



2023 Mid Season Invitational Rules

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Introduction and Purpose

These Official Rules (“**Rules**”) of the 2023 Mid Season Invitational Event (“**MSI**”) apply to each of the teams, who have qualified to play in MSI in 2023, as well as their managers, coaches, players, and other employees. These Rules apply only to the 2023 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 2023 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 17th 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 2023 MSI from the region in which they compete, and by the rules set forth by that region. Regions will be awarded the following number of berths in the MSI as follows:

Korea (LCK)	#1/#2 Seeds – Seeded into Bracket Stage
China (LPL)	#1 Seed – Seeded into Bracket Stage #2 Seed - Seeded into the Play-In Stage
Europe (LEC)	#1 Seed – Seeded into Bracket Stage #2 Seed - Seeded into the Play-In Stage
North America (LCS)	#1 Seed – Seeded into Bracket Stage #2 Seed - Seeded into the Play-In Stage
Asia Pacific (PCS)	#1 Seed - Seeded into the Play-In Stage
Vietnam (VCS)	#1 Seed - Seeded into Play-In Stage
Brazil (CBLOL)	#1 Seed – Seeded into Play-In Stage
Japan (LJL)	#1 Seed – Seeded into Play-In Stage
Latin America region (LLA)	#1 Seed – Seeded into Play-In Stage

2.1.2. Play-In and Bracket Stage Draw Tiers

Play In:

Tier	Teams
1	LPL2, LEC2
2	LCS2, PCS1
3	VCS1, LJL1
4	CBLOL1, LLA1

Bracket Stage:

Tier	Teams
1	LCK1, LPL1
2	LEC1, LCS1
3	LCK3, the 3 Play-In Qualifiers

2.2. Event Prize

Prizing for the 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”).

In the event that a team qualifies for, but is unable to attend the MSI, they will receive prizing at the lowest possible performance level as if they attended. For clarity, this means that a team that would begin in the Play-In Stage of the event will be awarded a prize equivalent to 2.00% of the total prize pool.

Position:	Prize Pool Percentage
MSI Champion	20.00%
2 nd Place	15.00%
3 rd Place	12.00%
4 th Place	10.00%
5 th / 6 th Place	8.00 %
7 th / 8 th Place	6.00 %
9 th Place	5.00%
10 th / 11 th Place	3.00%
12 th / 13 th Place	2.00%

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 the Reserved Player(s) 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.

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.

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 team must inform the MSI officials immediately and 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.

- 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(s) + Coaches) to their regional league no later than March 31st, 2023 at 23:59 PST.
- 3.4.2.** The Active Roster that was submitted to or known by regional officials on the date above 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 or the roster lock date specified by the MSI Officials, whichever comes first.

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 **Play-In Stage** may not be submitted any later than 10:00pm local time on May 1, 2023. 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 **Bracket Stage**, teams will be required to submit their starting lineup for Game 1 no later than 10:00pm local time the day prior to their match, or an hour after the conclusion of the final game of the day, whichever is latest. In addition, for the first Round of the Upper Bracket, 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. Side selection for the remaining rounds will be due at the times defined in Section 6 of these rules.
- 3.5.3. 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

A team may substitute a player within a match (i.e. between games of a best-of-three or best-of-five). 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. Teams will not be allowed to remove these peripherals from the event venue for the duration of 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 being 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 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 other rules specified by the MSI Officials and 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. Remote Competition Areas

- 5.5.1.** In the event that the MSI Health and Safety protocols determine that a player is unable to play from stage, that Team Member may play from an isolation area, as determined by the MSI officials. All Team Members must follow these rules governing play, however, at the sole discretion of MSI officials, exceptions may be made to these rules to facilitate remote play.

5.6. Restrictions

5.6.1. Visitors

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

5.6.2. Masks

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

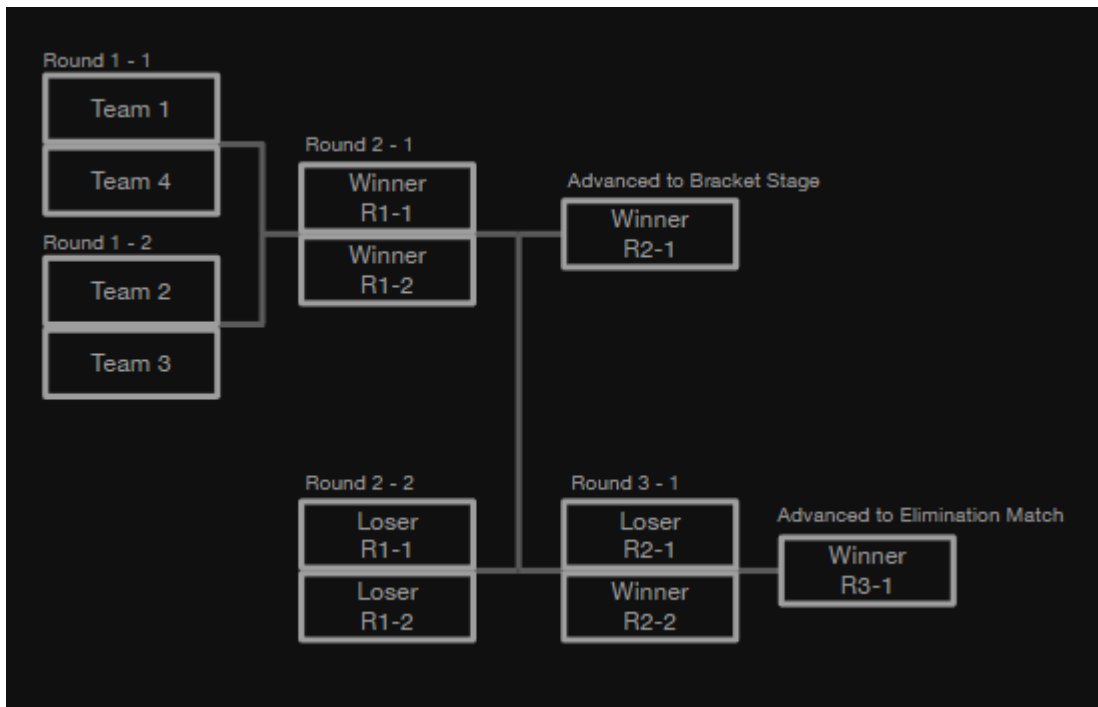
6. Tournament Structure

6.1. Schedule

- Play-In Stage (May 2 - May 7)
- Bracket Stage (May 9 - May 21)

6.2. Play-In Stage

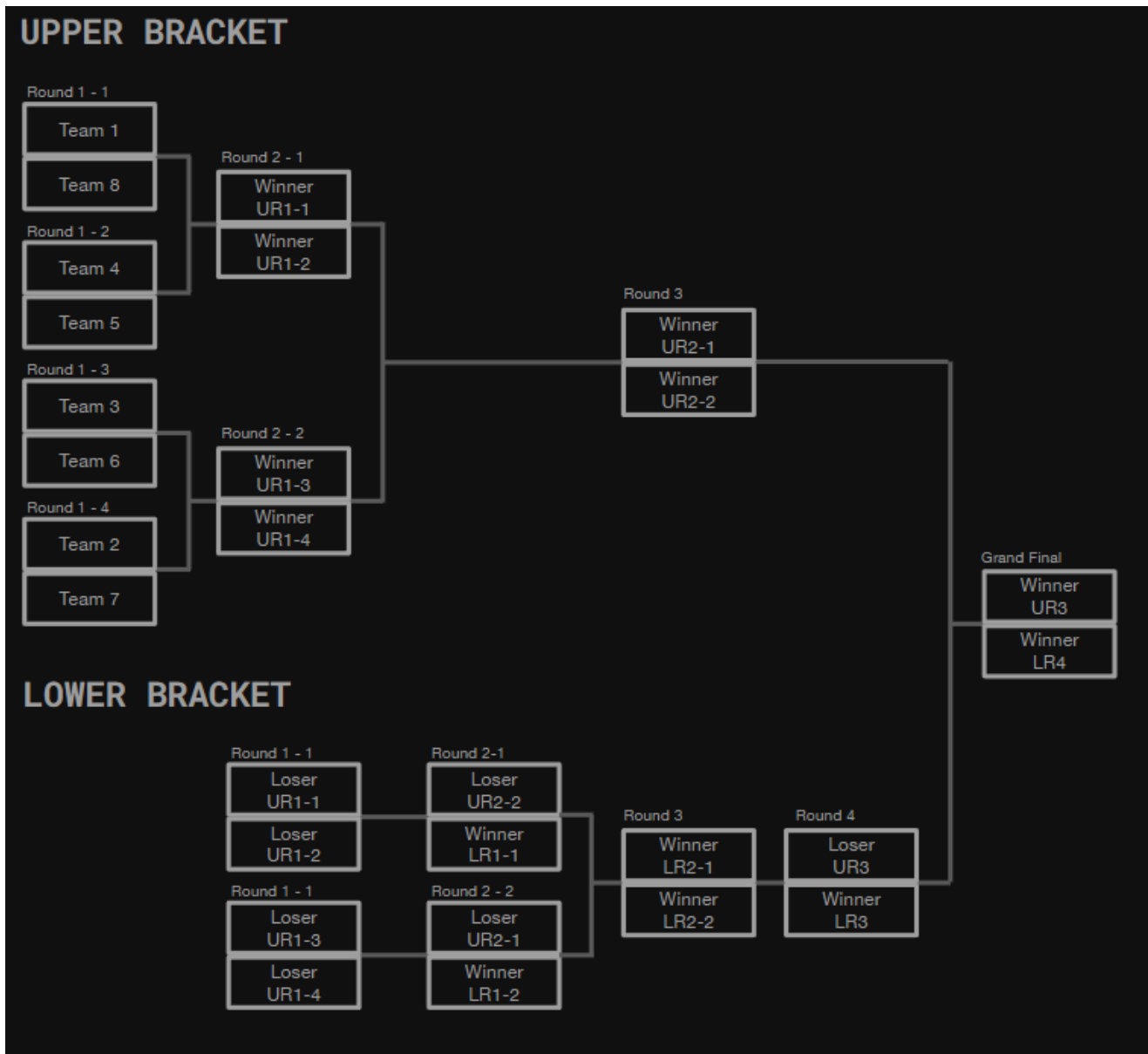
- 6.2.1. Description.** The first round of the MSI will be a pair of four-team, best-of-three, double elimination brackets - Bracket A and Bracket B, as well as a single cross-bracket best-of-five match - the Elimination Match.
- 6.2.1.1.** Each bracket will consist of five matches - two Round 1 matches, two Round 2 matches, and one Round 3 match.
- 6.2.1.2.** The winners of each of the Round 1 matches will advance to Round 2, Match 1, while the losers will advance to the Round 2, Match 2.
- 6.2.1.3.** The winner of the Round 2, Match 1 will advance to the Bracket Stage. The loser of the Round 2, Match 2 will be eliminated from the MSI as a 12th/13th place finisher.
- 6.2.1.4.** The loser of the Round 2 - Match 1 will face the winner of Round 2 - Match 2 in Round 3. The loser of this match will be eliminated from the MSI as a 10th/11th place finisher, while the winner will move on to face the winner from the other Bracket's Round 3 match in Elimination Match.
- 6.2.1.5.** The winner of the Elimination Match will advance to the Bracket Stage, and the loser will be eliminated from the MSI as the 9th place finisher.



- 6.2.2. Setup.** Prior to the MSI event, the eight play-in teams will be drawn into Brackets A and B. Each bracket will consist of one team from each of the tiers described in Section 2 above. Initial matchups will be the team from Tier 1 vs. the team from Tier 4, and the team from Tier 2 vs. the Team from Tier 3.
- 6.2.3. Side Allocation.** Side selection for the Game 1 of the first round will be granted to the higher seeded team. Side selection for Game 1 of all other matches in the Play-In Stage will be determined by coin flip following the completion of the preceding matches. Within any given match, for all games after the first, the losing Team of the previous game will have side selection.

6.3. Bracket Stage

- 6.3.1. Description.** The second stage of MSI will be an eight-team, best-of-five, double-elimination bracket. The Bracket Stage will begin with four Upper Round 1 matches, which will be drawn according to the process outlined in 6.3.2..
- 6.3.1.1.** The winners of Upper Round 1 Match 1 and Upper Round 1 Match 2 will advance to Upper Round 2, Match 1, while the losers will advance to Lower Round 1, Match 1. The winners of Upper Round 1 Match 3 and Upper Round 1 Match 4 will advance to Upper Round 2, Match 2, while the losers will advance to Lower Round 1, Match 2.
- 6.3.1.2.** The winner of Lower Round 1, Match 1 will advance to Lower Round 2, Match 1, and the loser will be eliminated from MSI as a 7th/8th place finisher. The winner of Lower Round 1, Match 2, will advance to Lower Round 2, Match 2, and the loser will be eliminated from MSI as a 7th/8th place finisher.
- 6.3.1.3.** The winner of Upper Round 2, Match 1 will advance to Upper Round 3, and the loser will advance to Lower Round 2, Match 2. The winner of Upper Round 2, Match 2 will advance to Upper Round 3, and the loser will advance to Lower Round 2, Match 1.
- 6.3.1.4.** The winners of the Lower Round 2 matches will advance to Lower Round 3, and the losers will be eliminated from MSI as the 5th/6th place finishers. The winner of Lower Round 3 will advance to Lower Round 4, and the loser will be eliminated from MSI as the 4th place finisher.
- 6.3.1.5.** The winner of Upper Round 3 will advance to the Grand Final, and the loser will advance to Lower Round 4. The winner of Lower Round 4 will advance to the Grand Final, and the loser will be eliminated from MSI as the 3rd place finisher.
- 6.3.1.6.** The winner of the Grand Final will be declared the 2023 MSI Champion, and the loser will be eliminated from MSI as the 2nd place finisher.



6.3.2. Setup. Following the Play-In Stage, the teams will be drawn into the Upper Bracket. All Tier 1 and 2 teams will be matched against Tier 3 teams, as described in Section 2. The bracket will also be drawn such that the two Tier 1 teams are on opposite sides of the bracket, and such that no team will be matched against a team from its own region in Upper Round 1.

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 13.8 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, the 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

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. 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.

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 the 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, but before the game has ended:

- 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).

8.4.6. Replays After Game Completion

Game Replays will not be offered in any situation where a game has been completed. A game will be considered completed once any of the following conditions are met occurred:

- One team has completed final game objective is completed (i.e. the destroyed the nexus)
- One team surrenders the game
- One team forfeits
- One team is awarded a game victory, per rule 8.8

MSI officials may require a game be replayed if, at their sole discretion, they deem there was a significant disruptive impact to the event.

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 three players or coaches that started any game that day, regardless of team victory or defeat, for a minimum of eight total interviews.
 - 8.10.3.3.1. One of these interviews must be with an outlet from outside the team's home region.
 - 8.10.3.3.2. One of these interviews must be from an outlet from the event region (Europe).
 - 8.10.3.3.3. One of these interviews must be a "scrum-style" virtual interview.
 - 8.10.3.3.4. Six of these interviews must be in-person.
 - 8.10.3.3.5. In no instance will Press/Media obligations require more than 60 minutes of a team member's time.
 - 8.10.3.3.6. Each interview will be capped at 10 minutes.
 - 8.10.3.4. **Press Conferences.** Following the Grand Final match, 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 minutes.

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. Ringing.** 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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