



2021 Belgian League Official Rules

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Introduction and Purpose

These official rules of the Belgian League (henceforth referred to as “the ERL” or “the League”) apply to each of the Teams participating in the ERL in the 2021 Season. These rules also apply to the Teams’ Team Managers & Team Members and other employees.

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 professional level.

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

1. Eligibility Requirements

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

1.1. Player Age

- 1.1.1. No Player shall be considered eligible to participate in any ERL or EM Match before having lived 16 full years. This shall not prevent Teams from signing Free Agents who have lived 15 full years, granted that they may not participate in an ERL Match until they have lived 16 full years.
- 1.1.2. Additionally, players younger than the age of majority in their country of residence must receive parental permission to participate in any ERL or EM Match

1.2. Residency & Representation

- 1.2.1. Teams will be required to have a minimum of two Locally-Trained Representatives (LTR) and three EU Residents (IMP) on their starting lineup at all times. Also a minimum of three LTR and three IMP on their Roster.
- 1.2.2. LTRs are defined as players who have fulfilled one or more of the following criteria:
 - 1.2.2.1. The player has legally resided and been primarily present in the competitive area of the ERL for no less than 36 out of the last 60 months immediately prior to their participation in the first game of the applicable competition.
 - 1.2.2.2. The player has played the majority of applicable matches in an ERL in no less than two of the last three EM-qualifying ERL splits immediately prior to their participation in the first game of the applicable competition.

Additionally, a split will count towards the LTR requirement for a player who has been on an ERL or LEC Roster for the majority of the split, even if the player has not been actively participating in the respective ERL, as long as they have not been participating in any other ERL.
 - 1.2.2.3. The player has legally resided and been primarily present in the competitive area of the ERL for at least 36 months after their 13th birthday, defined as having lived 13 full years.
- 1.2.3. If a Player can prove they have not claimed LTR status in any ERL in the past and cannot currently claim LTR status for any ERL using the clauses above, the ERL may grant LTR status to the player at their sole discretion.
- 1.2.4. A Player may only claim LTR status for the ERL region in which they are currently participating. Upon joining another ERL, the Player will have to prove their LTR status for the respective ERL or become a Non-Representative.
- 1.2.5. A Player may only be an LTR of a single ERL at any point in time. A player will not be considered a representative until they have declared themselves as an LTR to the respective ERL.

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

1.2.7. In order to be deemed a Resident, a Player must qualify under two possible scenarios:

1.2.7.1. **Provisional Non-Residents:**

A Provisional Non-Resident is a current Non-Resident who has begun accruing time towards becoming a Resident. A Provisional Non-Resident can become a Resident if the Player has legally resided and been primarily present in the region for no less than 48 months out of the last 72 months immediately prior to such Player's participation in the first Game of the applicable competition.

1.2.7.2. **New Non-Residents:**

A New Non-Resident is a Player who was not on the Roster of a Team in the Professional or Accredited League nor relocated to that region for the goal of training in those Leagues between May 11th, 2015 and August 1st 2016. After that date, a Player will be considered a New Non-Resident and unable to obtain residency only by staying within the region for 8 out of the last 12 Splits. A New Non-Resident Player must obtain lawful permanent resident status in the region the Player participates in.

1.2.8. A Player may only be a Resident of a single region at any point in time. Upon joining a Team's Roster, a Player will be considered a Non-Resident until and unless they declare themselves a Resident and meet the standards set forth in this rule. A Player who has lawful permanent resident status in multiple regions cannot be a Resident of two regions simultaneously per this rule. 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.

1.2.9. Players may prove Residency and LTR eligibility by submitting documentary evidence of eligibility. There are two general categories of evidence: government-issued documentation (e.g., government benefits records, military/draft registration papers) and private documentation (e.g., school records, deeds, leases, homeowner association documents, utility bills, bank records/statements, tax returns, insurance documents, medical records & employment records).

Minors may also have a parent or guardian prove Residency or LTR status on their behalf by first, providing documentary evidence of the parent- /guardian-child relationship (e.g., a birth certificate) and second, submitting documentary evidence belonging to the parent/guardian, as outlined above.

1.2.10. LEC secondary Teams are required to maintain at least four EU Residents on their ERL Roster, resulting in at least seven EU Residents across both LEC and ERL Rosters.

1.3. **Work Eligibility**

1.3.1. Each Player must submit proof, prior to being added to a Team's ERL Roster, that they will be work-eligible in their respective jurisdiction and/or ERL host country/countries.

1.4. Player & Team Eligibility

1.4.1. All Players may only compete in one ERL at a time. If a player has participated in more than:

1.4.1.1. For League formats - 50% of the matches in an ERL regular split

1.4.1.2. For Tournament/Circuit formats - 50% of the tournaments in the circuit

They will be considered locked into that League. Players that are locked into a League may transfer freely in between splits.

1.4.2. If a player has played more than 50% of eligible regular season games in a professional league in at least two out of the last three completed splits, then they will be considered a "Veteran" player. An ERL starting lineup cannot include more than two Veteran players at a time.

1.4.3. Players who played in thirteen or more LEC Matches are ineligible to participate in any ERL Regular Season, Playoffs and the EM event for the current Split.

1.4.4. 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 an ERL.

1.5. Account Vetting (Accredited Leagues only)

1.5.1. Prior to a player being deemed eligible to participate in the ERL, 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.

1.5.2. 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 ERL.

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

1.5.4. 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.

1.5.5. 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.

1.6. No Riot Employees

1.6.1. Team Owners and Team employees may not be employees of Riot Games Inc. ("RGI") or League of Legends eSports Federation LLC or META BV or 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 Riot 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.

2. Ownership

2.1. Ownership Restrictions

- 2.1.1. In order to preserve the integrity of official League play, the Team Managers, or affiliates thereof, shall not have an interest in more than one ERL Team participating in a European Regional League, as defined below:

An "Interest" in or with a ERL Team means any of the following: (i) a direct or indirect financial interest in, or financial relationship with, such ERL Team, whether by legal or beneficial ownership, control, contractual relationship, loan agreement, or otherwise (including, for the avoidance of doubt, any buyback provision, right of first purchase, voting rights agreement, lien, deferred, reversion or security interest); or (ii) status as an officer, director, employee, stockholder, owner, affiliate, representative, agent, consultant, or advisor of such ERL Team, or any other role whereby a person participates, directly or indirectly, in the financing, operation, marketing, or management of such ERL Team or its assets.

Notwithstanding the foregoing, it shall not be considered a violation of Rule 2.1.1 for a Team Manager to have ownership in a common entity or venture that is not a ERL Team, with another Team Manager (a "Common Undertaking") that would otherwise constitute an Interest subject to this rule; provided, however, that such interests comprise (i) a solely passive ownership interest in less than ten percent of the capital stock of such Common Undertaking, (ii) such Team Managers do not undertake any operating role (including as an officer, director, employee, representative, agent, consultant, or advisor, etc.) with, and otherwise has no ability to control or exercise influence over such Common Undertaking, and (iii) such Team Manager has provided written notice to the League of such ownership in a Common Undertaking five business days in advance of such investment.

- 2.1.2. An Organization or Team may only own one ERL Team across all European Regional Leagues.
- 2.1.3. Organizations or Teams are only allowed to participate in one ERL per split. There will be a one split cooldown should they decide to move to another ERL.

2.2. Recognition of Ownership

- 2.2.1. The League shall have the right to make final and binding determinations regarding Team ownership, issues relating to the multiple Team restriction and other relationships that may otherwise have an adverse impact on the competitive integrity of the ERL. Any person that petitions for ownership into the ERL can be denied admission at the sole discretion of the League. Team Owners agree that they will not contest any final determination of the League in connection therewith.
- 2.2.2. If an Owner is found to have any financial interest or benefit or any level of influence in another Team, the Owner will be required to immediately divest said interest in one of the two Teams and may be subject to punishment by the League.
- 2.2.3. Ownership of a Team competing in an ERL or EM should be clearly indicated by the starting lineup or Organization to League officials.

3. Rosters

3.1. Roster Requirements

- 3.1.1. Each ERL Team is required to maintain at least five Players across their Roster during the entirety of each ERL Split.
- 3.1.2. An LEC Secondary Team Player cannot be part of their Team's LEC and ERL Roster at the same time. As an exception to this, Teams will be allowed to designate up to two Players from their ERL Roster for their LEC Roster if those Players are not considered Veterans.
- 3.1.3. A Team's ERL Roster can have a maximum of ten Players.
- 3.1.4. A Team's ERL Roster is required to maintain, at all times during the ERL, five Players in the starting lineup, at least one Substitute, one Team Manager and one Head Coach. Any exceptions to this rule must be given in writing by the League Officials.
- 3.1.5. An LEC Secondary Team's ERL Roster needs to include at least 6 Players and must include four EU Residents and three LTRs
- 3.1.6. A Team's ERL Starting Line-up cannot include more than two Veterans at any given time.
- 3.1.7. A Team will be allowed a Roster of six to seven Players as their Play-Offs-Roster and are required to maintain four EU Residents and three LTRs in their Play-Offs-Roster.
- 3.1.8. A Team Member will not be allowed to compete for more than one Organization simultaneously and cannot be listed on the Roster of more than one Team.
- 3.1.9. A Team Member cannot have a contractual or financial arrangement with another Team unless explicitly allowed by the League in writing.
- 3.1.10. **For Accredited Leagues:** A Team Member can only be contracted to one Team globally and if the Team Member currently has a contract with a Team in another region the Team Member must disclose that information to League Officials. To verify that these Team Members are officially under contract, each Team must submit the Summary Sheet from their Team Member Agreement for each Team Member they wish to designate as under contract. The Summary Sheet is itself not a Team Member Agreement but rather a summary of some key terms needed by the League to verify eligibility and confirm agreement by the Team Member and the Team. In all instances of conflict between the Summary Sheet and the Team Member Agreement, where the Team Member Agreement is compliant with the requirements outlined in the Team Participation Agreement, the League reserves the right to interpret the Summary Sheet as superseding.
- 3.1.11. All Team Member Agreements have to adhere to the following:
 - They must not include any non-compete, right of first refusal or other similar provision that restricts a Team Member from joining another esports team, organization or company after the expiration or termination of the Team Member Agreement.
 - They must include an option to terminate the Team Member Agreement on the part of either party in the event that the other party commits a material breach of

the Team Member Agreement that is not cured within thirty days of written notice from the non-breaching party.

- They must not include any automatic, deemed renewal, or “renewal by silence” provisions that extend the term of the Team Member Agreement without the express written approval of the Team Member.
 - They must include an option to immediately terminate the Team Member Agreement on the part of the Team Member in the event that the respective Team’s Team Participation Agreement is terminated by the League; or the Team Member is officially removed from the Team as triggered by removal from the Global Contract Database.
 - They must not have a term or duration that is fewer than seven days, and in the event that the term or duration extends beyond the LEC Summer Split Roster Lock for the 2021 season, will have an expiration date that ends the term of the agreement on any of:., November 15, 2021, or November 21, 2022.
 - They must include an exception to any confidentiality restrictions in the Team Member Agreement allowing disclosure of the agreements, and any summary sheet of the agreements, to the League.
- 3.1.12. All Players on a Team’s Roster must have held a peak rating of Diamond 4 or above in 5v5 Summoner’s Rift Ranked Solo/Duo or Ranked Flex at the end of the last ranked Season or in the current Season.
- 3.1.13. 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.
- 3.1.14. Teams are required to appoint a Team Manager, who will serve as the main point of contact between the Team and the League. The Team Manager may not be a player of the Team, but may be the owner of the Team, or any of the other roles as listed below.
- 3.1.15. Further Team Members that may be listed as part of a Team, but not as part of the Roster, include: Coach, Analyst, Mental Coach.

Other roles may be proposed by the Team to League Officials, but the choice to include these roles as part of the Team is at the sole discretion of the League.

3.2. Roster Modification

- 3.2.1. At a time designated by League Officials before the start of each Split, each Team must submit their ERL Rosters for that Split (“Roster Lock”). 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. A Team will not be allowed to start a Player for the first week of the respective Split that is not on a Roster that was declared on this date.
- 3.2.2. The Team Manager designated by the Team will be responsible for Roster management and document submissions. The Team Member is authorized to make changes to the Roster using one of the following methods: (1) Trading Players with other Teams; (2) Signing Free Agents; (3) Releasing Players from the Roster.

3.2.3. For a Team Member to be removed from a Team Roster, the respective Team Member's Team Member Agreement must be terminated.

3.2.4. Any Team Member who is dropped from a Team's Roster may not rejoin that Team's Roster until a minimum of three weeks have elapsed after the effective date of the Team Member's prior removal from the Team's Roster

3.3. Substitutes & Substitutions

3.3.1. An ERL Team is allowed to register up to five substitutes.

3.3.2. Player substitutions have to result in Teams having eligible Rosters.

3.3.3. Player substitutions have to be submitted in the designated channel no later than 20:00 CET/CEST on the day prior to the matchday for which the substitution will take place. Substitutions that are submitted past this deadline may result in sanctions (for example, loss of bans for the match in question).

3.3.4. Under extenuating circumstances, such as medical emergency, League Officials may waive certain limitations or requirements to a Roster or the use of its Substitutes.

3.3.5. For any offline matches, Teams will only be allowed to use Substitutes that are physically present for those matches.

3.3.6. The Head Coach of the team automatically qualifies as an additional Substitute.

3.3.7. In a Best-of-three or Best-of-five series, Teams may substitute players after the first Game of a Match by notifying League Officials of this change no later than 5 minutes after the conclusion of the previous game.

3.4. Academy Substitutes

3.4.1. Players in an ERL Team's academy team may be registered as Academy Substitutes ("Academy Subs") according to the same documents and timeframe as regular substitutes.

3.4.2. Academy substitutes do not need to seek approval to participate in other competitive events unlike main roster players or regular substitutes. This is no longer the case if one of two conditions is met: (1) the academy sub is used as a substitute for the ERL Team on more than 2 matchdays; (2) the academy sub is officially placed into the main Roster as a lasting change.

3.4.3. Changes to an ERL Team's academy team do not carry over into the ERL Team's (substitute) roster. That is, adding a player to the academy team during a Split does not add that player to the substitute roster.

3.5. Coaches

3.5.1. Teams participating in the ERL are required to have a Coach available online for every Game that the Team participates in.

3.5.2. Teams are required to register a Head Coach with the League according to the Roster Lock.

- 3.5.3. 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 Officials.

3.6. EM Implications

- 3.6.1. An ERL Team must retain at least three players from the starting lineup that played in their respective ERL Finals in order to claim any slot in the European Masters event.
- 3.6.2. If there are multiple claims for a single slot in the EM, the slot is held by the Team which can field the higher number of Starters from the qualifying Roster. If the number of Starters is equal between those Teams, the Team with the higher amount of Substitutes from the qualifying Roster will be granted the slot. If the number of Substitutes is also equal, the total amount of Games all Players played in the respective qualifying event will be the tiebreaker.

3.7. Free Agents & Free Agency & Roster Lock

- 3.7.1. The League has established limited periods of time during which Free Agents can be signed. Signings of any kind outside of these specified dates are prohibited and may only be permitted with written approval from the League. The start of the Free Agency period for the next Season will commence on the 17th of November 2020:

	Transfer Period Opening (00:00:00 CET)	Transfer Period Deadline (23:59:59 CET)
Spring Split (Pre-season)	November 17 th , 2020	December 30 th , 2020
Summer Split (Mid-season)	May 1 st , 2021	May 20 th , 2021

- 3.7.2. A Free Agent is a Player eligible to participate in the LEC or an ERL and who either has not yet signed a valid written Player Agreement with a Team or has been released from a Team or has had a contract expire without renewal.
- 3.7.3. If a Team intends to drop a Team Member from the Roster during the Split, the Team has to inform League Officials of this change at the earliest possible time.
- 3.7.4. Team Members who have participated in any aspect of a Professional or Accredited League in the most recent Split cannot enter into any new oral or verbal commitment, financial arrangement, or contractual arrangement after the Summer Split Free Agency Signing Deadline closes and before the Global Contract Window opens with any Organization owning a Professional or Accredited Team if that commitment extends past the Global Contract Window, or otherwise impacts the Player's status once the Global Contract Window opens.

3.8. Summoner Names

- 3.8.1. Summoner Names may include upper-case letters, lower-case letters, digits, underscores, or single spaces between words only. Summoner Names must not exceed 11 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.

- 3.8.2. Summoner names must be unique globally.
- 3.8.3. 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.
- 3.8.4. Team tags must be unique globally.
- 3.8.5. 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.

3.9. Anti-Poaching

- 3.9.1. Any Team Member of a Team, or any other persons with roles associated to that Team, may not approach any Team Member of any other Team participating in the Dutch League or the Belgian League with the intent to acquire that Team Member for a position within their Team, nor may they in any way direct an unassociated person to approach that player for them.
- 3.9.2. Any intent to trade or acquire a player from another Team must be proposed to the Team Manager of said Team, for which he may then grant permission to communicate directly with said player at his sole discretion.

Alternatively, said Team Manager may communicate this intent directly to his player and serve as a mediator between the Teams involved.
- 3.9.3. League Officials may be requested as mediators to help with situations relating to player acquisitions.

4. Prizing

4.1. Prize money

- 4.1.1. The total monetary prize pool made available for the League Season is €25,000. This is divided into €7,500 per Split, and an additional €10,000 for the Country Finals.
- 4.1.2. During the Playoffs at the end of the Spring Split and the Summer Split Teams shall have the opportunity to earn prize money based on their performance as outlined below:

Spring Split	
Position	Prize
#1	€2,500
#2	€1,800
#3	€1,400
#4	€1,100
#5	€700
#6	€0

Summer Split	
Position	Prize
#1	€2,500
#2	€1,800
#3	€1,400
#4	€1,100
#5	€700
#6	€0

- 4.1.3. Teams also acquire Championship Points based on their performance, on the basis of which they may qualify for the Country Finals at the end of the season. Three teams qualify in total. The Team that places first in the Summer Split automatically qualifies as the first seed, with the second and third seed being determined by the highest amount of Championship Points. The amount of points acquired is outlined below:

Spring Split	
Position	Champ Points
#1	90
#2	70
#3	50
#4	30
#5	10
#6	0

Summer Split	
Position	Champ Points
#1	AQ (110)
#2	90
#3	70
#4	40
#5	20
#6	0

- 4.1.4. The Teams that qualified for the Country Finals will play for an additional prize pool of €10,000 distributed as follows:

Country Finals	
Position	Prize
#1	€6,000
#2	€3,000
#3	€1,000

4.2. Non-monetary prizes

- 4.2.1. On top of the prize money, the Team that wins the Playoffs of the Spring Split or the Summer Split will acquire a spot in the European Masters Play-Ins directly after the respective Split.

5. Sponsors

- 5.1.** A Team has the ability to acquire sponsors. Restrictions on sponsorship acquisition are defined by the applicable ERL 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, the LEC, ERL, EM, or any other Riot-affiliated event.
- 5.2.** The Team may only sell or manage sponsorships or brand elements for the Team which they are affiliated with.
- 5.3.** No person or entity may hold the naming rights to more than one ERL Team at a time. A sponsor which holds naming rights to a Team may not sponsor other Teams in the League in any capacity. No person or entity acting as an owner, partial or total, or as a corporate officer for one Organization may sponsor a Team of a different Organization through themselves, a direct connection, another Organization they represent, or a proxy.
- 5.4.** Teams cannot have multiple brand names in their Team name unless they comply with the naming restrictions set forth in the Team Name Sponsor Integration Policy.

6. Additional Provisions

6.1. Publishing

- 6.1.1. League Officials 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, Riot Games, Inc., and/or any of their parents, subsidiaries, affiliates, employees, agents, or contractors for publishing such a declaration.

6.2. Finality of Decisions

- 6.2.1. 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 officials and Riot Games, the decisions of which are final.

6.3. Right of Modification

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

7. Format & Schedule

7.1. Season Format and Schedule

- 7.1.1. Each Season is made up of two Splits, which consist of a Regular Season and Playoffs, with the Season culminating in a Country Final.
- 7.1.2. The format for the Regular Season of each Split is a double Round Robin between six teams, where each team faces each other team on two occasions.
- 7.1.3. The format for the Split Playoffs of each Split is played as a King-of-the-Hill between the Top four of the respective Regular Season. This King-of-the-Hill includes a 'Juggernaut Match' between Seed #1 and Seed #2 to determine the teams waiting in the Semi-Final and Final.
- 7.1.4. The format of the Country Final is played as a King-of-the-Hill, with the Top three of the overall Season, based on qualification through Championship Points.
- 7.1.5. A full, updated schedule of dates and Matches will be made available at: <https://belgianleague.io/>

A tentative schedule to showcase a single Split is outlined below:

Event	Belgian League
Spring Split: Week 1 (4 matches, bo1)	Mon 11/01/2021 18:30+
Spring Split: Week 2 (4 matches, bo1)	Mon 18/01/2021 18:30+
Spring Split: Week 3 (4 matches, bo1)	Mon 25/01/2021 18:30+
Spring Split: Week 4 (3 matches, bo1)	Mon 01/02/2021 18:30+
Spring Split: Week 5 (4 matches, bo1)	Mon 08/02/2021 18:30+
Spring Split: Week 6 (4 matches, bo1)	Mon 15/02/2021 18:30+
Spring Split: Week 7 (4 matches, bo1)	Mon 22/02/2021 18:30+
Spring Split: Week 8 (3 matches, bo1)	Mon 01/03/2021 18:30+
Spring Split: Tiebreakers (if necessary, bo1)	Wed 03/03/2021 18:30+
Spring Split: Playoffs #1 (1 match, bo5)	Mon 08/03/2021 18:30+
Spring Split: Playoffs #2 (1 match, bo5)	Wed 10/03/2021 18:30+
Spring Split: Playoffs #3 (1 match, bo5)	Mon 15/03/2021 18:30+
Spring Split: Playoffs #4 (1 match, bo5)	Mon 22/03/2021 18:30+

7.2. ERL Regular Season

- 7.2.1. Each Team will face each Team in two Best-of-1s per Split.
- 7.2.2. The right for side selection during the Regular Season will alternate between each match-up of Teams, ensuring each Team will have side selection against every opposing Team once. Which Team has side selection in the first of these two matches is randomized.

When a team has the right for side selection for their upcoming match, they must notify League Officials of their chosen side in the designated channel no later than 20:00 CET/CEST on the Thursday prior to the start of said match.

- 7.2.3. Standings in the League will be determined by the amount of Matches won, and any disputes therein will be solved through the Tiebreaker rules as outlined in 7.4

7.3. ERL Playoffs

- 7.3.1. This phase consists of a three-round seeded tournament in the 'King of the Hill' format among the top four Teams from the Regular Season, seeded according to their Regular Season standings.
- 7.3.2. All rounds are played as a Best-of-5.
- 7.3.3. In the first round Match 1 consists of the first seed facing the second seed, and Match 2 consists of the third seed facing the fourth seed. The winner of Match 1 advances to the third round, and the loser advances to the second round. The winner of Match 2 advances to the second round, and the loser is eliminated in fourth place.
- 7.3.4. In the second round, Match 3 consists of the two teams advancing from the first round, where the loser of Match 1 is considered the higher seed. The winner of Match 3 advances to the finals, and the loser is eliminated in third place.
- 7.3.5. In the finals, Match 4 consists of the winner of Match 1 and Match 3, where the winner of Match 1 is considered the higher seed. The winner of Match 4 is crowned as the first place, and the loser is eliminated in second place.
- 7.3.6. The right for side selection for the ERL Playoffs is given to the higher seeded team for the first Game and is alternated for all Games after the first.

For the first Game of a Match in Playoffs, Teams are required to submit their side selection in the designated channel no later than 20:00 CET/CEST on the day prior to the Match. For all other Games of a Match, Teams must notify League Officials of their side selection no later than 5 minutes after the conclusion of the previous Game. If no side selection is submitted, selection will default to blue side.

League Officials can shift these deadlines at their discretion by informing affected Teams.

7.4. ERL Country Finals

- 7.4.1. As outlined in 4.1.3, the Team that finished first place in the Summer Split Playoffs qualifies as the first seed of the Country Finals, and the two Teams with the most Championship Points qualify as the second and third seed, ordered by the amount of Championship Points.

If multiple qualified Teams have the same amount of Championship Points, the Team with the higher standing in the Summer Split will receive the higher seed.

- 7.4.2. This phase consists of a two-round seeded tournament in a 'King of the Hill' format among the three qualified teams.
- 7.4.3. All rounds are played as a Best-of-5.
- The finals will be played offline, at a time and place designated by League Officials. Teams participating in the final round will be supported by the ERL to attend.
- 7.4.4. In the first round Match 1 consists of the second seed facing the third seed. The winner of Match 1 advances to the finals and the loser is eliminated in third place.
- 7.4.5. In the finals, Match 2 consists of the automatically qualified first seed and the winner of Match 1, where the first seed is considered the higher seed. The winner of Match 2 is crowned as the first place, and the loser is eliminated in second place.
- 7.4.6. The right for side selection for the ERL Country Finals is given to the higher

seeded team for the first Game and is alternated for all Games after the first.

For the first Game of a Match in Country Finals, Teams are required to submit their side selection in the designated channel no later than 20:00 CET/CEST on the day prior to the Match. For all other Games of a Match, Teams must notify League Officials of their side selection no later than 5 minutes after the conclusion of the previous Game. If no side selection is submitted, selection will default to blue side.

League Officials can shift these deadlines at their discretion by informing affected Teams.

7.5. Tiebreakers

7.5.1. If two Teams are tied in the standings at the conclusion of the ERL Regular Season Split, the tie will be broken by their head-to-head record. If those Teams have an identical head-to-head record, the tie will be broken by their Neustadtl score. If those Teams have an identical Neustadtl score, the tie will be broken by their wins in the second half of the Split, with the Team having more wins in the second half of the Split being granted the higher place. If after this the teams are still tied, the Teams will play a tiebreaker-game. Side selection will be awarded to the Team with the lower Victory Time in the Regular Season Games between those Teams.

7.5.2. Neustadtl score explanation

This score is calculated for a Team at the end of the Regular Season by looking at which teams they have beaten and how many wins those other teams have. If Team A has a 1-1 record vs Team B and Team B has a total of 5 wins, then Team A has +5 added to their total Neustadtl score. If Team A has a 2-0 record vs Team B, they would receive $2 \times 5 = +10$ added to their Neustadtl score. If Team A has a 0-2 record vs Team B, they receive 0 points for this particular matchup.

Effectively Neustadtl score measures how well a certain Team has played versus all other teams in the League and rewards wins versus the highest ranking teams more.

7.5.3. If three or more Teams are tied, the head-to-head record of all Teams against all other Teams involved in the tiebreaker will be considered. If one or more Teams have won/lost more than 50% of the Matches in aggregate against every Team in the tiebreaker, they are automatically granted the higher/lower place(s) available in the tiebreaker, and a new tiebreaker is declared amongst the remaining Teams. If the Teams have an identical amount of Games won, the Teams' Neustadtl score is taken into account to break the tie. If this does not resolve the tie, the number of wins in the second half of the Split will be taken into account, with the Teams having more wins in the second half of the Split being granted the higher seeds. If after this the Teams are still tied, then the following structures will be used depending on the amount of Teams in the tiebreaker.

7.5.4. 3-way-tie: The Teams will be drawn into a single-elimination bracket based on their Victory Time, the Team with the lowest Victory Time has a bye into the final round (Game 2). The remaining two Teams will face off in the first round (Game 1), where the winner of Game 1 advances to Game 2, and the loser is awarded the lowest standing being decided by the tiebreaker. The winner of Game 2 will be awarded the highest standing being decided by the tiebreaker and the loser of Game 2 will be awarded the next highest standing being decided by the tiebreaker.

7.5.5. 4-way-tie: The Teams will be drawn into two first-round matches (Game 1 and Game 2) based on their Victory Time. The winners of Game 1 and Game 2 will then face off in Game 3 while the losers face off in Game 4. The winner of Game 3 will be awarded the highest standing being decided by the tiebreaker, and the loser of Game 3 will be awarded the next highest standing being decided by the

tiebreaker. The winner of Game 4 will be awarded the next highest standing being decided by the tiebreaker and the loser of Game 4 will be awarded the lowest standing being decided by the tiebreaker.

- 7.5.6. 5-way-tie: The Teams will be drawn into a single-elimination bracket based on their Victory Time, where there is a play-in between the two Teams with the highest Victory Time for the fourth semi-final spot. The tournament will require a 3rd-place Game to determine 3rd/4th place.
- 7.5.7. 6-way-tie: The Teams will be drawn into a single-elimination bracket based on their Victory Time, where the two Teams with the lowest Victory Time have a bye into the semi-final round. The tournament will require a 3rd-place Game to determine 3rd/4th place.
- 7.5.8. For the Country Finals, if multiple Teams are tied in Championship Points at the conclusion of the Summer Split, then the Team which gained the most Championship Points in the Summer Split will be considered the higher seed.
- 7.5.9. All tiebreaker-games will be played as single Best-of-1 Games.
- 7.5.10. Tiebreaker-games will be scheduled at the sole discretion of the League.
- 7.5.11. For all tiebreaker-games the right for side selection will be determined by the lower Victory Time throughout the Regular Season of the applicable Split.
- 7.5.12. If the Victory Time is identical or otherwise inaccessible for multiple Teams, the hierarchy will be determined by a coin flip.
- 7.5.13. Tiebreaker-games will not be played if their outcome will not have any competitive implications.
- 7.5.14. For all tiebreaker-games side selection must be submitted at a time designated by League Officials tailored to each tiebreaker.

8. Match Process

8.1. Equipment

- 8.1.1. 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
- 8.1.2. For all offline matches, League Officials will provide and Players will exclusively use the following equipment: (1) PC & monitor; (2) table & chair; (3) headsets and/or earbuds and/or microphones
- 8.1.3. Players will be expected to provide the following equipment and use it during on-site Matches: (1) PC keyboards; (2) PC mice; (3) PC mousepads
- 8.1.4. 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, the ERL or League of Legends.
- 8.1.5. Players are prohibited from installing their own programs and must use only the programs provided by the League Officials on-site, unless explicitly allowed by a League Official.

8.2. Clothing & Apparel

- 8.2.1. Team Members may wear apparel with multiple logos, patches or promotional language. All decisions in regard to apparel are at the sole discretion of the League. Objectionable or offensive examples below are listed for illustrative purposes only:
 - 8.2.1.1. Containing any false, unsubstantiated, or unwarranted claims for any product or service, or testimonials, the League considers unethical.
 - 8.2.1.2. Advertising any non-"over the counter" drug, tobacco product, firearm, handgun or ammunition.
 - 8.2.1.3. Containing any material constituting or relating to any activities which are illegal in any League region, including but not limited to, a lottery or an enterprise, service or product that abets, assists or promotes gambling.
 - 8.2.1.4. Containing any material that is defamatory, obscene, profane, vulgar, repulsive or offensive, or that describes or depicts any internal bodily functions or symptomatic results of internal conditions, or refers to matters which are not considered socially acceptable topics.
 - 8.2.1.5. Advertising any pornographic website or pornographic products.

- 8.2.1.6. Containing any trademark, copyrighted material or other element of intellectual property that is used without the owner's consent or that may give rise to, or subject the League or its affiliates to, any claim of infringement, misappropriation, or other form of unfair competition.
- 8.2.1.7. Disparaging or libeling any opposing Team or Player or any other person, entity or product.
- 8.2.2. Hats are not allowed.
- 8.2.3. A Player may not cover their face or attempt to conceal his or her identity from League Officials. League Officials must be able to distinguish the identity of each Player at all times and may instruct Players to remove any material that inhibits the identification of Players or is a distraction to other Players or League Officials.
- 8.2.4. The League reserves the right to refuse entry or continued participation in the Match to any Team Member who does not comply with the apparel rules.
- 8.2.5. Headphones must be placed directly on a Player's ears and must remain there for the duration of the Game. Players shall not obstruct the placement of headphones by any method. This includes placing any item, excluding glasses, between the headphones and the Player's ears.

8.3. Tournament Realm Accounts

- 8.3.1. Players will be provided Tournament Realm Accounts by the League. 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.

8.4. Patch

- 8.4.1. Matches during the 2021 Season will be played on the respective patch available on the Live Server, once a sufficient testing period has occurred. Changes to the competitive patch and champion availability will be at the sole discretion of the League.
- 8.4.2. Champions which have not been available on the live server for more than two weeks will be automatically restricted. Champions that have undergone reworks will be enabled at the sole discretion of the League.

8.5. Match Area

- 8.5.1. The following rules regarding the match area relate in particular to the offline matches to be played at the Country Finals.
- 8.5.2. Access for Teams to the restricted areas of venues for Matches is restricted to the Team only, unless otherwise approved by League Officials. Permission to attend League Matches is solely at the discretion of the League.
- 8.5.3. Team Managers are not allowed in the Match Area during the Match. They may be in the Match Area during the Match preparation process but must leave prior to the Pick-&-Ban Phase.
- 8.5.4. Players are not allowed to have wireless devices in the Match Area. League Officials will collect such devices in the Match Area and return them at the end of the Match.
- 8.5.5. Players must sit in the order in which they will join the game-lobby: Top, Jungle,

Mid, ADC, Support. This order should be considered from the vantage point of a viewer facing the Players and read from left to right.

- 8.5.6. No food is allowed in the Match Area. Drinks are permitted in League-provided re-sealable containers
- 8.5.7. The warm-up area ("Green Rooms") will contain League-provided PCs for Players to practice on before their Matches. The warm-up area is reserved for Teams only and access will be provided at the League Officials' discretion. Depending on venue options, the warm-up area may be the same as the Match Area.
- 8.5.8. Access to other areas within the venue may be granted by the League. Access to these areas is also restricted to Teams and at the League Officials' discretion.

8.6. Setup Time

- 8.6.1. The following rules regarding setup time relate in particular to the offline matches to be played at the Country Finals.
- 8.6.2. Players will have a designated time frame prior to their Match to ensure they are properly prepared. League Officials will inform Players and Teams of their scheduled preparation time frame as part of their Match schedule. League 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 League Official or Referee and accompaniment by another League Official or Referee. Setup is comprised of the following:
 - Ensuring the quality of all League-provided equipment
 - Connecting and calibrating peripherals
 - Ensuring proper function of the voice chat system
 - Setting up rune pages
 - Adjusting in-game settings
 - Limited in-game warm-up
- 8.6.3. If a Player encounters any equipment issues during Setup Time, the Player must notify a League Official immediately.
- 8.6.4. League Technicians will be available to assist during Setup Time and to troubleshoot any problems encountered.
- 8.6.5. It is expected that Players will resolve any issues during Setup Time within the allotted time and that the Match will begin at the scheduled time. Delays due to setup issues may be permitted, at the sole discretion of League Officials. Penalties for tardiness may be assessed at the discretion of the League
- 8.6.6. No fewer than two minutes before the Match is scheduled to begin, a League Official will confirm with each Player that their setup is complete.
- 8.6.7. Once all ten Players in a Match have confirmed completion of setup, Players may neither alter their Rune Pages until the start of Champion Select nor enter a warm-up game.
- 8.6.8. League Officials will decide how the official game-lobby will be created. Players will be directed by League Officials to join a game-lobby, as soon as Setup Time has ended, in the following order of positions: Top, Jungle, Mid, ADC, Support.

8.7. Pick & Ban Phase

- 8.7.1. Once all ten Players have reported to the official game-lobby, a League Official will request confirmation that both Teams are ready for the Pick-&-Ban Phase. Once both Teams confirm readiness, a League Official will instruct the game-lobby owner to start the Game. For offline matches the Coach will be granted on-stage access and will be allowed to communicate with the Players during the Pick-&-Ban Phase. The Coach will exit the stage to a designated position once

the countdown timer has reached five seconds during the Trading Phase and will be muted once the timer has reached zero seconds.

- 8.7.2. The Pick-&-Ban Phase will be executed through the Client's Tournament Draft feature. At the discretion of League Officials the Pick-&-Ban Phase may be recorded and the Game's start aborted.
- 8.7.3. Game Settings:
 - Map: Summoner's Rift
 - Team Size: 5
 - Allow Spectators: Lobby Only
 - Game Type: Tournament Draft
- 8.7.4. League Officials may choose to employ either the Tournament Draft feature or a manual draft at their discretion.
- 8.7.5. Restrictions may be added at any time before or during a Match, if there are known bugs with any Gameplay Elements or for any other reason as determined at the discretion of the League.
- 8.7.6. Draft mode proceeds in a snake draft as follows:
 - Blue Team = A; Red Team = B
 - Bans: ABABAB
 - Picks: ABBAAB
 - Bans: BABA
 - Picks: BAAB
- 8.7.7. If a Player picks or bans a Champion by mistake in the Pick-&-Ban Phase, the Player must notify a League Official of their intended selection before the other Team has locked in their next selection. In this case the Pick-&-Ban Phase will be restarted with the same Picks and Bans up until the mistake occurred and the Player may correct the mistake. In the case the other Team has locked in their next selection, before the Player notifies a League Official, the Pick-&-Ban Phase will not be restarted and the mistakenly selected Champion stays locked in.
- 8.7.8. Teams must complete all Champion trades before the 20-second mark during the Trading Phase, or will be subject to penalties.

8.8. Game Start

- 8.8.1. A Game will start immediately after the Pick-&-Ban Phase is complete, unless otherwise stated by a League Official. At this point, League Officials will remove any printed materials from the Match Area, including any notes written by Team Members. Players are not allowed to quit a Game after the completion of the Pick-&-Ban Phase.
- 8.8.2. If there is an error in Game Start or an LEC Official decides to separate the Pick-&-Ban Phase and the Game Start, the Blind Pick feature may be used at the discretion of the League. All Players will select Champions in accordance with the valid completed Champion selections.
- 8.8.3. If a Bugsploit, disconnect or any other failure occurs which interrupts the loading process and prevents a Player from joining a Game, the Game must be immediately paused until all Players are connected.

8.9. Pauses

- 8.9.1. A team is limited to a total pause duration of 20 minutes, distributed over a maximum of 3 pauses. Extensions to the total duration or additional pauses
- 8.9.2. If a Player intentionally disconnects without notifying a League Official or pausing, the League Official is not required to enforce a pause. For offline matches, during any pause Players may not leave the Match Area unless authorized by a League Official.
- 8.9.3. League Officials may order or execute a pause of a Game at the sole discretion

of the League Officials.

- 8.9.4. Players may only pause a Game immediately following an Unintentional Disconnect, hardware/software malfunction or physical interference and must notify a League Official immediately and identify the reason.
- 8.9.5. Minor Player illness, injury, or disability is not an acceptable reason for a Player pause. In the case of an underlying and/or pre-declared medical condition the Player may however inform a League Official prior to the Match, who may then grant a pause during the Match in order to evaluate the issue and to determine whether the Player is ready, willing, and able to continue playing within a reasonable period of time, as determined by the League Official, but not to exceed a few minutes. If the League Official determines that the Player is not able to continue playing within such reasonable period of time, then the Player's Team shall forfeit the Game unless a League Official determines that the Game is subject to an Awarded Game Victory at the League's discretion
- 8.9.6. Players are not permitted to resume the Game after a pause without approval from the League Officials. After clearance from a League Official is issued and all Players are notified and ready, which will be contingent on confirming through in-game chat, the in-client spectators will un-pause the Game.
- 8.9.7. If a Player pauses or un-pauses a Game without permission from a League Official, it will be considered unfair play and penalties will be applied at the discretion of the League.
- 8.9.8. During offline matches, for the fairness of all competing Teams, Players are not allowed to communicate with each other during a pause. For the avoidance of doubt, Players may communicate to the Referee, but only in order to identify and remedy the cause for the pause. If a pause extends long enough, Referees may, at their discretion, allow Teams to talk before the Game is un-paused, in order to discuss the Game's conditions.

8.10. Game of Record and Remake Procedure

- 8.10.1. A game where all ten players have loaded and which has progressed to a point of meaningful interaction between opposing teams. Once a game attains Game Of Record ("GOR") status, the period ends in which incidental restarts may be permitted and a game will be considered as "official" from that point onward. Examples of conditions which establish GOR:
 - Establishing line-of-sight between players on opposing teams.
 - Any attack or ability is landed on minions, jungle creeps, structures, or enemy Champions.
 - Setting foot, establishing vision or targeting skillshot ability in opponent's jungle by either team, which includes either leaving the river or entering brush connected to enemy jungle.
 - Game timer reaches two minutes (00:02:00).
- 8.10.2. The following are examples of situations in which a game may be remake if GOR has not been established:
 - 8.10.2.1. If a player notices that player's rune or GUI settings have not applied correctly due to a bug between the game lobby and match, player can pause the game to adjust these settings. If the settings cannot be correctly adjusted, then the game may be restarted.
 - 8.10.2.2. If League 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).
 - 8.10.2.3. Any circumstance which would permit a restart after GOR.
- 8.10.3. The following are examples of situations in which a game may be restarted after GOR has been established.
 - 8.10.3.1. If a game experiences a Terminal Situation at any point during the match, as defined by:

A bug or other circumstance that requires that a game be remade. These circumstances include (i) instances of critical bugs where it is unable to recover the game; (ii) bugs which cannot be remedied or avoided, including champion or skin bugs that may require that such champion or skin be disabled; or (iii) any other instance in the discretion of League officials where the continuation of the game is untenable (including environmental concerns and catastrophic hardware failure).

- 8.10.3.2. During offline matches, if a League Official determines that there are environmental conditions which are unfair (e.g. excessive noise, fan gank, hostile weather, unacceptable safety risks).
- 8.10.4. If a remake is called for, depending on the reasons for which it may occur, the remake procedure is as follows.
 - 8.10.4.1. Terminal Situation. League officials will determine whether either or both teams were significantly disadvantaged by the bug, and any significantly disadvantaged team will be offered the opportunity to remake the game. If any significantly disadvantaged team accepts a remake, the game will immediately be restarted as per this section. Significant disadvantage is a prerequisite to a remake offer.
 - 8.10.4.2. 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 then League officials shall not retain any settings.
 - 8.10.4.3. Champion and Skin Disables. If the remake occurred due to a champion bug, then settings no longer will be retained (including picks and bans) regardless of Game of Record status and the champion may be made ineligible for at least the remainder of the day's matches unless the bug can be conclusively tied to a specific game element that can be fully removed (i.e. a skin that can be disabled)

8.11. Post Game Process

- 8.11.1. League Officials will confirm and record the Game's result.
- 8.11.2. Referees may log into Player Accounts to join the game-lobby.
- 8.11.3. League Officials will inform Players of the remaining time before the next Game's Pick-&-Ban Phase. Pick-&-Ban Phase will commence as scheduled even if a Team is not fully present. If only a single Player of a Team is present when the Pick-&-Ban Phase begins, this Player may determine all Picks and Bans for the Team. If no Player from a Team is present when the Pick-&-Ban Phase begins that Team shall be deemed to have forfeited the Game.
- 8.11.4. After a Match Players will be informed of any post-match obligations including, but not limited to, media appearances, interviews, or further discussion of any other matters.
- 8.11.5. In the event of a technical difficulty which leads League officials to declare a restart, League officials may instead award a game victory to a team. If a game has been played for more than 20 minutes on the game clock (00:20:00), League officials, in their sole discretion, may determine that a team cannot avoid defeat to a degree of reasonable certainty. The following criteria may be used (but are not required to be used) in the determination of reasonable certainty:
 - Gold Differential. The difference in gold between the teams is more than 33%.
 - Remaining Turret Differential. The difference in the number of remaining turrets between the teams is more than seven (7).
 - Remaining Inhibitor Differential. The difference in the number of standing inhibitors between the teams is more than two (2).
 - Remaining Nexus Turret Differential. The difference in the number of remaining Nexus turrets between Teams is two.

- Champion Differential. The difference in alive champions between Teams is at least four with the remaining death timers on all dead champions being at least 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.

8.12. Scheduling

- 8.12.1. League Officials may, at their sole discretion, modify the schedule of Matches. In the event of a schedule modification League Officials will notify all Teams at the earliest convenience.
- 8.12.2. Players participating in offline ERL matches must arrive on-site no later than the time specified by the League Officials. Players participating in online ERL matches must arrive in the game-lobby no later than the time specified by League Officials.

8.13. Referees

- 8.13.1. Referees will oversee the League Matches, including the following:
 - Checking the Team's Starting Line-up before a Match, including a mandatory voice check on Discord to verify identity
 - Checking and monitoring Player peripherals and Match Areas
 - Announcing the beginning of a Game
 - Ordering pause/resume during a Game
 - Issuing penalties in response to rule violations during the Match
 - Confirming the end of the Match and its results
- 8.13.2. At all times, Referees shall conduct themselves in a professional and impartial manner. No passion or prejudice shall be shown towards any Player, Team, Team Manager, Coach or other individual.
- 8.13.3. If a Referee makes an incorrect judgment, the judgment can be subject to reversal. League Officials, at their discretion, may evaluate the decision during or after the Match to determine if the proper procedure was implemented. If the proper procedure was not followed, League Officials reserve the right to potentially invalidate the Referee's decision. League Officials will always maintain final say in all decisions set forth throughout the League.

9. Online Matches

All Players will be expected to be ready to join the game-lobby at the time specified by the League Officials. Readiness includes, but is not limited to, all five Players on the Starting Line-up having completed client patching, configuration of in-game settings, and completed Rune Pages.

Tournaments held on a rolling schedule will have estimated Match start times. Teams are required to be available to play their Match up to 45 minutes in advance of their estimated time, or as otherwise directed by League Officials.

9.1. Lateness Penalties:

- 9.1.1. Depending on the delay, teams are subject to various penalties ranging from a warning to loss of bans to a default loss. Additional sanctions may be applied to particular players or to the team as a whole. These penalties and sanctions are applied at the discretion of the League.
- 9.1.2. Under extenuating circumstances, such as medical emergency, League officials may waive certain penalties or resort to other solutions, e.g. last minute allowance of substitutes.

9.2. No 4v5 Play:

- 9.2.1. Teams are required to field a full team of five players to start a match. However, if a player disconnects during a game, the League may allow the team to continue to play after the pause allowance is exhausted to attempt to complete the game. If continuation of play with less than five players is disallowed, the opposing team is rewarded with the victory.

10. Code of Conduct

10.1. Competitive Integrity

- 10.1.1. Teams are expected to play at their best at all times within any League Match, and to avoid any behavior that potentially threatens the actual or perceived integrity of competition or that is otherwise 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:
- 10.1.2. 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.
- 10.1.3. Hacking, which is defined as any modification of the League of Legends game client.
- 10.1.4. Exploiting, which is defined as intentionally using any in-game bug to an advantage.
- 10.1.5. Looking at spectator monitors.
- 10.1.6. Ringing, which is defined as playing using another Player's account or solicitation to do so.
- 10.1.7. The use of any kind of cheating device and/or cheat program, or any similar cheating method.
- 10.1.8. Intentional disconnect without a proper and explicitly-stated reason.
- 10.1.9. Any other act which violates these rules and/or standards established by the League.

- 10.1.10. 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.
- 10.1.11. 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.
- 10.1.12. 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.
- 10.1.13. 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.
- 10.1.14. 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.

10.2. Responsibility under Code

- 10.2.1. Unless expressly stated otherwise, offenses and infringements of these rules are punishable, whether or not they were committed intentionally or successfully. Attempts to commit such offenses or infringements are also punishable.
- 10.2.2. 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.
- 10.2.3. 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.
- 10.2.4. 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.
- 10.2.5. 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.

- 10.2.6. 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.
- 10.2.7. 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. Furthermore, if a Team Manager/Member has committed rules violations, League Officials reserve the right to impose additional sanctions on that Team Manager/Member's Team if it determines the Team was complicit or otherwise associated with the misconduct in question. 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.
- 10.2.8. 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.
- 10.2.9. 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.
- 10.2.10. No Team Manager/Member may be involved with the offering, giving, acceptance, or receipt of a bribe, gift, or any type of consideration, financial or otherwise, that could result in the improper influencing or manipulation of any esports tournament or match globally or any portion or aspect of such competition. Performance-based compensation paid to a Team Manager/Member by a Team's official sponsor or owner is permitted under this rule.
- 10.2.11. 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.
- 10.2.12. No Team Manager/Member may refuse or fail to apply the reasonable instructions or decisions of League Officials.

- 10.2.13. No Team Manager/Member may engage in any action that could improperly influence or manipulate any esports tournament or esports match globally or any portion or aspect of such competition. Additionally, no Team Manager/Member or League Official may instruct, permit, cause, or enable other individuals to engage in such actions.
- 10.2.14. 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.
- 10.2.15. No Team Manager/Member may engage, nor attempt to engage, in any legal or illegal gambling activity relating in any way to any global esports tournament or event. This rule applies to all esports gambling activities including, without limitation, those available in any physical retail location or those conducted via the internet. Gambling activity is defined as placing anything of value – including real currency, virtual currency, or other digital assets – at risk in connection with a bet or wager. Additionally, no Team Manager/Member, League Official, or Riot Games employee may instruct, permit, cause, or enable other individuals to engage, nor attempt to engage, in any legal or illegal gambling activity relating in any way to any global esports tournament or event.
- 10.2.16. No Team Manager/Member may take part, either directly or indirectly, in any legal or illegal season-long or daily fantasy contests related to any esports tournament or match globally which rewards anything that has real-world value, monetary or otherwise. Fantasy contests or daily fantasy contests are defined as any online or peer-to-peer contests in which the real-world performance of esports participants determines the virtual performance and/or point total of a fictional team assembled by game participants.
- 10.2.17. No Team Manager/Member may request or disclose, directly or indirectly, any non-public information that could potentially provide an advantage in gambling activities to any person that does not have a legitimate need to know such non-public information. Individuals may violate this provision whether they know or reasonably should know that the non-public information in question could be used for the purposes of gambling activity. Examples of such information include, but are not limited to, team lineups, transactions, team strategy, schedule changes, and the results of pre-recorded matches that are broadcast or live streamed to audiences at a later date. Similarly, no Team Manager/Member, League Official, or Riot Games employee may request or support any such provision of knowledge or other information, whether for their own gain or for the gain of others.
- 10.2.18. All individuals subject to these rules are under a duty to report to Riot Games and the League, without undue delay and unprompted at the first available opportunity, via email, any witnessed, attempted, suspected, or known violation of these rules. Individuals are obligated to report such activity whether they were directly involved in the matter or should have reasonably been aware of the matter. Failure to report such information constitutes a rules violation in itself. Retaliation against any individual who, in good faith, reports such a matter is strictly prohibited.

10.3. Penalties

- 10.3.1. 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.

- 10.3.2. 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)
- 10.3.3. 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.
- 10.3.4. Infractions will be governed by the ERL Penalty Index, the LEC Penalty Index and/or the Global Penalty Index for major infractions.

11. Glossary & Exhibits

Below is a non-exhaustive list of definitions and exhibits. When in doubt about a definition or document, contact the League Officials for clarification.

Academy Substitute	An academy team player of an Organization that is registered as part of the Substitute Roster before the Roster Lock.
Accredited League	Accredited Leagues are official Riot-recognized competitions which adhere to the necessary global policies and standards of professionalism but do not qualify into a Professional League.
Coach Agreement	The contract between an Organization and their Coach.
Competition Week	A Competition Week is defined as the timeframe between the first scheduled League Match of a week and the first scheduled League Match of the next week.
EM	Stands for European Masters, the championship for ERL winners.
ERL	European Regional Leagues, including the following Leagues: Esports Balkan League, Prime League, Ultraliga, Northern League Championship, Hitpoint Masters, Liga Portuguesa LOL, Superliga, La Ligue Française, PG Nationals, Greek Legends League, Belgian League, Dutch League, Baltic Masters.
ERL Penalty Index	https://assets.contentstack.io/v3/assets/bltad9188aa9a70543a/blt14e7accb01dbf4f/5e60d5cea9742c061bdad1c5/ERL_Penalty_Index_V1.0.pdf
EU Competitive Region	The EU Competitive Region is defined as: Albania, Andorra, Austria, Belgium, Bosnia and Herzegovina, Bulgaria, Croatia, Cyprus, Czech Republic, Denmark, Estonia, Finland, France, Germany, Greece, Hungary, Iceland, Ireland, Israel, Italy, Kosovo, Latvia, Liechtenstein, Lithuania, Luxembourg, Macedonia, Malta, Monaco, Montenegro, Netherlands, Norway, Poland, Portugal, Romania, San Marino, Serbia, Slovakia, Slovenia, Spain, Sweden, Switzerland, United Kingdom (UK), Vatican City (Holy See).
EU Penalty Tracker (incl. LEC and ERL)	https://docs.google.com/spreadsheets/d/e/2PACX-1vToDuaA1JyOscmlCrn83ogLoC57WutxqLdQTtCik39Yj4IVr_uZSII8dOGalteUVjHmWYfpH3pd6r4/pubhtml#
Free Agent	A Free Agent is a Player eligible to participate in the League and either (1) has not yet signed a valid written Player Agreement with a Team or (2) has been released from a Team or has had a contract expire without renewal.
Game	An instance of competition on the Summoner's Rift map in League of Legends which is played until a winner is determined by whichever of the following occurs first: (1) Destruction a Nexus (2) Surrendering (3) Forfeiting (4) Awarded Game Victory
Gameplay Elements	Gameplay Elements include but are not limited to Items, Champions, Skins, Runes, Summoner Spells.
Global Contract Database	https://docs.google.com/spreadsheets/d/1Y7k5kQ2AegbuyiGwEPsa62e883FYVtHqr6UVut9RC4o/pubhtml#
Global Contract Window	The date at which contracts need to expire if they extend past the current Season's World Championship. The Global Contract Window opens on the following dates: 17 th of November 2020, 16 th of November 2021, 22 nd of November 2022, 21 st of November 2023
Global Penalty Index	https://esports-assets.s3.amazonaws.com/production/files/rules/Esports_Global_Penalty_Index.pdf
Intentional Disconnect	A Player losing connection due to the Player's actions. Any actions of a Player leading to a disconnect are considered intentional, regardless of actual intent of the Player.
IMP Resident	Interregional Movement Policy. A Player is classified as a Resident of a region

	if the Player has obtained residency status as defined in Rule 1.2.5.
LEC	League of Legends European Championship. The highest level of professional competition in Europe.
League	The governing body of the LEC, ERL & EM.
LTR	Locally Trained Representative. A status that can be acquired by players as outlined in 1.2.2.
Prohibited Sponsorship	<p>The following is a non-exhaustive list of prohibited sponsors:</p> <ul style="list-style-type: none"> ● Any other video game, other video game developer, or publisher ● Any video game consoles ● Any esports or other video game tournament, league, or event ● Any other esports team, owner, or affiliate thereof ● Any prescription drugs ● Firearms, ammunition or firearm accessories ● Pornography or pornographic products ● Tobacco products or paraphernalia ● Betting or gambling providers (bookmakers and betting sites) ● Non-beer/wine Alcohol products (including non-alcoholic beverages marketed by alcohol companies) or other intoxicants the sale or use of which is regulated by Applicable Law ● Sellers of or marketplaces for virtual items known to be counterfeit or illegal ● Seller of or marketplaces for goods or services that violate the LoL Game Terms of Use ● Fantasy esports operators (including daily fantasy) ● Political campaigns or political action committees ● Charities that endorse particular religious or political positions, or are not reputable (by way of example, Red Cross, Stand-Up to Cancer and other similar mainstream charities would be considered reputable) ● Cryptocurrencies, or any other unregulated financial instruments or markets ● Businesses & platforms engaged in offering Contracts for Difference (CFD) trading, or similar trading on margin products ● Beer and wine products
Match	A set of Games which is played until one Team wins a majority of total Games. The winning Team will either receive a win tally in the League format or advance to the next round in the tournament.
Match Area	The area immediately surrounding any League-provided PCs for the competition. During Matches, presence in the Match Area is restricted to the Starting Line-up.
Organization	The entity owning the Team.
Player Agreement	The contract between an Organization and their Player.
Professional Esports Leagues	League of Legends European Championship, the North American League of Legends Championship Series, the Garena Premier League/League of Legends Master Series, League of Legends Champions Korea, and the Tencent LoL Professional League, and any other league that represents the highest tier in the region that is eligible to qualify a Team to the League of Legends World Championships are considered Professional Esports Leagues.
Referee	Referees are League Officials who are responsible for making judgments on every match-related issue, question and situation which occurs before, during, and immediately following a Match.
Reserve Player	A Player on the Reserve Roster.
Reserve Roster	Players on a Team's Roster who are in the process of becoming eligible to be on the LEC or ERL Roster but are not yet (e.g.: Players who are 16, Players who have applied for a visa but have not received it yet, Players currently

	banned competitively.)
Roster	The sum of a Team's Active Rosters, Substitute Rosters and Reserve Roster.
Roster Lock	The deadline at which all Team's must have submitted their complete information and documentation for their Roster for that respective Split or event.
Season	Defined as the entirety of the year between the start of the Free Agency Window in a given year and the start of Free Agency in the year that follows.
Secondary Team	An LEC team's respective ERL team.
Semi-Professional Esports Leagues	Any league which qualifies directly into any of the Professional Esports Leagues.
Server Crash	All Players losing connection due to an issue with a game server, Tournament Realm or venue internet instability.
Splits	Spring and Summer Split.
Spring Split	The period from the first Match of a Season until the end of the first Play-Offs/Promotion Tournament (extending to any international League-Events).
Starter	A Player on the Starting Line-up.
Starting Line-up	The five Players actively participating for a Team in a given Game.
Substitute	A Player who is on a Team's Substitute Roster.
Summer Off-Season	The period between Spring & Summer Split.
Summer Split	The period from the first Regular Season Match after Spring Play-Offs until the start of the Transfer Period at the end of that Season's year.
Team Manager	A Team's Owner, Co-Owner, General Manager or other Manager.
Team Member	A Player or Coach of a Team.
Unintentional Disconnect	A Player losing connection due to issues with the game client, platform, network or PC.
Veteran	A Player who played more than 50% of eligible Regular Season Games in a Professional League in at least two out of the last three completed Splits.
Victory Time	The time it took a Team to win their Games in aggregate against all other Teams in the tiebreaker.
Winter Off-Season	The period between one Season's Summer Split & Spring Split of the following Season.