

## ESPORTS GLOBAL PENALTY INDEX

**OFFENSE**  
**ELO BOOSTING****DESCRIPTION**

Assuming control of another player's account for the purpose of increasing their ranked queue rating(s) in exchange for personal gain (e.g. favors, money, services with a material value, etc.).

**TYPICAL & MINIMUM SUSPENSION TIME**  
**3 COMPETITIVE MONTHS**

**MAXIMUM SUSPENSION TIME**  
**20 COMPETITIVE MONTHS**

**LIMITATION PERIOD**  
**12 CALENDAR MONTHS**

**OFFENSE**  
**ONGOING MISCONDUCT****DESCRIPTION**

Major repeated instances of unacceptable behavior toward another person or persons. Examples include repeated instances of in-game toxicity despite repeated minor penalties and warnings.

**TYPICAL & MINIMUM SUSPENSION TIME**  
**3 COMPETITIVE MONTHS**

**MAXIMUM SUSPENSION TIME**  
**10 COMPETITIVE MONTHS**

**LIMITATION PERIOD**  
**12 CALENDAR MONTHS**

**OFFENSE**  
**EXTREME MISCONDUCT****DESCRIPTION**

A single instance of extraordinarily inappropriate behavior. Examples include credible death threats, physical violence, extreme bigotry, or speech intended to incite violence against a person or group of persons.

**TYPICAL & MINIMUM SUSPENSION TIME**  
**3 COMPETITIVE MONTHS**

**MAXIMUM SUSPENSION TIME**  
**10 COMPETITIVE MONTHS**

**LIMITATION PERIOD**  
**12 CALENDAR MONTHS**

**OFFENSE**  
**RINGING IN ONLINE PLAY****DESCRIPTION**

Secretly utilizing a player not on the declared starting lineup of a team in sanctioned online competition.

**TYPICAL & MINIMUM SUSPENSION TIME**  
**5 COMPETITIVE MONTHS**

**MAXIMUM SUSPENSION TIME**  
**20 COMPETITIVE MONTHS**

**LIMITATION PERIOD**  
**24 CALENDAR MONTHS**

**OFFENSE**  
**MATCHFIXING****DESCRIPTION**

Influencing or attempting to perversely influence the outcome of a match (e.g. with bribery, threats, intentional throws, etc.)

**TYPICAL & MINIMUM SUSPENSION TIME**  
**10 COMPETITIVE MONTHS**

**MAXIMUM SUSPENSION TIME**  
**INDEFINITE**

**LIMITATION PERIOD**  
**36 CALENDAR MONTHS**

**OFFENSE**  
**CHEATING IN PROFESSIONAL PLAY****DESCRIPTION**

Utilization of any illicit in or out-of-game technique to affect competitive play in a majorly impactful way. (For instance, electronic signaling, hacks, etc.)

**TYPICAL & MINIMUM SUSPENSION TIME**  
**10 COMPETITIVE MONTHS**

**MAXIMUM SUSPENSION TIME**  
**INDEFINITE**

**LIMITATION PERIOD**  
**36 CALENDAR MONTHS**

**OFFENSE**  
**PLAYER INTENSIVELY TAMPERING WITH OR POACHING ANOTHER PLAYER****DESCRIPTION**

No current player or inactive player may solicit, lure, or make an offer of employment to any official coach or player who is contracted to a team through a league-recognized contract, nor encourage any such official coach or player to breach or otherwise terminate a contract with said team. Violations of this rule shall be subject to penalties, at the discretion of league officials. To inquire about the status of an official coach or player from another team, managers must contact the management of the team that the player and/or official coach is currently contracted with. In this context, "intensive" is understood to be a credible, directed, and earnest attempt to make an offer of employment to a coach or player who is under a league-recognized contract. For the avoidance of the doubt, any discussion of contractual relations, whether that pertains to the current contractual status or future potential employment after the duration of an active contract, is impermissible.

**TYPICAL & MINIMUM SUSPENSION TIME**  
**5 COMPETITIVE MONTH**

**MAXIMUM SUSPENSION TIME**  
**10 COMPETITIVE MONTH**

**LIMITATION PERIOD**  
**6 CALENDAR MONTHS**

**OFFENSE**  
**NON-PLAYER TEAM AFFILIATE INTENSIVELY TAMPERING OR POACHING PLAYER****DESCRIPTION**

No team Member or affiliate of a team (excluding players) may solicit, lure, or make an offer of employment to any official coach or player who is contracted to a team through a league-recognized contract, nor encourage any such official coach or player to breach or otherwise terminate a contract with said team. Violations of this rule shall be subject to penalties, at the discretion of LCS officials. To inquire about the status of an official coach or player from another team, managers must contact the management of the team that the player and/or official coach is currently contracted with. In this context, "intensive" is understood to be a credible, directed, and earnest attempt to make an offer of employment to a coach or player who is under a league-recognized contract. For the avoidance of the doubt, any discussion of contractual relations, whether that pertains to the current contractual status or future potential employment after the duration of an active contract, is impermissible.

**TYPICAL & MINIMUM SUSPENSION TIME**  
**10 COMPETITIVE MONTH SUSPENSION, acquisition blocked, and a large organizational fine at league discretion. Denial of entry or presence into Riot-sanctioned leagues in any official capacity at league discretion.**

**MAXIMUM SUSPENSION TIME**  
**INDEFINITE**

**LIMITATION PERIOD**  
**6 CALENDAR MONTHS**

**OFFENSE**  
**SOLICITATION: A PLAYER OR COACH ENTICING/SOLICITING TEAMS TO POACH SAID PLAYER OR COACH****DESCRIPTION**

A player or coach under a league-recognized contract attempting to negotiate or solicit an offer of employment from another current or prospective League of Legends team. An official coach or player may express publicly their desire to leave the team and encourage in a general fashion (i.e. not toward a specific team) any and all interested parties to contact their management. But, to be clear, the official coach or player may not entice a team directly to reach out to their management or attempt to violate their contractual obligations. For the avoidance of the doubt, any discussion of contractual relations, whether that interferes with the current contract or entails offers of future employment after the duration of an active contract, is impermissible.

**TYPICAL & MINIMUM SUSPENSION TIME**  
**3 COMPETITIVE MONTHS**

**MAXIMUM SUSPENSION TIME**  
**15 COMPETITIVE MONTHS**

**LIMITATION PERIOD**  
**6 CALENDAR MONTHS**

**OFFENSE**  
**WAGERING ON SEMI-PRO OR PROFESSIONAL GAMES****DESCRIPTION**

Placing a sufficiently substantive material bet on any aspect of the outcome of a League of Legends semi-professional or professional game (e.g. betting money on a game). This includes betting on oneself or one's team.

**TYPICAL & MINIMUM SUSPENSION TIME**  
**10 COMPETITIVE MONTHS**

**MAXIMUM SUSPENSION TIME**  
**20 COMPETITIVE MONTHS**

**LIMITATION PERIOD**  
**12 CALENDAR MONTHS**

**OFFENSE**  
**RANKED LADDER MANIPULATION (E.G. WIN-TRADING) FOR QUALIFIERS****DESCRIPTION**

Colluding with other teams or individuals to manipulate Ranked rating for the purpose of entering a sanctioned qualifier.

**TYPICAL & MINIMUM SUSPENSION TIME**  
**5 COMPETITIVE MONTHS**

**MAXIMUM SUSPENSION TIME**  
**10 COMPETITIVE MONTHS**

**LIMITATION PERIOD**  
**12 CALENDAR MONTHS**

**OFFENSE**  
**PRODUCTION/USAGE/DISTRIBUTION OF NONCOMPLIANT PROGRAMS SUCH AS HACKS/EXPLOITS IN PUBLIC PLAY (E.G. SOLO QUEUE)****DESCRIPTION**

Utilizing software, scripts, hacks, DDOS attacks, exploits or other techniques against the League of Legends Terms of Service or that majorly harm and undermine the competitive integrity of play on any LoL realm or server, including public play on the Live environment.

**TYPICAL & MINIMUM SUSPENSION TIME**  
**10 COMPETITIVE MONTHS**

**MAXIMUM SUSPENSION TIME**  
**20 COMPETITIVE MONTHS**

**LIMITATION PERIOD**  
**12 CALENDAR MONTHS**

**OFFENSE**  
**PRODUCTION OF BOTTED ACCOUNTS FOR SALE OR SALE OF ANY ACCOUNTS TO A SEVERE DEGREE****DESCRIPTION**

Utilizing automated or semi-automated techniques to level up accounts with the intent to sell those accounts for material gain, or engaging in the practice of selling accounts to a severe degree.

**TYPICAL & MINIMUM SUSPENSION TIME**  
**5 COMPETITIVE MONTHS**

**MAXIMUM SUSPENSION TIME**  
**10 COMPETITIVE MONTHS**

**LIMITATION PERIOD**  
**12 CALENDAR MONTHS**

**NOTES**

In extenuating or aggravating circumstances, league officials reserve the right modify Minimum and Maximum Suspension Terms.

Suspensions are applicable to all official professional leagues and semi-professional leagues. Suspensions are also applicable to Riot-sanctioned leagues, tournaments, and events worldwide at the discretion of league officials.

Months are defined by months of scheduled competitive play, which excludes November and December. Months are calculated by day of the month, rounded down (e.g. Day 15 of April to Day 15 of October, Day 31 of January to Day 30 of September)

No player who is currently serving a suspension will be permitted to participate in the All-Star Event.

Confirmed instances of misbehavior in non-Riot-sanctioned events may be subject to the above penalty schedule as well.

A semi-professional league is any league that qualifies into a professional league, or the qualifiers thereof.

A professional league is any league that qualifies into the World Championship Event directly or via an International Wildcard Qualifier.

The limitation time period starts when the offense is committed, and ends after a period of time specified by the limitation period. For example, if an offense with a 1 year statute of limitations was committed on June 15, 2015, it is a punishable offense so long as it is reported, discovered, or opened for investigation before June 16, 2016. However, if the offense happened on June 15, 2015 and reported, discovered, or opened for investigation on June 16, 2016, it is no longer punishable. If an offense is part of a series of similar offenses, the limitation period begins with the date of the last offense, and all offenses in that series are punishable. For the avoidance of doubt, the duration of an offense may include all actions related to that offense. For example, if someone Elo boosted on June 15, 2015 and didn't collect payment until June 20, 2015, a limitation period of 1 year would be dated from June 20, 2015

Actions that have already been penalized and occurred more than 1 calendar year in the past will not be considered aggravating