# 2022 North America Amateur

## League of Legends Circuit Qualifier

## Rule Set (v22.2)

1. **Introduction**

   1.1. These Official Rules ("**Rules**") of the North America ("**NA**") Amateur Season apply to each of the teams participating in the Season in 2022 (each, a "**Team**"), as well as their players signed to a Team's official roster (each, a "**Player**"), owners, coaches, managers (collectively with Players, "**Team Members**"), and other employees. These Rules apply only to official NA Amateur Season play and not to other competitions, tournaments or organized play of League of Legends ("**LoL**"). These Rules apply as well to entities engaged to operate competitions that comprise the NA Amateur Season ("**Tournament Operators**") and their employees, agents, and contractors ("**Tournament Officials**").

2. **North America Amateur Season Structure**

   2.1. **Definition of Terms**

      2.1.1. **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) one Team surrendering the Game, (c) a Team forfeiting, or (d) Awarded Game Victory.

      2.1.2. **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**" or "**Bo3**"); winning three Games out of five ("**best-of-five**" or "**Bo5**")). For clarity, a Match that concludes with a Team winning three Games out of five will be considered a "**Bo5 Match**". The winning Team will either receive a win tally in a league format or advance to the next round in a tournament format. In a "best-of-one" ("**Bo1**") format, the terms Game and Match may be used interchangeably.

      2.1.3. **Split.** Scheduled tournament play that will occur over an approximately three-month period of time. The 2022 NA Amateur Season will be divided into two splits (Spring and Summer). Each split will consist of two phases: (a) Circuit Qualifiers and (b) LCS Proving Grounds. Each individual competition may be referred to as a "**Tournament**" herein.

   2.2. **NA Amateur Competitive Format**

2.2.1. **Circuit Qualifiers.** This phase of the 2022 NA Amateur Season will consist of two Tournaments, each spanning approximately four-weeks. Teams will qualify into Circuit Qualifiers via open qualifiers or via invite at a ratio set by the Tournament Operator. Teams may accumulate points through each Circuit Qualifier ("**Circuit Points**") which may qualify them to LCS Proving Grounds. Tournament Operators will determine the format of each Tournament.

After the conclusion of both Circuit Qualifiers, the top six (6) Amateur Teams by Circuit Point total will proceed directly to the Main Event of LCS Proving Grounds, while the next four (4) Amateur teams will begin in the Play-In Stage. Teams from the two (2) Circuit Qualifiers will be seeded by their accumulated points. In the case of a tie in Circuit Points, the tie-breaker will consist of the metrics in the order detailed below:

1. Circuit Points Earned in the most recent Circuit Qualifier
2. Match Win Percentage throughout all Circuit Qualifiers
3. Game Win Percentage throughout all Circuit Qualifiers

- **Proving Grounds Circuit Qualifiers Prizing.** The 1st place finisher of each Proving Grounds Circuit Qualifier will receive a prize of $6,250 USD. The 2nd place finisher will receive $3,125 USD. The 3rd and 4th place finishers will receive $937.50 USD. The 5th-8th place finishers will receive $312.50 USD.

| Position: | Prize: |
|---|---|
| 1st Place | $6,250 USD |
| 2nd Place | $3,125 USD |
| 3rd-4th Place | $937.50 USD |
| 5th-8th Place | $312.50 USD |

2.2.2. **LCS Proving Grounds.** All ten (10) Academy Teams and the top ten (10) Amateur Teams qualifying from the North America Amateur Season will participate in Proving Grounds. The top six (6) Academy Teams from the LACS Regular Season Split will be seeded from #1 to #6 and will proceed directly to the Main Event. The top six (6) Amateur Teams ranked by Circuit Points from the North America Amateur Season will be seeded from #7 to #12 and will proceed directly to the Main Event. The bottom (4) Academy Teams from the LACS Regular Season Split will be seeded from #13 to #16 and will begin play in the Play-In Stage. The next four (4) Amateur Teams ranked by Circuit Points from the North America Amateur Season will be seeded from #17 to #20 and will begin play in the Play-In Stage.

The eight Teams beginning in the Play-In Stage will seed into a single-elimination bracket. The top four Teams from the Play-In Stage will qualify into the

double-elimination Main Event bracket. Each round of Proving Grounds, unless otherwise specified, will consist of Bo3 Matches. The Losers Quarterfinals, Losers Semifinals, Losers Finals, Winners Finals, and Grand Finals will consist of Bo5 Matches.

- **Proving Grounds Prizing.** The Proving Grounds Champions will receive a prize of $30,000 USD. The 2nd place finisher will receive $20,000 USD. The 3rd place finisher will receive $15,000 USD. The 4th place finisher will receive $10,000 USD. The Teams finishing in the 5th and 6th positions will each receive $7,500 USD. The Teams finishing in the 7th and 8th positions will each receive $5,000 USD.

| Position: | Prize: |
|---|---|
| Champion | $30,000 USD |
| 2nd Place | $20,000 USD |
| 3rd Place | $15,000 USD |
| 4th Place | $10,000 USD |
| 5th Place and 6th Place | $7,500 USD/each |
| 7th Place and 8th Place | $5,000 USD/each |

## 3. Player Eligibility

3.1. **Player Age.** No Player shall be considered eligible to participate in any Match in any Tournament before their 15th birthday, defined as having lived 15 full years. This includes any associated qualifier Matches to Tournaments.

3.2. **Resident Defined.** A Player is considered a "**Resident**" if the Player is either (i) a citizen, lawful permanent resident, or the holder of other special status (e.g., refugee or asylum status) in the United States of America, Canada, or Oceania (Australia, Papua New Guinea, New Zealand, Fiji, the Solomon Islands, Vanuatu, New Caledonia (France), Samoa, Kiribati, the Federated States of Micronesia, Tonga, the Marshall Islands, Cook Islands (NZ), Wallis and Futuna (France), Tuvalu, Nauru, Niue (NZ), Tokelau (NZ), the Pitcairn Islands (UK), Heard Island, and the McDonald Islands), collectively the "**Region**", based upon the legal status in the Region; or (ii) part of a limited group of grandfathered non-Resident Players who were granted status as a Resident in 2014 ("**IMP Residents**"). Refer to [Section 2.2.2 in the 2022 LCS Rule Set](#) for definition and a full list of IMP Residents.

3.3. **Residency Requirement.** Only players who qualify as Residents in the Region are eligible to compete in Tournaments. There exist two exceptions to this rule:

3.3.1. Participating LACS Teams may feature a maximum of two (2) non-resident Players playing in the Starting Roster at any time.

3.3.2. Non-Resident players who are (i) granted the status of an alien lawfully admitted for temporary residence, and (ii) in the process of seeking special status (e.g., refugee or asylum status) in the Region, will be permitted to compete in NA Amateur competition. For the avoidance of doubt, such non-Resident players shall not qualify as "Residents" for the purposes of Section 2.2 of the 2022 Rule Set and shall not compete on an LCS or LACS roster on a Resident status.

3.4. **Proof of Residency.** In order to be certified as a Resident, Players must prove lawful permanent residency in the Region. IMP Residents do not need to demonstrate lawful permanent residency status.

3.5. **Single Residency Status.** A Player may only be a Resident of a single region at any point in time.

3.6. **Dual Citizens.** A Player who has lawful permanent resident status in multiple regions (e.g. dual-citizens) cannot be a Resident of two regions simultaneously. Once a Player declares residency in one region in which they are eligible, in order to switch residency to the other region, they must have participated in at least 50% of regular season Matches of their Team within that region in its most recent split. Only LACS and LCS Matches will count towards this total. For clarity, a Player must play in enough regular season Matches within LCS and LACS to qualify for a residency switch.

3.7. **Services Agreement Compliance.** If a Player is (i) has signed a Player Services Agreement with a Team and (ii) is not an LACS Player, they will be eligible to play in Tournaments only if their Player Services Agreement is compliant by the following stipulations:

3.7.1. No Player Services Agreement shall have a term that exceeds one (1) year in duration.

3.7.2. The Player Services Agreement cannot be renewed or extended during the term (but may be amended). Options are not permitted, nor are any rights of first refusal or first offer, nor any similar provisions that impact a Player's ability to freely accept a competing offer outside of the term of the Services Agreement, subject to the following exception.

- An LCS owned or affiliated Amateur Team (e.g. not an LCS team or associated LACS team) may include a contractual provision that allows the Team to match the economic terms (bonuses and salary) offered to a Player in the Free Agent period immediately following the expiration of the Services Agreement.

- The option to match shall only include offers to join an LACS or LCS roster and the matching Team must match or exceed the ecosystem level of Services Agreement offered to the Player. For example, a Player

whose Services Agreement term has expired receives an offer from a LACS Team. If their former Services Agreement with a LCS owned or affiliated Amateur Team allows the Team to match a competing offer, the organization must offer a Services Agreement for the Player to remain with the organization at the LACS level of play or higher.

- Regardless of the level of play of the new Services Agreement, the matching Team will be limited to re-signing the Player for one-year. Subsequent Service Agreements with that Player are not subject to this limitation.

3.7.3.   Player Services Agreements must end no later than ten (10) calendar days prior to the third Tuesday in November (the Global Free Agency Period).

3.8.   **No Riot Employees.** Team Members may not be employees of Riot Games Inc. ("RGI"), North America League of Legends Championship Series LLC ("NALCS LLC"), the League of Legends eSports Federation LLC or any of their respective affiliates at the start of or at any point during the 2022 NA Amateur Season. "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.

## 4.   Roster Rules

4.1.   **Roster Lock.** Before a time set by the Tournament Organizer, participating Teams must submit their full roster of a minimum of five (5) Players, up to a maximum of seven (7) Players. With the listed exceptions, Teams participating in a Circuit Qualifier or LCS Proving Grounds may not add or drop players from their full roster at any point between a time prior to the Tournament set by the Tournament Organizer and the end of the Team's last Match of the Tournament.

- As an exception, LACS Teams are not subject to the Roster Lock rule in this Section 4.1 and are instead beholden to Section 3.5 of the 2022 LCS Rule Set. LACS Teams may freely start players from the organization's Active Roster for the week.

- As an exception applicable for exclusively Circuit Qualifiers, an Amateur Team may remove Players from its full roster after Roster Lock if those players would immediately be added to an LCS organization. In such case, Amateur Teams may add an equivalent number of Players to their full roster before their next competitive match.

○ During the duration of the same Circuit Qualifier, Players joining an LCS organization in such manner may return to the Amateur Team whose full roster they had originally played for (upon expiration or termination of their LCS contract). These Players may not join any other Amateur Team actively participating in the Circuit Qualifier until the Circuit Qualifier has concluded. LCS organizations must pay only half of the Development Fee governed in Appendix A if the returning Player was on the full roster of an LCS organization for two or fewer competitive weeks. The Amateur Team may drop Players past Roster Lock to stay compliant with the maximum full roster size.

4.2. **Slot and Points Ownership**. Circuit Points will be owned by Teams who maintain three (3) of their five (5) Players who played in the preceding Circuit Qualifier. For clarity, a Team who placed highly in the first Circuit Qualifier will carry the Circuit Points it has earned into the second Circuit Qualifier only if the Team's full roster includes 3 of the 5 Players from the first Circuit Qualifier Tournament. Teams that qualify for LCS Proving Grounds will only own the right to compete (the "**Qualification Slot**") if their full roster includes 3 of the 5 players from the Team's full roster from the Circuit Qualifier the Team had last competed in.

Circuit Points and Qualification Slots will be owned by the legal entity of the Team. If the Team's Players are not represented by any legal entity, Circuit Points and/or the Qualification Slot will be given to the Players. In such case, ownership of Circuit Points and/or the Qualification Slot may only be sustained if 3 out of the 5 Players from the Team's full roster in the preceding Circuit Qualifier remain on the full roster for the following Tournament.

For Teams that maintain a full roster of six (6) Players, a Player will only be counted towards the 3 Players required to maintain Circuit Points if they have played in a minimum of half of the possible Games in the preceding Circuit Qualifier.

4.3. **Starting Lineups.** Requests to modify a Starting Roster for a Team's first match on any other day of a Tournament must be submitted no later than a time set by the Tournament Operator on the day prior to the Team's match.

For each Circuit Qualifier and LCS Proving Grounds Match, the Team must designate five (5) Starters which shall constitute the Team's **"Starting Roster."** Rosters are considered public at the submission deadline.

4.4. **Emergency Substitutions.** In the event of an emergency at any point during a Match, a Team will be given up to ten minutes to produce an eligible Substitute. Teams must prioritize Players on their full roster as Substitutes if possible. If a replacement cannot be found then the Team will forfeit. Tournament Officials, in conjunction with Riot Games,

will determine if an incident qualifies as an emergency. Tournament Officials may require proof of emergency from the Team.

4.5. **Coaches.** Teams may have one Coach. If a Team has a Coach, then that Coach may be present for the pick/ban phase of every Game in which the Team participates.

4.6. **Player Transactions and Mobility.** Additional rules regarding Amateur and Academy Player transactions and Player mobility are governed by Appendix A of the NA Amateur Rule Set.

5. **Role of Referees**

5.1. **Head Referee.** The Head Referee is a Tournament Official who is responsible for the 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.
- Making all Match-related determinations under these Rules, including stoppages of play (Section 10) and Awarded Game Victories (Section 10.5).
- Confirming the end of the Match and its results

5.2. **Referee Responsibilities.** Referees work on behalf of the Tournament Operator and are subject to the direction, review and oversight of the Head Referee. Referees are responsible for:
- Admitting or denying access to the Match Areas.
- Carrying out security protocols directed by the Head Referee and other League Officials, and/or in support of these Rules.
- Administering the Player checklist and enforcing all Rules on stage, including directing Players to take or refrain from taking any action.
- Communicating with Players about any issues experienced on stage, in-game and out.

5.3. **Finality of Judgment**. If a Referee makes an incorrect judgment, the judgment can be subject to review and reversal or modification by the Head Referee. Any decision of the Head Referee may be reviewed by other Tournament Officials at their discretion during or after the Match to determine if the proper procedure was implemented to allow for a fair decision. If the proper procedure was not followed, League Officials reserve the right to potentially invalidate the Head Referee decision. League Officials will always maintain final say in all decisions set forth throughout the League.

6. **Competitive Patch & Tournament Realm**

6.1. All Games will be played on the current patch available on the Live Service, once a sufficient testing period has occurred. Changes to the competitive patch will be at the discretion of the League.

6.2. Tournaments may elect to host play on the Tournament Realms. The default Tournament Realm server will be the Chicago server. Teams must submit their preferred Tournament Realm server at the start of the Tournament. In the event that both teams in a Match share a preferred server, the Match will be held on the preferred server.

6.3. New Champions and Champions that have undergone Major Reworks will be automatically restricted for two weeks from their release on live service. A restricted Champion will not be enabled if a week of Matches or a playoff round has started. Champions or Major Reworks released on the playoff patch will be restricted.
   - *Example:* Example: Champion A was released February 5, so Champion A becomes eligible to be used in all Matches on February 19.

7. **Pre-Match Setup**

7.1. **Setup Time**. Players will have designated blocks of time prior to their Match time to ensure they are fully prepared. Tournament Officials will inform Players and Teams of their scheduled setup time and duration as part of their Match schedule. Tournament 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 Tournament Official or Referee. Setup is comprised of the following:
   - Connecting and calibrating peripherals.
   - Ensuring proper function of voice chat system.
   - Setting up rune pages.
   - Adjusting in-game settings.
   - Limited in-game warm-up.

7.2. **Technical Failure of Equipment**. If a Player encounters any equipment problems during any phase of the setup process, Player must notify a Referee or Tournament Official immediately.

7.3. **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. Penalties for tardiness may be assessed at the discretion of Tournament Officials.

7.4. **Player Ready State**. No fewer than five minutes before the Match is scheduled to begin, a Referee will confirm with each Player that their setup is complete. Once all ten Players in a Match have confirmed completion of setup, Players may not enter a warm-up game.

7.5. **Game Lobby Creation.** Tournament Officials will decide how the official Game lobby will be created. Players will be directed by a Referee to join a Game lobby as soon as testing has been completed, in the following order of positions: Top, Jungle, Mid, Bot, Support.

8. **Game Setup and Play Restrictions**

8.1. **Side Selection.** For all Proving Grounds Matches in the Play-In Stage and the Winners Bracket of the Main Event with the exception of Finals, the higher-ranked seed will control side selection for the first Game in each series. For all Matches in the Losers Bracket, the Team that falls to the Losers Bracket in a later Round will control side selection for the first Game in each series (i.e. in match L5 of the LCS Championship, the loser of A9 will control side selection over the winner of L1, since the loser of A9 fell to the Losers Bracket in Round 2 and the winner of L1 fell to the Losers Bracket in Round 1). If both Teams in a Match fell to the Losers Bracket in the same round, the higher-ranked seed will control side selection for the first Game of the series. For Finals, the Team that has not fallen out of the Winners Bracket will control side selection for the first Game of the series.
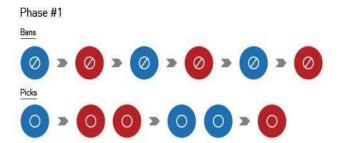
For all Games after the first, the losing Team of the previous Game will have side selection. The higher seed will be required to submit their final decision for Game 1 by the deadline to submit starting rosters.

Side declaration for best-of Matches will be decided between Games after Game 1. Teams with side choice for their respective Game (the losing Team of the previous 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.

Tournament Operators may employ separate rules regarding Side Selection in Circuit Qualifiers, subject to Riot Games review.

8.2. **Start of Pick/Ban Process.** Once all ten Players have reported to the official Game lobby, a Referee or Tournament Official will request confirmation that both Teams are ready for the pick/ban phase. Once both Teams confirm readiness, a Referee or Tournament Official will instruct the room owner to start the Game.

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

8.4.	**Selection Error**. In the event of an erroneously-selected Champion pick or ban, the team in error must notify a Referee or Tournament 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 Referee or a Tournament Official, the erroneous selection shall be deemed irrevocable.

8.5.	**Trading Champions**. Teams must complete all champion trades before the 20-second mark during the Trading Phase, or will be subject to a penalty, including having the champion trade disallowed.

8.6.	**Game Start After Pick/Ban.** A Game will start immediately after the pick/ban process is complete, unless otherwise stated by a Tournament Official. At this point, Teams must 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."

8.7.	**Controlled Game Start**. In the event of an error in Game start or a decision by Tournament Officials to separate the pick/ban process from Game start, a League 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.

8.8.	**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.

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

9.	**Pauses and Crashes**

9.1.	**Definition of Terms**

9.1.1. **Unintentional Disconnection.** A Player losing connection to the Game due to problems or issues with the LoL client, platform, network, or PC.

9.1.2. **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.

9.1.3. **Server Crash.** All Players losing connection to a Game due to an issue with a LoL server.

**9.2. Stoppage of Play**

If a Player intentionally disconnects without notifying a Tournament Official or pausing, a Tournament Official is not required to enforce a stoppage. During any pause or stoppage, Players may not leave the Match Area unless authorized by an Tournament Official.

9.2.1. **Directed Pause.** A Referee or Tournament Official may order the pause of a Match or execute a pause command on any Player station at the sole discretion of the Referee or Tournament Official, at any time.

9.2.2. **Player Pause.** Players may only pause a Match immediately following any of the events described below, but must signal a Referee or Tournament 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 LoL glitch)
- Physical interference with a Player (*e.g.,* fan gank or broken chair)

9.2.3. **Illness, Injury or Disability.** Player illness, injury, or disability is not an acceptable reason for a pause initiated by a Player.

- If a Tournament Official observes a condition or behavior, is notified by a Team or otherwise has a good faith belief that leads the official to believe that a Player is medically unfit to play or continue play, the Tournament Official may, in his/her sole discretion, grant a pause, not to exceed ten minutes, in order to evaluate the identified Player.
- If a Player is rendered unable to continue to play, the Team shall forfeit the Game unless a Tournament Official, in his/her discretion, determines that the Game is subject to an Awarded Game Victory.

9.2.4. **Resuming the Game.** Players are not permitted to resume the Game after a pause. After clearance from a Referee or Tournament Official is issued and all Players are notified and ready at their stations, which will be contingent on the

Team captain confirming through in-game chat that both Teams are ready to resume play, a Tournament Official will unpause the Game.

9.2.5. **Unauthorized Pause**. If a Player pauses or unpauses a Game without permission from a Referee or Tournament Official, it will be considered unfair play and penalties will be applied at the discretion of Tournament Officials.

9.2.6. **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. Referees or Tournament Officials may, at their sole discretion, allow Teams to talk before the Game is unpaused, in order to discuss the Game conditions.

## 10. Chronobreak and Game Stoppage

### 10.1. Definitions

10.1.1. **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.

10.1.2. **Minor Bug.** A Bug (including an Unintentional 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, these Bugs would not result in a remade Game.

10.1.3. **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 LoL client or computer). Alternatively, this may include situations where the impact of the Bug can be mitigated through other in-game functions. Tournament Officials will force a play through with no option of a remake.

10.1.4. **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 Referees and Tournament Officials.

10.1.5. **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 Tournament Officials.

10.1.6. **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.

10.1.7. **Terminal Situation.** A Bug or other circumstance that requires that a Game be remade. These circumstances include (i) instances of Critical Bugs; (ii) Bugs which cannot be remedied, including champion or skin Bugs that may require that such champion or skin be disabled; or (iii) any other instance in the discretion of Tournament Officials where the continuation of the Game is untenable (including environmental concerns and catastrophic hardware failure).

10.1.8. **"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).

10.1.9. **Cost.** Any (i) Player character deaths; (ii) objectives (tower, inhibitor, dragon, herald or baron) taken that were not otherwise in progress at the game stoppage (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 masteries or items) has a cooldown of 110 seconds or longer. An ultimate or summoner spell used, in the opinion of Tournament 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 remake a game.

10.1.10. **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 Tournament 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, Tournament Officials may determine that it was not practical to pause the Game until the engagement ended.

10.1.11.    **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).

## 10.2.    Chronobreak Availability and Use.

Sections 10.2, 10.3, and 10.4 may only apply if Chronobreak is available for use in the Tournament in operation. If a Game experiences a Bug at any point during the Match, League Officials must first determine whether the Player followed the pause protocol set forth above. If the Game was paused in a timely fashion, League Officials must next determine whether the bug is a Verifiable Bug. If it is a Verifiable Bug, League Officials must next determine whether the Bug is a Minor Bug, Critical Bug or Terminal Situation.

## 10.3.    Minor Bug.

10.3.1.    If the Bug is a Minor Bug, League Officials must determine what the appropriate Dead-Ball State would be and whether there is a Cost associated with using 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.

10.3.2.    In the case of a Minor Bug with no Cost, League 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.

10.3.3.    If League Officials determine the use of Chronobreak is appropriate, League 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.

10.3.4.    If any significantly disadvantaged Team requests a Chronobreak, League 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 League Officials.

## 10.4.    Critical Bug.

10.4.1.    In the case of a Critical Bug, League 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.

10.4.2.    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.

10.4.3.    In the case of a Critical Bug, League 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, League 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 League Officials. In the event that League Officials determine the cost of Chronobreaking would be higher than that of a restart, they may offer a restart to any disadvantaged Team.

## 10.5.    Terminal Situation.

In the case of a Terminal Situation, League Officials shall follow the remake and restart procedures set forth in Section 10.3, Section 10.4 and Section 10.5.

**10.6.    Remakes Before GOR.**

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

10.6.1.    If a Player notices that Player's rune or GUI settings have not applied correctly <u>due to a Bug</u> 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.

10.6.2.    If Tournament 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).

10.6.3.    Any circumstance which would permit a restart after GOR.

**10.7.    Restarts After GOR.**

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

10.7.1.    If a Game experiences a Terminal Situation at any point during the Match.

10.7.2.    If a Tournament Official determines that there are environmental conditions which are unfair (e.g. excessive noise, hostile weather, unacceptable safety risks).

**10.8.    Remake Procedure.**

10.8.1.    **Awarded Game Victory.** In the event of a Terminal Situation in which Tournament Officials intend to declare a remake, Tournament Officials must first consider whether a Game victory should be awarded to a Team.

Tournament Officials, in their sole discretion, may determine that a Team cannot avoid defeat (i.e. cannot come back and win the Game) to a degree of reasonable certainty. League Officials may, but are not required to, use any or all of the following criteria in the determination that one Team cannot avoid defeat to a degree of reasonable certainty.

● **Gold Differential**. Of the total gold earned in the game, one Team has earned 57.5% or more of that gold. For example, if 10,000 gold has been earned in the game, the leading Team has earned at least 5,750 gold as a team.

● **Remaining Turret Differential**. The difference in the number of remaining turrets between the Teams is eight (8) or higher.

- **Remaining Inhibitor Differential**. The difference in the number of standing inhibitors between the Teams is three (3).

- **Remaining Nexus Turret Differential**. The difference in the number of remaining nexus turrets between the Teams is two (2).

- **Respawning Player Differential**. The difference in live Player characters between the Teams is at least four (4), with the remaining death timers on all dead Players being at least forty (40) seconds or higher.

- **Straight Up GG**. At the time of technical difficulty, there is no scenario that in the opinion of League Officials, could result in anything other than the victory of one Team (e.g. at 45 minutes one Team is aced and the Mid and jungler on the opposing Team have a minion wave and are running into the opposing base).

10.8.2. **Offering a Remake.** If Tournament Officials do not award the Game victory, Tournament 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 remade as per this Section. Significant disadvantage is a prerequisite to a remake offer.

In certain Terminal Situations, for example, where the server has crashed, Tournament Officials may direct a remake without offering Teams the opportunity to remake the Game.

10.8.3. **Controlled Environment**. Certain conditions may be preserved in the event of a remade Game that has not reached GOR, including, without limitation, picks/bans or Summoner spells. If, however, a Match has reached GOR, Tournament Officials shall not retain any settings.

10.8.4. **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).

10.9. **Hardware Malfunction.**

In the case of any hardware malfunctions, Tournament Officials shall determine whether the hardware malfunction constitutes a minor bug (i.e. a monitor loses power and a Player walks into a wall or takes an odd path), a critical bug (i.e. a keyboard stops working, causing a Player death) or a terminal situation (i.e the LoL server crashes) and follow the appropriate standard above.

During pauses or delays due to hardware malfunctions, Tournament Officials will provide for a maximum of 15 minutes for resolution. If an affected Team is unable to provide substantial evidence of imminent resolution within 15 minutes, Tournament Officials may, in their sole discretion, offer to reschedule the Game in question or forfeit an affected Team.

### 10.10. Tournament Discretion.

Tournament Officials may restart any Game if Tournament Officials believe that such an action is necessary to preserve the best interests of the Tournament. This power is not constrained in any way by the lack of any specific language in these Rules. Any Game restart may be subject to consultation with and review by Riot Games.

## 11. Team Member Conduct

### 11.1. Intention Irrelevant. 
Unless expressly stated otherwise, offenses and infringements of these Policies are punishable, whether or not they were committed intentionally. Attempts to commit such offenses or infringements are also punishable.

### 11.2. Competition Conduct

The following actions will be considered unfair play and will be subject to penalties at the discretion of Tournament Officials.

11.2.1. **Collusion.** Collusion is defined as cooperation or conspiracy to cheat or deceive others. The cooperation or conspiracy can occur among Players, Teams, and/or organizations. The list of conspirators is not exhaustive. Collusion includes, but is not limited to, acts such as:

- Soft play, which is defined as any Player not adhering to a reasonable standard of competition in a Game.
- Pre-arranging to split prize money and/or any other form of compensation.
- Sending or receiving signals, electronic or otherwise, from a confederate to/from a Player.
- Deliberately losing or a Game for compensation, or for any other reason, or attempting to induce another Player to do so.

11.2.2. **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.

11.2.3. **Competitive Integrity.** Teams are expected to play at their best at all times within any Game, and to avoid any behavior inconsistent with the principles of good sportsmanship, honesty, or fair play.

11.2.4. **Hacking.** Hacking is defined as any modification of competition PCs (or other hardware being used in a Game), server, internet connection or the LoL client by any Player, Team or person acting on behalf of a Player or a Team.

11.2.5. **Exploiting.** Exploiting is defined as intentionally using any Bug to seek an advantage. Exploiting includes, but is not limited to, acts such as triggering known Bugs or functions within LoL that, in the sole determination of League Officials, is not functioning as intended.

11.2.6. **Ringing.** Playing under another Player's account or soliciting, inducing, encouraging or directing someone else to play under another Player's account.

11.2.7. **Cheating Methods.** The use of any kind of cheating device and/or cheat program, or any similar cheating method such as signaling devices, hand signals, etc.

11.2.8. **League Discretion.** Any other further act, failure to act, or behavior which, in the sole judgment of League Officials, violates these Rules and/or the standards of integrity established by League for competitive gameplay.

## 11.3. Player Conduct Towards Others

11.3.1. **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.

11.3.2. **Abusive Behavior.** Abuse of Tournament 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.

11.3.3. **Behavior in LoL.** All Members of the Full Team Roster are subject to behavior checks and reviews for their behavior while playing LoL, including before being permitted to participate in Tournaments. Team Members are expected to behave appropriately in-game and to avoid the use of derogatory, racist and offensive language as well as griefing and intentionally feeding.

11.3.4. **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.

11.3.5. **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.

11.3.6.    **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.

11.3.7.    **Statements Regarding Tournament Operators, LCS, 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 the Tournament Operator, LCS, Riot Games or its affiliates, or League of Legends, as determined in the sole and absolute discretion of Riot Games.

## 11.4.    Other Prohibited Conduct

11.4.1.    **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. Team Members may interface through a designated Referee or Tournament Official who will relay team input to the Head Referee and relay necessary information from the Head Referee to the Team.

11.4.2.    **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 directly message offstage players, coaches, or any other entities while in the Match Area. This includes messaging via game client, text, email, social media, and any other avenue of communication. During the Match, communication by a Starter shall be limited to the Players on the Starter's Team.

11.4.3.    **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.

11.4.4.    **Confidentiality.** A Team Member may not disclose any confidential information provided by the Tournament Operator or any affiliate of Riot Games, by any method of communication, including all social media channels.

11.4.5.    **Bribery.** No Team Member may offer any gift or reward to a Player, coach, manager, Tournament Official, Riot Games employee, or person connected with or employed by another Team for services promised, rendered, or to be rendered in defeating or attempting to defeat a competing Team.

11.4.6.     **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, nor encourage any such LCS Coach, LACS Coach or Player to breach or otherwise terminate a contract with said Team. An LCS Coach, LACS Coach or Player may not solicit a Team to violate this rule.

An LCS Coach, LACS Coach or Player may express publicly their desire to leave their Team and encourage any and all interested parties to contact their management (i.e. a general statement aimed at the entire marketplace). But, to be clear, the LCS Coach, LACS Coach or Player may not entice a Team directly to reach out to their management or attempt to violate their contractual obligations (i.e. a Player cannot contact or callout a Team and suggest that they inquire about the Player). Violations of this rule shall be subject to penalties at the discretion of Riot Games.

To inquire about the status of an LCS Coach, LACS Coach or Player from another Team, managers must contact the management of the Team that the Player and/or Coach is currently contracted with. The inquiring Team must provide visibility to Riot Games before being able to discuss the contract with a Player.

Contract information for Players and Coaches can be found on the [Global Contract Database](#).

11.4.7.     **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 LoL, 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.

## 11.5.     Compliance With League Rules

11.5.1.     **Subjection to Penalty.** Any person found to have engaged in or attempted to engage in any act that Tournament Officials believe, in their 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 Tournament Operator and Riot Games.

11.5.2.     **Non-Compliance.** No Team Member may refuse or fail to apply the reasonable instructions or decisions of Tournament Officials.

11.5.3.     **Document or Miscellaneous Requests.** Documentation or other reasonable items may be required at various times as requested by Tournament Officials or Riot Games. If the documentation is not completed to the standards set by the

League then a Team may be subject to penalties. Penalties may be imposed if the items requested are not received and completed at the required time.

11.5.4. **Penalties.** Upon discovery of any Team Member committing any violations of these Rules, the Tournament Operator and Riot Games may, without limitation of their authority, issue the following penalties:

- Verbal or Written 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 LCS. It should be noted that penalties may not always be imposed in a successive manner. The Tournament, 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 the Tournament.

Penalties that state a listed amount of time for discipline will only apply to competition months. Competition months are defined as the months in which League of Legends professional competition are taking place (i.e. January through October).

Infractions will be governed by the LCS Penalty Index and Global Penalty Index, both of which can be found on the riotgames.com/LCS website.

11.5.5. **Penalties for Policy Breach**. If the Tournament or Riot determines that a Team or Team Member has violated the Summoner's Code, the LoL Terms of Use, or other rules of LoL, Tournament Officials may assign penalties at their sole discretion.

11.5.6. **Player Behavior Investigation**. If a Tournament 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 Tournament Official creating an obstruction of the investigation then the Team and/or Team Member is subject to punishment.

11.5.7. **Right to Publish.** Riot Games 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.

## 12. Spirit of the Rules

### 12.1. Finality of Decisions

All decisions regarding the interpretation of these Rules, Player eligibility, scheduling and staging of the League, and penalties for misconduct, lie solely with Riot Games, the decisions of which are final. 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.

### 12.2. Rule Changes

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

### 12.3. Best Interests of the Tournament

Tournament Officials and Riot Games at all times may act with the necessary authority to preserve the best interests of the Tournament. This power is not constrained by the lack of any specific language in this document. Tournament 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 Tournament, subject to consultation with and review by Riot Games.

# APPENDIX A - PLAYER TRANSACTIONS AND MOBILITY

## Development Feesab

- Starting from the 2021 Pre-Season (November 1, 2020), any LCS organization that adds an Amateur Player to their Full Team Roster on the GCD will be required to pay a registration fee (the "Development Fees") of $2,500 (twenty-five hundred dollars) to register that player, if that Amateur player had been registered on the NA Amateur GCD in the current split or the last completed split of NA Amateur play.
  - LCS organizations will pay Development Fees directly to the organization under which the player was most recently registered onto the NA Amateur GCD under.
  - LCS team-owned Amateur teams are eligible to collect Development Fees, provided that another LCS organization adds to their Full Team Roster an Amateur player that was most recently registered on the NA Amateur GCD under the former team the current split or the last completed split of NA Amateur play.
  - For clarity, LCS organizations are not required to pay Development Fees on players that have not been registered on the NA Amateur GCD in the current split or the last completed split of NA Amateur play (i.e players straight from solo queue, players from Teams without an owner or entity, and players from collegiate and high school teams).
  - LCS organizations will be required to pay only half of the Development Fee ($1,250) if the LCS organization registers an eligible Player for two or fewer competitive weeks.
  - LCS organizations must initiate the payment process for any owed Development Fees within 30 (thirty) days of adding an eligible Amateur player.