



University Esports Masters 2022
RULESET LOL

General Rules	4
Eligibility Requirements	5
Player eligibility	5
University Eligibility	5
Student eligibility	5
Exceptions	6
Ineligible students	6
Team Eligibility	6
Account Vetting	7
No Employees	7
Rosters	8
Roster Requirements	8
Roster Modification	8
Substitutions	9
Coachs	9
Summoner Names	9
Finance	11
Sponsors	11
Prize Money	11
Additional Provisions	12
Publishing	12
Finality of decisions	12
Right of modification	12
Format	13
National Competitions	13
European League	13
Last Chance Qualifier	13
UEM Play-offs	14
Submission of Side Selection	14
Match Process	16
Equipment	16
Tournament Realm Accounts	16
Patch	16
Setup Time	16
Pick-&-Ban Phase	17
Game Start	17
Pause	17
Remake Procedure	18
Post-Game Process	18
Scheduling	18

Code of Conduct	19
Competitive Integrity	19
Responsibility under Code	20
Penalties	22

1. General Rules

These official rules of the University Esports Masters apply to each of the Teams who have qualified to play in UEM in season 2021/2022. These rules also apply to the Teams' Team Managers & Team Members and other employees but apply only to official League play and not to other competitions, tournaments or organized play of League of Legends.

GG Tech Entertainment S.L., a limited liability company registered in Spain, has established these rules for the competitive play of League of Legends in order to unify and standardize the rules used in competitive play.

These official rules are designed solely to ensure the integrity of the system established by the League for professional play of League of Legends and a competitive balance among the Teams that play at the university level. Standardized rules benefit all parties who are involved in the professional play of League of Legends, including the Team Managers, Team Members and Teams. Rules that impact all regions can be seen here: [Global Rules](#).

The terms of engagement between Team Managers, Team Members and Teams are left to each of the Teams and its Team Managers/Members.

2. Eligibility Requirements

To be eligible to compete in the League, each Player must satisfy all of the following:

2.1. Player eligibility

No Player shall be considered eligible to participate in any University Match before having lived 16 full years.

Any player not having lived 18 full years must have signed permission from a legal guardian to participate in the League.

2.1.1. University Eligibility

An eligible university is an institution that provides Bachelor and/or Master degree(s).

A Bachelor and Master degree is recognised by the EHEA's "[Framework of qualifications for the European Higher Education Area](#)" as a "first" or "second" cycle qualification.

To determine the difference between one university with multiple campuses and multiple campuses who share an institution, University Esports officials will use the following criteria to determine how they are defined. University Esports Masters officials have the right to acknowledge campuses or schools on a case-by-case basis, and generally defer to how University administration defines itself. For guidance:

- University Sports - if students from one campus can participate with students from another campus in a official university sports team, they are deemed likely to be a shared institution where students can play together
- Enrollment Method - if students must apply separately to attend different campuses, they are likely different institutions
- Shared course work - if students can freely take classes across multiple campuses, they are likely to be the same institution

2.1.2. Student eligibility

A registered student at a University that is deemed eligible by Section 2.2.

Be registered on a credit rated course that:

- Deemed eligible by Section 2.1.1.,
- Satisfies the minimum number of credit points per year as stated in the "[European Credit Transfer and Accumulation System](#)"
- The duration of which starts before the tournament begins and ends after the final fixture of the tournament

Able to provide official proof of student status issued by their university.

Has the legal right to study in the country of the University where they are enrolled for the duration of the tournament

2.1.3. Exceptions

Changes to a student's circumstances that do not affect their eligibility status

A student who graduates before the date of the final fixture of the tournament but has received credits points that contributed towards their qualification since the tournament start date

A student who is enrolled into the academic year with fewer than the minimum number of credit points with the purpose of completing the full amount of credits which was started in a previous academic year.

A student embarking on an industry work experience (aka Internship or Work Placement) or to study abroad program (aka Erasmus) that is recognised by the university as an acceptable absence of achieving the minimum number of credit points.

A student that has been granted leave from achieving the minimum number of credit points by the university and is registered as a student for the academic year with the intention of returning in the next academic year.

A student who changes university can only represent the university where they are currently studying

- A student temporarily studying at a university (e.g. through an study abroad program like Erasmus) can only represent the "host university" that they have transferred to for the duration of their studies at the "host university".
- Students cannot represent two universities during the same split.

2.1.4. Ineligible students

Externally registered students, as determined by the University's Registrar.

2.2. Team Eligibility

All players on the team must be from the same institution

All Players may only qualify into the UEM through one national competition.

Players that are locked into a League may transfer freely in between splits.

Any Team Member who is registered in the Global Contract Database (Accredited ERL are now in the GCD) must receive written permission from their team, the League and Riot Games to be able to participate in UEM, without written permission of organisations (Team, League Operator and Riot Games) the player is ineligible.

Any Team Member who is registered in the Non-Accredited ERL or 2nd Division ERL must receive written permission from both their team and the League to be able to participate in UEM, without written permission of both organisations (Team, League Operator) the player is ineligible.

Make sure to ask your Tournament Operator for approval before the start of the competition (without this confirmation, team members will be banned from the Competition). Team has to send a proof to League Officials.

Any players registered in Accredited or Non Accredited 3rd Div or below can participate in UEM 2022.

Accredited ERLs:

- LFL (France)
- Prime League (Dach)
- NLC (UK + Ireland + Nordics)
- Ultra Liga (Poland + Baltics)
- Super Liga (Spain)

Players who played in 50% or more ERL 1st div (Accredited or Non-Accredited ERL) Matches in the most recent ERL 1st div tournament (whether the current or previous event) are ineligible to participate in the current Split for UEM. Players from the 2nd or lower divisions of ERL are free from this restriction.

Players who played in any LEC Matches are ineligible to participate in any university competition for the current split.

Players contracted to a non-LEC organization in any Professional League, as defined by their ability to qualify for the World Championship Event (LCS, LCK, LPL, LMS etc.), are strictly forbidden from engaging in university competitions.

2.3. Account Vetting

Prior to a player being deemed eligible to participate in the UEM, Teams must submit details of all active League of Legends accounts used in the last 6 months, including user/summoner name and server region, to League Officials. Failure to do so may result in penalties.

The behaviour check will analyze the Player's behaviour record across all accounts on the live servers and determine whether or not they are in line with the standards we expect from Players in the UEM.

League Officials will inform Teams of their Players' eligibility upon completion of the vetting. This process may take up to 72 hours.

If a Player is deemed ineligible, a report containing information on why the Player did not pass vetting will be compiled. League Officials may share this report with the Team upon receiving written permission from the Player. The Player may also receive further sanctions depending on the severity of the case.

Players deemed eligible may still be subject to official sanctions such as warnings, suspensions and/or fines based on the results of the behaviour check.

2.4. No Employees

Players and academic staff may not be employees of Riot Games Inc. ("RGI") or League of Legends eSports Federation LLC or GG Tech Entertainment S.L. or a Local Delivery Partner any of their respective affiliates. "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 the named entities above. "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.

3. Rosters

3.1. Roster Requirements

Each National Competition Team is required to maintain at least three Players across their Roster during the entirety of each university split.

Each UEM Team is required to play at least three Players from their qualifying Roster.

A Team's Roster can have a maximum of ten Players.

A Team Member will not be allowed to compete for more than one University simultaneously and cannot be listed on the Roster of more than one Team.

In the case of extenuating circumstances, such as temporary visa issues, a competitive suspension or a medical emergency the roster requirements may be waived temporarily. Grant of this waiver is at the sole discretion of the League.

3.2. Roster Modification

At a time designated by League Officials before the start of each Split, each Team must submit their Rosters. If a Team Manager intends to modify a Roster, the Team Manager must submit requests in compliance with these rules. The request must be submitted in advance of the proposed effective date of any such change, at the earliest possible date and time.

The Team Member designated by the Team will be responsible for Roster management and document submissions.

Requests to modify the Starting Line-up for a Team's Match on any Regular Season day must not be submitted any later than outlined below:

- UEM fixtures – 24 hours before the first fixture
- League Officials can shift this deadline at their discretion by informing affected Teams. If no decision is submitted in time, the Starting Line-up will default to the Starting Line-up used in the Team's last official Match.

The designated Team Member may request to modify their Team's Roster. The request must be submitted to a League Official at least 72 hours before the start of the Competition Week Day and its approval is at the sole discretion of the League.

Changes must be submitted to League Officials in writing and contain the following information: (1) Team's name (2) Head Coach's name (3) Players' name and position (4) Players' Roster status (5) Requested effective date.

All Roster modifications will be considered effective for the next Competitive Week upon approval by League Officials unless explicitly requested otherwise.

Teams are restricted from announcing any Roster changes needing League approval as final until they have been approved. However, announcements can state that the Roster change is under review from the League. This includes any acquisitions and re-signings to the same Organization.

3.3. Substitutions

A Team may substitute a Player between Games of a Match. The Team must notify a League Official and have the substitution approved, no later than 5 minutes after the conclusion of the previous Game.

In the event of an emergency, a Team will be given up to 20 minutes to find an immediate Substitute from their Roster for a Game. If a replacement cannot be found, the Team will forfeit. League Officials will determine if an event qualifies as an emergency.

Player substitutions have to result in Teams having eligible Rosters.

3.4. Coachs

Teams may have a Coach on-stage for every Game that the Team participates in.

Teams can register a Head Coach with the League.

The coach is considered as a member of the roster (but he can't play for the team at any time, even if there are any team issues).

In the event of an emergency, the Team can designate an interim coach. Whether or not an event qualifies as an emergency is determined at the sole discretion of the League.

3.5. Summoner Names

Summoner Names may include upper-case letters, lower-case letters, digits, underscores, or single spaces between words only. Summoner Names must not exceed 12 characters including spaces.

No additional special characters will be allowed for team names, Summoner Names, or tags. Summoner Names and team names may not contain: vulgarities or obscenities; League of Legends Champion derivatives or other similar character names; or derivatives of products or services that may create confusion.

Teams will be permitted a team tag of 2-4 characters to be added to the front of each Player's Summoner Name on the Tournament Realm. These team tags must be a combination of uppercase letters and/or digits.

All team tags, team names and Summoner Names must be approved by League Officials in advance of use in play. Name changes must be approved by League Officials prior to use in-game. League Officials reserve the right to deny a team name if it does not reflect the professional standards sought by the League and the Team will be required to change their name.

4. Finance

4.1. Sponsors

A Team has the ability to acquire sponsors. Restrictions on sponsorship acquisition are defined by the applicable National League rules. The Team is obligated to notify the League of the intended acquisition of a new sponsor before the acquisition is finalized. If the sponsorship is classified as a Prohibited Sponsorship, then the sponsorship may not be displayed by the Players during the use or play of League of Legends, adjacent to League of Legends related material, National League, UEM, the LEC, ERL, EM, or any other Riot-affiliated event.

The Team may only sell or manage sponsorships or brand elements for the Team which they are affiliated with.

No person or entity may not hold the naming rights to a Team at any time

4.2. Prize Money

Prize money will be paid to the individual members of the team's roster as requested by the Local Deliver Partner, prize money must be:

- Paid to at least 5 players on the roster
- Cannot be paid to any individual not registered on the roster before the Prize Winning Match
- Only paid to Eligible Students

If there is any doubt on who should receive prize money then the Starting Line-up that participate in the game that determines the prize amount a team wins will be awarded the prize money

Prize money is intended to support a students studies by paying for tuition or expenses associated with studying

Prize breakdown per team in UEM 2022 is:

- 1st place: 5.000€
- 2nd place: 3.000€
- 3rd place: 2.000€
- 4th place: 1.500€
- 5th to 8th place: 750€

5. Additional Provisions

5.1. Publishing

The League shall have the right to publish a declaration stating that a Team Manager, Team Member and/or Team has been penalized. Any Team Manager, Team Member and/or Team that may be referenced in such declaration hereby waive any right of legal action against the ERL, League of Legends European Championship Limited, and/or any of their parents, subsidiaries, affiliates, employees, agents, or contractors for publishing such a declaration.

5.2. Finality of decisions

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

5.3. Right of modification

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

6. Format

6.1. National Competitions

Qualifying events for the European League or Last Chance Qualifier must align with the rules outlined in this document

6.2. European League

Each country's Local Delivery Partner(s) will qualify the following number of teams depending on which country tier they are in:

- Tier 1 - 2 teams per country: Spain, UK, Italy, France, Germany, Poland, Turkey
- Tier 2 - 1 team per country: Ireland, Portugal, Czech Rep., Slovakia, Belgium, Netherlands, Ukraine, Russia, Hungary, Lithuania

Teams will be placed into 4 groups with X teams in each group

- Teams will be seeded as following:
 - Tier 1 teams will be randomly seeded first, no two teams from the same country will be placed into the same group
 - Tier 2 teams will be randomly seeded in the remaining slots
- Each group play a double round robin tournament where each team will play every other team in their group twice
- Each match will be best of 1 (Bo1)

Tie-breakers will be determined by:

- Single Tie - the winner of the matches between the tied teams is awarded the tiebreak. If the score is 1-1, the team with fastest Victory Time between the 2 teams games will be awarded the tie break
- More than two teams tied - If more than two teams have the same points, the team with the fastest Victory Time between all the teams tied will be awarded the tie break

The first and second placed teams in each group will qualify for the UEM play-offs

- The first place team from each group will qualify into Round 2 of the UEM play-offs
- The second place team from each group will qualify into Round 1 of the UEM play-offs

Schedule:

- Group A & B:
 - First matches: March, 19th & 20th
 - Second matches: April 2nd & 3rd
- Group C & D:
 - First matches: March, 26th & 27th
 - Second matches: April 2nd & 3rd

6.3. Last Chance Qualifier

Each country's Local Delivery Partner will qualify one team per country

- If there are multiple Local Delivery Partners in a country then they should decide how to select their country's representative, if a decision cannot be made then University Esports will decide on the qualification method in that country
- Players on the roster of teams that have already qualified for the UEM Play-offs are ineligible to qualify for the Last Chance Qualifier, if a team with an ineligible player qualifies then the next highest placed eligible team in the qualification tournament will be selected

Teams will play in a double elimination tournament where teams will be eliminated from the tournament when they lose twice

- The bracket will be randomly seeded
- Each match will be:
 - best of 3 (Bo3) if equal or less than 16 teams participate
 - best of 1 (Bo1) if more than 16 teams participate
- The final 4 teams in the tournament will qualify into Round 1 for the UEM Play-offs
- The finishing position will determine each team's seed in the UEM Play-offs

Schedule:

- May, 14th
- May, 15th

6.4. UEM Play-offs

Teams will compete in a single elimination tournament where teams will be eliminated when they lose one match

In Round 1 the second placed teams from the European League will play against the qualified teams from the Last Chance Qualifier

- European League teams will be seeded based on the average Victory Time from the group stage (team with the lowest average Victory Time is the highest seeded team)
- Last Chance Qualifier teams will be seeded by their final position
- Each match will be best of 3 (Bo3)

In Round 2 the first place teams from the European League will play against the winners of Round 1

- First place teams from the European League teams will be seeded based on the average Victory Time from the group stage (team with the lowest average Victory Time is the highest seeded team)
- Each match will be best of 3 (Bo3)
- Teams that lose this round will be awarded the 5th to 8th place prize

Round 4 (Semi-finals) will be best of 3 (Bo3)

- Teams that lose this round will be qualified for the Third Place Match
- Teams that win this round will be qualified for the Grand finals

Round 5 (Grand finals & Third Place Match) will be best of 5 (bo5) or best of 3 (bo3). Players will be informed few week before the final round

- The team that lose Grand finals will be awarded the 2nd place prize
- The team that win Grand finals will be awarded the 1st place prize
- The team that lose Third Place Match will be awarded the 4th place prize
- The team that wins Third Place Match will be awarded the 3rd place prize

Schedule:

- May, 21th & 22th -> Round 1 & 2
- May, 28th & 29th -> Round 3 & 4
- May, 25th & 26th -> Round 5

6.5. Submission of Side Selection

The sides will be assigned to or chosen by the highest seeded team in each fixture depending on the tournament stage:

- European League - teams on the left of the fixture will play as the blue side
- Last Chance Qualifier - teams on the top of the fixture are the highest seeded team and can chose which side they start
- UEM Play-offs - teams on the top of the fixture are the highest seeded team and will chose which side they play for game 1, the lower seeded team will chose the side they play for game 2, this pattern will continue until the match is complete

7. Match Process

7.1. Equipment

For all online matches, Players will be expected to provide all of their own equipment. This includes, but is not limited to: computers, keyboards, mice, and voice programs. As the Matches will not be played on an offline server, Players will also need to account for their own DDOS and other computer protection. Exclusive responsibility for protection will fall upon the Players and Teams. Additionally, the stability of the Player's hardware and internet connection are the responsibility of the Player. In the event that a Game is played on the live server and not the Tournament Realm both Teams will be required to use the default skins for their selected Champions.

League Officials may disallow use of specific equipment at their sole discretion for reasons relating to tournament security, safety, operational efficiency/effectiveness or if the equipment features a company or brand competing with Riot Games, University Esports or League of Legends.

7.2. Tournament Realm Accounts

Players will be provided Tournament Realm Accounts by the League for all the UEM matches. It is the Players' responsibility to configure their account to their preferences. The Account's Summoner Name must be set to the Player's Official Tournament Handle as approved by the League.

7.3. Patch

Matches during the 2021/22 Season will be played on the respective patch available on the Tournament Realm Server, once a testing period has occurred. Changes to the competitive patch and champion availability will be at the sole discretion of the League.

Champions which have not been available on the live server for more than one week will be automatically restricted. Champions that have undergone reworks will be enabled at the sole discretion of the League

7.4. Setup Time

The first game of a match must start no later than 10 minutes after the started start time, unless :

- Teams are delayed due to a previous match in the tournament
- An admin agrees to a delay in the start time

For the avoidance of doubt all times are in Central European Summer Time (CEST) which is UTC+2

7.5. Pick-&-Ban Phase

The picks/bans are held in a competitive draft:

- Blue Side=A; Red Side=B
- Bans: A-B-A-B-A-B
- Picks: A-B-B-A-A-B
- Bans: B-A-B-A
- Picks: B-A-A-B

7.6. Game Start

If Tournament codes are provided, they should be used by all players. If for some reason tournament codes are not available either team may host the game and the game name and password should then be given to opposing team. The lobby should be set up as follow :

- The game mode tournament draft should be used for all games.
- The map Summoners Rift should be used for all games.
- Spectators are in general allowed however either team may request that only specified staff or registered team members can spectate such as broadcast staff, coaches, managers etc..
- Team size should be 5.

Once both teams have joined the lobby and stated they are ready the lobby leader may begin champion select (except if the game is broadcast, Players must wait an Admin's confirmation before).

New champions may not be used until they have been available for purchase for at least one week.

Champions which have been reworked may not be used until a week has passed since patch date.

7.7. Pause

A team encountering a problem may only pause the game when players are not dealing damage to one another. . The team must be able to justify the pause to an official or admin if the opposing team requires justification.

The use of the break without a valid reason is punishable to the team at the discretion of the officials.

A referee may request a break at any time.

Teams must clearly warn their opponent before restarting the game.

A player may request a break if they feel unwell/is sick/is injured but must warn the opponent.

The break must not exceed 15 minutes. If the player is not able to resume the game, their team may play four against five or ask for a forfeit. If the game cannot be resumed then admins should be contacted and an automatic win will be awarded to the opposing team.

7.8. Remake Procedure

In case of disconnection or bugsplat during loading, the game must be paused immediately until all ten players are connected. In case of a technical problem affecting more than a third of the participants and not allowing the tournament to take place in good conditions, the match night will be transferred to the next day at the same time (and all competition of this week is shifted by one).

7.9. Post-Game Process

A member of the team must send a screenshot of the scoreboard to the designated referee to confirm the result.

Team members are forbidden from sharing the match result with anyone that is not on either team roster or a League Official until the result has been made public by the League.

7.10. Scheduling

The League may, at its sole discretion, modify the schedule of Matches. In the event of a schedule modification the League will notify all Teams at the earliest convenience.

8. Code of Conduct

8.1. Competitive Integrity

Teams are expected to play at their best at all times within any League Match, and to avoid any behavior inconsistent with the principles of good sportsmanship, honesty, or fair play. Violating this rule will be subject to penalties at the discretion of League Officials. All decisions in regard to violations are at the sole discretion of the League. Examples below are listed for illustrative purposes only:

- Collusion, which is defined as cooperation or conspiracy to cheat or deceive others. The cooperation or conspiracy can occur among Players, Teams, and/or Organizations, and can be done to the sole benefit of the parties involved in the cooperation or conspiracy. The list of conspirators is not exhaustive. Collusion includes, but is not limited to, acts such as:
 - Soft play, which is defined as any agreement among Players to not play at 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 outside sources to/from a Player.
 - Deliberately losing a Game for compensation, or for any other reason, or attempting to induce another Player to do so.
 - Conspiring to predetermine locations for Free Agents and/or conspiring to fix the salaries of contracts for Team Members and/or potential Team Members.
- Hacking, which is defined as any modification of the League of Legends game client
- Exploiting, which is defined as intentionally using any in-game bug to an advantage.
- Looking at spectator monitors.
- Ringing, which is defined as playing using another Player's account or solicitation to do so.
- The use of any kind of cheating device and/or cheat program, or any similar cheating method.
- Intentional disconnect without a proper and explicitly-stated reason.
- Any other act which violates these rules and/or standards established by the League.

A Team Manager/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 Manager/Member may not use any facilities, services or equipment provided or made available by the League or its contractors to post, transmit, disseminate or otherwise make available any such prohibited communications. A Team Manager/Member may not use this type of language on social media or during any public-facing events.

A Team Manager/Member may not take any action or perform any gesture directed at an opposing Team Manager/Member, fan, or official, or incite any other individual(s) to do the same, which is insulting, mocking, disruptive or antagonistic.

Abuse of League Officials, opposing Team Managers/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 Managers/Members and their guests (if any) must treat all individuals attending a Match with respect.

No Team Manager/Member may touch or otherwise interfere with lights, cameras or other studio equipment. Team Managers/Members may not stand on chairs, tables or other studio equipment. Team Managers/Members must follow all instructions of League Officials.

During the Match, communication by a Player on the Starting Line-up shall be limited to the other Players on their Starting Line-up and League Officials. In addition the Players are allowed to communicate with their on-stage Coach during the Pick-&-Ban Phase.

8.2. 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.

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.

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.

Team Managers/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.

Team Managers/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 interests of the League, Riot Games or its affiliates, or League of Legends, as determined in the sole and absolute discretion of the League.

Teams may receive or may be asked to submit paperwork for approval or visibility throughout the League Season. This paperwork is necessary for maintaining expectations throughout the League. Early announcements can disrupt the competitive scouting a Team would use to create strategies for upcoming Matches. For this reason, if a Team Manager/Member has been told not to release information, as it may undermine the

competitive process, and the Team Manager/Member proceeds to release said information, then the Team Manager, Team Member and/or Team will be subject to penalties.

If the League or Riot Games determine that a Team, Team Manager or Team Member has violated the Summoner's Code, the League of Legends Terms of Use, or other rules of League of Legends, League Officials may assign penalties at their sole discretion. If a League Official contacts a Team Manager/Member to discuss the investigation, the Team Manager/Member is obligated to tell the truth. If a Team Manager/Member withholds information or misleads a League Official creating an obstruction of the investigation then the Team Manager, Team Member and/or Team is subject to punishment.

A Team Manager/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.

A Team Manager/Member may not disclose any confidential information provided by the League or any affiliate of Riot Games, by any method of communication.

No Team Manager/Member may offer or accept any gift or reward to a Player, Coach, Team Manager, League Official, Riot Games employee, or person connected with or employed by another League Team for services promised, rendered, or to be rendered in defeating or attempting to defeat a competing Team. The sole exception to this rule shall be in the case of performance-based compensation paid to a Team Manager/Member by a Team's official sponsor or Owner.

No Team Manager/Member or Affiliate of a Team may solicit, lure, or make an offer of employment to any official Coach or Player who is signed to any League Team, nor encourage any such Coach or Player to breach or otherwise terminate a contract with said League Team. A Coach or Player may not solicit a Team to violate this rule. A Coach or Player may express publicly their desire to leave the Team and encourage any and all interested parties to contact their Manager. But the Coach or Player may not entice a Team directly to reach out to their Team Manager or attempt to violate their contractual obligations. Violations of this rule shall be subject to penalties, at the discretion of League Officials. To inquire about the status of a Coach or Player from another Team, Team Managers must contact a Team Manager of the Team that the Player and/or Coach is currently contracted with. The inquiring Team must provide visibility to League Officials before being able to discuss the contract with a Player. Contracts for Players can be found in the Global Contract Database.

No Team Manager/Member may refuse or fail to apply the reasonable instructions or decisions of League Officials.

No Team Manager/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.

Documentation or other reasonable items may be required at various times throughout the League Season as requested by League Officials. 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.

No Team Manager/Member or League Official may take part, either directly or indirectly, in betting or gambling on any results of any League of Legends tournament or Game/Match globally.

8.3. Penalties

Any person found to have engaged in or attempted to engage in any act that the League 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 League.

Upon discovery of any Team Manager/Member committing any violations of the rules, the League may issue the following penalties:

- Verbal Warning
- Loss of Side Selection for current or future Game(s)
- Loss of Ban(s) for Current or Future Game(s)
- Fine(s) and/or Prize Forfeiture(s)
- Game and/or Match Forfeiture(s)
- Suspension(s)
- Disqualification(s)

Repeated infractions are subject to escalating penalties, up to, and including, disqualification from future participation in the League. It should be noted that penalties may not always be imposed in a successive manner. The League, in its sole discretion, can disqualify a Team Manager, Team Member or Team for a first offense if the action of the Team Manager, Team Member or Team is deemed egregious enough to be worthy of disqualification by the League. Penalties that state a listed amount of time for discipline will only apply to competitive months. Competitive months are defined as the months in which League of Legends' professional competition is taking place

Infractions will be governed by the ERL Penalty Index, the LEC Penalty Index and/or the Global Penalty Index for major infractions.