infringements are also punishable.
- 9.2.2. Harassment.** Harassment is forbidden. Harassment is defined as systematic, hostile and repeated acts taking place over a considerable period of time, or a singular egregious instance, which is/are intended to isolate or ostracize a person and/or affect the dignity of the person.
- 9.2.3. Sexual Harassment.** Sexual harassment is forbidden. Sexual harassment is defined as unwelcome sexual advances. The assessment is based on whether a reasonable person would regard the conduct as undesirable or offensive. There is zero tolerance for any sexual threats/coercion or the promise of advantages in exchange for sexual favors.
- 9.2.4. Discrimination and Denigration.** Team Members may not offend the dignity or integrity of a country, private person or group of people through contemptuous, discriminatory or denigrating words or actions on account of race, skin color, ethnic, national or social origin, gender, language, religion, political opinion or any other opinion, financial status, birth or any other status, sexual orientation or any other reason.
- 9.2.5. Statements Regarding MSI, Riot Games, and League of Legends.** Team Members may not give, make, issue, authorize or endorse any statement or action having, or designed to have, an effect prejudicial or detrimental to the best interest of MSI, Riot Games or its affiliates, or League of Legends, as determined in the sole and absolute discretion of MSI.

- 9.2.6. Player Behavior Investigation.** If MSI or Riot determines that a Team Member has violated the Summoner's Code, the LoL Terms of Service, or other rules of LoL, MSI officials may assign penalties at their sole discretion. If a MSI official contacts a Team Member to discuss the investigation, the Team Member is obligated to tell the truth. If a Team Member withholds information or misleads a MSI official, creating an obstruction of the investigation then the Team and/or Team Member is subject to punishment.
- 9.2.7. Criminal Activity.** A Team Member may not engage in any activity which is prohibited by common law, statute, or treaty and which leads to or may be reasonably deemed likely to lead to conviction in any court of competent jurisdiction.
- 9.2.8. Moral Turpitude.** A Team Member may not engage in any activity which is deemed by the MSI to be immoral, disgraceful, or contrary to conventional standards of proper ethical behavior.
- 9.2.9. Confidentiality.** A Team Member may not disclose any confidential information provided by MSI or any affiliate of Riot Games, by any method of communication, including all social media channels.
- 9.2.10. Bribery.** No Team Member may offer any gift or reward to a player, coach, manager, MSI official, Riot Games employee, or person connected with or employed by another MSI team for services promised, rendered, or to be rendered in defeating or attempting to defeat a competing team.
- 9.2.11. No Poaching or Tampering.** No Team Member or Affiliate of a team may solicit, lure, or make an offer of employment to any Team Member who is signed to any MSI team, nor encourage any such Team Member to reach or otherwise terminate a contract with said MSI team. An official coach or player may not solicit a team to violate this rule. An official coach or player may express publicly their desire to leave the team and encourage any and all interested parties to contact their management.  
But, to be clear, the official coach or player may not entice a team directly to reach out to their management or attempt to violate their contractual obligations. Violations of this rule shall be subject to penalties, at the discretion of MSI officials.
- 9.2.12. Gifts.** No Team Member may accept any gift, reward or compensation for services promised, rendered, or to be rendered in connection with competitive play of the game, including services related to defeating or attempting to defeat a competing team or services designed to throw or fix a match or game. The sole exception to this rule shall be in the case of performance-based compensation paid to a Team Member by a team's official sponsor or owner.

- 9.2.13. Non-Compliance.** No Team Member may refuse or fail to apply the instructions or decisions of MSI officials.
- 9.2.14. Match-Fixing.** No Team Member may offer, agree, conspire, or attempt to influence the outcome of a game or match by any means that are prohibited by law or these Rules.
- 9.2.15. Document or Miscellaneous Requests.** Documentation or other reasonable items may be required at various times throughout the MSI as requested by MSI officials. If the documentation is not completed to the standards set by the MSI then a team may be subject to penalties. Penalties may be imposed if the items or documentation requested are not received and/or completed at the required time or does not meet the standards set by the MSI.

### **9.3. Association with Gambling**

No Team Member or MSI official may take part, either directly or indirectly, in betting or gambling on any results of any MSI game, match or tournament.

### **9.4. Specific Requirements**

Team Members must at all times adhere to the Event Safety Protocols, Player Handbook and other specified documents, as provided by Riot Games.

### **9.5. Subjection to Penalty**

Any person found to have engaged in or attempted to engage in any act that MSI believes, in its sole and absolute discretion, constitutes unfair play, will be subject to penalty. The nature and extent of the penalties imposed due to such acts shall be in the sole and absolute discretion of the MSI.

### **9.6. Penalties**

Upon discovery of any Team Member committing any violations of the rules listed above, the MSI may, without limitation of its authority under Section 9.4, issue the following penalties:

- Verbal Warning(s)
- Loss of Side Selection for Current or Future Game(s)

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

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

## **9.7. Right to Publish**

MSI shall have the right to publish a declaration stating that a Team Member has been penalized. Any Team Members and/or team which may be referenced in such declaration hereby waive any right of legal action against the League of Legends Championship Series, LLC, Riot Games, Inc., and/or any of their parents, subsidiaries, affiliates, employees, agents, or contractors.

## **10. Spirit of the Rules**

### **10.1. Finality of Decisions**

All decisions regarding the interpretation of these rules, player eligibility, scheduling and staging of the MSI, and penalties for misconduct, lie solely with the MSI, the decisions of which are final. MSI decisions with respect to these Rules cannot be appealed and shall not give rise to any claim for monetary damages or any other legal or equitable remedy.

### **10.2. Rule Changes**

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

### **10.3. Language Differences**

These Rules may be presented in a variety of languages to the competitors of the event. In any scenario in which the translation of these rules creates a conflict, the English version of this ruleset will prevail.

### **10.4. Best Interests of the MSI**

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

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