AMERICAS CHALLENGERS

2024 Season Ruleset

Version 24.1

1. Introduction and Purpose

1.1. Background

Riot Games, Inc. and/or its affiliate companies (collectively, "**Riot**" or the "**Riot Entities**" or each, a "**Riot Entity**") have established the Americas Challengers Ruleset for the competitive play of League of Legends ("**LoL**") in the Americas region. These Rules are designed solely to ensure the integrity of the Americas Challengers event.

1.2. Application of the Americas Challengers Ruleset

Standardized rules benefit all parties who are involved in the professional play of LoL. This Americas Challengers will apply to and be binding on each of (1) the individual (natural person), entity and/or group ("**Owners**") who registered a team to participate in the Americas Challengers event ("**Team**"), and (2) to each Team's players, managers, coaches, owners and other representatives (the foregoing collectively, "**Team Personnel**").

This Americas Challengers Ruleset is in addition to, and not in lieu of, the NACL, LRS, LRN, and CBLOL Academy rulesets or any supplementary rules enforced in each of these leagues. In the event of a conflict between the Americas Challengers Ruleset and any supplementary rules, the provisions that are most protective of Riot (as determined by Riot in its sole discretion) will govern.

1.3. Disciplinary Action

Riot shall be entitled to undertake such disciplinary procedures as it determines in relation to any breach of, or failure to comply with, this Americas Challengers Ruleset by the Team, any Owners or Team Personnel and to impose such fines, suspensions, disqualifications and other disciplinary actions (or combinations thereof) at the discretion of Riot (collectively, "**Disciplinary Actions**"); and such Disciplinary Actions (i) may be publicly disclosed by Riot, and (ii) are reasonable and necessary in order to maintain the competitive integrity of Americas Challengers event or the goodwill associated with League of Legends.

1.4. Due Diligence Requirements

Participating Teams shall fulfill all due diligence requirements prior to their participation in the Americas Challengers. Failure by the Teams to meet these requirements by the specified deadline set by Riot may result in disqualification or other penalties as determined by Riot.

All Team Personnel must read, understand, and agree to the Americas Challengers Ruleset before

2. Ownership

2.1. Ownership Restriction

2.1.1. It is prohibited for an owner or operator of a LoL team to have ownership or control of, or undue influence over, more than one team that competes in the Americas Challengers.

2.2. Recognition of Ownership

2.2.1. Riot 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 Americas Challengers. Any person that petitions for ownership into the Americas Challengers event can be denied admission at the sole discretion of Riot. Team Owners agree that they will not contest any final determination of Riot 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 Disciplinary Action by Riot.

2.2.3. Ownership of a Team competing in the Americas Challengers event should be clearly indicated by the Team Entity to League Officials.

3. Player Eligibility

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

3.1. Player Age

3.1.1. No player shall be considered eligible to participate in the Americas Challengers before their 16th birthday, defined as having lived 16 full years ("**Minimum Age Requirement**").

3.2. Work Eligibility

3.2.1. Team's are responsible for confirming work-eligibility for the Team's Roster in their respective jurisdiction and/or Americas Challengers host country/countries. Riot, at its discretion, may conduct checks to verify work-eligibility requirements are met.

3.3. Player Vetting

3.3.1. As part of the player registration process, Teams must submit the username and Riot ID for their main and up to one secondary (smurf) LoL account used in the last 3 months, for each player of the Team, to League Officials. Failure to do so may result in Disciplinary Action.

3.3.2. The vetting process may consist of anti-cheat and behavior checks across the submitted accounts to determine whether or not they are in line with the standards expected of players in the Americas Challengers.

3.3.3. League Officials will inform Teams of their players' behavior check results upon completion. This process may take up to 1 week.

3.3.4. If a player fails the anti-cheat and/or behavior check, 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.

3.3.5. Players that fail the checks may also be subject to penalties depending on the severity of the case. At minimum, players will receive increased monitoring and be expected to demonstrate improved behavior during the next round of checks.

3.3.6. Players that pass the check may still be subject to Disciplinary Action based on the specific results.

3.4. No Riot or Tournament Operator Employees

3.4.1. Team Owners and Team employees may not be employees of Riot or the Tournament Operator 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 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.

4. Roster Rules

4.1. Starters & Substitutes

4.1.1. Each Team must maintain, at all times during the Americas Challengers, five players ("**Starters**") in the Team's starting lineup ("**Starting Roster**"). A

Team has the option of adding two additional players to act as substitutes ("**Substitutes**").

4.2. Minimum Roster Requirements

4.2.1. Roster Size

The Team is required to maintain, during the Americas Challengers event, a total competitive roster of no less than five (5) players ("**Minimum Roster**"), and no more than seven (7) players (the "**Maximum Roster**").

All Starters, and any Substitute who replaces a Starter, must be eligible to participate in the Americas Challengers event. Teams must comply with the Minimum Roster requirement at all times during the Americas Challengers competition. If at any point a Team's roster falls below the Minimum Roster requirement, that Team may be disqualified or otherwise subject to Disciplinary Action, unless given permission to drop below the Minimum Roster requirement by League Officials, at their sole discretion.

4.3. Single Team Exclusivity

4.3.1. A player or coach will not be allowed to compete for more than one Team concurrently, and cannot be listed on the Roster of more than one Team.

4.3.2. A player or coach cannot have a contractual or financial arrangement with another Team unless explicitly allowed by the League in writing.

4.4. Submission of the Roster & Team Registration

4.4.1. Before the start of the Americas Challengers competition, each Team must register its roster (including all Starters, any substitutes and coaches) using the tools and forms provided by Riot or the League Officials. Except as set forth in the Roster Changes rule (Section 4.6.), no changes to a Team's roster will be permitted after a Team's registration has been processed without the prior approval of the League Officials (including for changes due to sickness, visa issues, etc.)

4.5. Roster Changes

4.5.1. Roster Lock

A Team may complete trades involving players on other Teams, sign new players or free agents or otherwise change the players on its roster during any time outside of periods where Teams are prohibited from making roster changes ("**Roster Lock Periods**"), using the tools and forms provided by Riot or the League Officials.

The Roster Lock Periods will change from year to year and will be communicated to Teams by League Officials. Unless otherwise agreed to by the Challengers Officials, the addition or removal of a player from the Team's roster at any time during the Roster Lock Periods is a violation of this Americas Challengers Ruleset.

4.5.2. Roster Lock for Americas Challengers

No roster changes are permitted after the participating teams qualify for the Americas Challengers event, in accordance with the Roster Lock Periods specified by their respective regional leagues.

4.5.3. Roster Lock Exception

In the event of an emergency that causes a Team to be unable to field a full five (5) Starters in the Team's starting lineup during a Roster Lock Period, the Team may be granted an exception to add players to its roster during the Roster Lock Period. The Team may complete trades involving players on other Teams or sign new players or free agents to add players to its roster in order to field five (5) Starters in the Team's starting lineup. League Officials will determine if an event qualifies as an emergency.

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 Officials.

Any player 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 player's prior removal from the Team's Roster.

4.6. Substitutions

4.6.1. Any substitution must result in the Team having an eligible Roster or Starting Roster.

4.6.2. For Matches involving more than one Match (i.e., a best-of-three or best-of-five Match), a Team may replace their then-current Starters with Substitutes in between Games, provided that the Team informs the opposing Team and receives approval from the League Officials of such substitution no later than five minutes after the conclusion of the previous game.

4.6.3. In the event of an emergency at any point during a Match, a Team will be given up to ten minutes to produce an eligible Substitute on-site. If a replacement cannot be found then the Team will forfeit. League Officials will

determine if an incident qualifies as an emergency. Any substitute must be an eligible member of the Team roster.

4.7. Team Manager

Each Team must maintain, at all times during the Americas Challengers, one person who will act as the Team's general manager ("**Team Manager**"). The Team Manager will be designated when the Team completes the registration process and will be responsible for all logistical and operational communications between Riot, the Tournament Operator, and the Owners of such Team. Riot and the Tournament Operator may rely upon any communications from the Team Manager as being made by all Owners of the Team. Any Owner or any Team Personnel, including the Team Captain (as defined below), is eligible to serve as the Team Manager. A Team may not change its Team Manager without providing prior written notice thereof to Riot and the Tournament Operator.

4.8. Team Captain

Each Team must designate one player as its captain when completing the registration process ("**Team Captain**"). In the event the Team Manager is unavailable, the Team Captain will be responsible for all Team communications with League Officials. The League Officials may rely upon any communications from the Team Captain as being made by all players on the Team. The Team Captain must at all times be a player on the Team's roster. For the avoidance of doubt, the Team Manager (as defined below) or any Owner is eligible to serve as the Team Captain, provided that he or she is also a player on the Team's roster. A Team may not change its Team Captain during the Americas Challengers event without the prior written approval of the League Officials.

4.9. Coaches

4.9.1. If a Team has more than one coach, the Teams must designate one (1) coach as the "**Head Coach**" that is allowed to communicate with the Team's players during the Champion selection process for each Match. If the Team has one coach, that coach will be classified as the Head Coach.

4.9.2. The Head Coach may be present for every Match in which the Team participates.

- For live, in-person tournaments ("LAN Events"), the Team's Head Coach may be on site throughout each such Match.

- For online tournaments ("Online Events"), the Team's Head Coach may be connected to the voice communication system in the lobby

and will only be allowed to talk to players during the Champion selection process for each Match.

4.9.3. The Team's Head Coach is only permitted to be in the Match Area during Champion selection. For the purposes of online competition, any room in which the player competes will be considered part of the Match Area.

4.9.4. A team can have up to one Strategy Coach, who will be provided with means to communicate with the Head Coach and the Team during the Champion select process. Assistant Coaches may only communicate with the Head Coach and the Team using the means provided by the League Officials.

4.9.5. The other coaches and/or Team personnel are not permitted to be in the Match Area, and may not communicate with the players during the Champion selection process unless authorized by the League Officials.

4.9.6. In the event of an emergency, the Team can designate an interim Head Coach. Whether or not an event qualifies as an emergency is determined at the sole discretion of the League Officials. The interim Head Coach can be a Team Manager.

4.10. Player Names

4.10.1. A player's official nickname (Tournament Handle) or Riot ID will be selected at the time of registration and may not be changed at any time without the prior written approval of League Officials.

4.10.2. Tournament Handles may not exceed the character limit, including spaces, and may use upper-case letters, lower-case letters, digits, underscores, or single spaces between words only.

4.10.3. Tournament Handles must be unique globally. In the event of a conflict, League Officials will notify Teams and request submission of a new name.

4.10.4. A Tournament Handle may not include any word or phrase in any language that is offensive, toxic or hurtful.

4.10.5. A Tournament Handle may not include all or part of a corporate name or make use of the trademarks or other intellectual property of Riot, LoL or any third party without the prior written approval of League Officials. In order to secure such approval, a player must provide a license agreement, sponsorship agreement or other documentary evidence to League Officials sufficient to demonstrate to the satisfaction of the League Officials that the player is properly licensed to use such third party's intellectual property. Notwithstanding any approval that may be provided by the League Officials, the entire risk and responsibility for obtaining the right to use a corporate

name or the intellectual property of a third party in or as part of a player's name or Riot ID shall be with the player.

4.10.6. League Officials reserve the right to reject any Tournament Handle or Riot ID selected by a player for any reason and to require the player to select an alternate name that complies with this Americas Challengers Ruleset.

4.11. Team Tags (Tricodes)

4.11.1. Teams will be permitted a team tag of 2-3 characters to be added to the front of each Player's Tournament Handle on the Tournament Realm. These team tags must be a combination of uppercase letters and/or digits, and they must be unique globally across Riot Games.

5. Competition Format

5.1. Round Robin Stage

The Americas Challengers tournament consists of a Round Robin Stage and a Double Elimination Stage. In the Round Robin Stage, Teams qualifying through regional leagues will face each other one time in Best of One matches ("**Bo1**"). The best four Teams advance to the Double Elimination Stage. Each victory in the Round Robin Stage grants 1 point, while defeats grant none, and the Teams will be ranked accordingly in the Round Robin Stage standings.

The participants of the Americas Challengers include the top two teams each from NACL and CBLOL Academy, and the top team each from LRS and LRN.

5.2. Double Elimination Stage

All Double Elimination Stage matches are set to be Bo3, except for the Lower Bracket Final (2B) and Grand Final (GF), which are set to be a best-of-five ("**Bo5**").
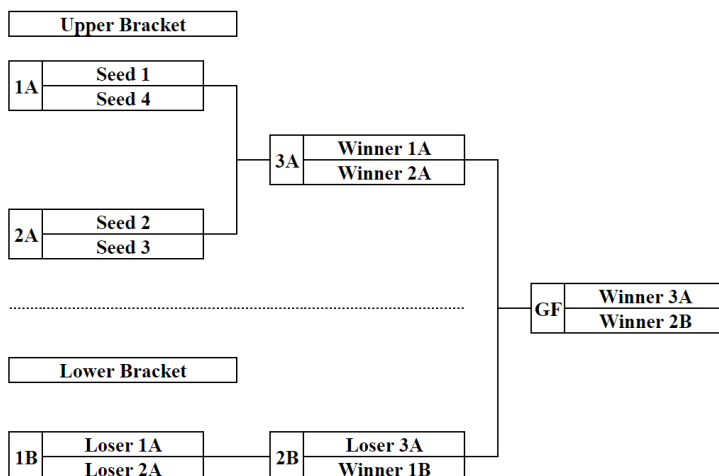
5.3. Round Robin Stage Schedule

Day 1 (09/14)	Day 2 (09/15)	Day 3 (09/16)
LATAM S vs NA 1	BR 1 vs NA 2	NA 1 vs BR 1
LATAM N vs BR 1	LATAM S vs BR 2	NA 2 vs LATAM N
NA 1 vs BR 2	NA 2 vs NA 1	BR 1 vs LATAM S
NA 2 vs LATAM S	BR 2 vs BR 1	LATAM N vs NA 1
BR 2 vs LATAM N	LATAM N vs LATAM S	BR 2 vs NA 2

5.4. Double Elimination Stage Schedule

Day 4 (09/18)	Day 5 (09/19)	Day 6 (09/20)	Day 7 (09/21)
1A	1B	2B	GF
2A	3A		

5.5. Round Robin Side Selection

Side selection for the Round Robin Stage will be determined by the League Officials in advance and communicated to the Teams in a timely manner to ensure sufficient preparation.

5.6. Double Elimination Side Selection

5.6.1. The side selection for the first game of a Double Elimination Stage Match must be communicated to the League Officials by the Team at least 24 hours before the scheduled start time of the first Match of the day on which they are competing. If the opposing Team is determined less than 24 hours before the start of the Match, the team with the right to choose must select their side within 2 hours after the conclusion of the Game in which their opponent was determined. This deadline may be adjusted at the discretion of the League Officials.

5.6.2. The right to choose the side for the first game of an Upper Bracket Match in the Double Elimination Phase will be granted to the Team with the higher ranking at the end of the Round Robin Stage. For Lower Bracket Matches, the side selection for the first Game will be awarded to the Team that has dropped down from the Upper Bracket. If none of these criteria apply, such as when both Teams fall to the Lower Bracket in the same round, the right to choose the side for the first Game will go to the Team with the higher ranking at the end of the Round Robin Stage.

5.6.3. For the subsequent Games in a Match, the Team with the right to choose the side must inform the League Officials of their selection within five (5) minutes after the conclusion of the previous Game. If a Team fails to meet this deadline, the default side for the Team with the right to choose will be the blue side.

6. Prize

6.1. Prize Money

A prize pool of $75,000 USD will be distributed according to the following tournament placement:

Placement	Prize
1st	$30,000 USD
2nd	$15,000 USD
3rd	$12,500 USD
4th	$7,500 USD
5th	$5,000 USD
6th	$5,000 USD

7. Travel & Expenses

7.1. LAN Events

7.1.1. For up to five (5) Starters, one (1) Coach, and one (1) Team Manager per Team who have earned the right to participate in the Americas Challengers, Riot will provide (a) reasonable travel, accommodation, and meals while they compete at the Challengers Americas event, or (b) reimbursement for reasonable travel, accommodation, and meals while they compete at the Americas Challengers event.

7.1.2. Players who qualify to compete at the Americas Challengers event must have all necessary visas, passports or other travel documents for travel to the city where the event will be held, and agree to comply with any COVID-19 guidelines provided by the League Officials. Players under the age of majority under applicable law may be required to travel with a parent or legal guardian. In such cases, the League Officials may also provide a single parent or guardian for each player under the age of majority with reasonable travel,

accommodation and meals or reimbursement for the foregoing while such player competes at the event.

8. Uniforms and Apparel

8.1. Definitions

8.1.1. Team Apparel.
Any article of clothing or apparel that is branded with the logo and/or official colors of the Team ("**Team Apparel**"). League Officials reserve the right to prohibit Team Apparel that is deemed inappropriate or unsuitable.

8.1.2. Official Tournament Apparel.
Any article of clothing or apparel that has been created by the Tournament Operator or Riot and branded for the tournament or event ("**Official Tournament Apparel**"). For clarity, only the Official Tournament Apparel created specifically for a tournament or event will be considered Official Tournament Apparel for official Matches at that tournament or event. Official Tournament Apparel created for previous tournaments or events will not be considered Official Tournament Apparel.

8.2. Team Uniform

Players must wear approved apparel ("**Team Uniform**") to all official Matches. The Team Uniform includes the following mandatory elements: Team Jerseys, Legwear, and Shoes.

8.2.1. Sponsor Logo Placement.
Sponsor logos are allowed to be placed on the Team Uniform. There are no restrictions regarding the number of sponsor logos and the logo placement area on the Team Uniform. Teams may choose how Team and sponsor logos are distributed across the Team Uniform. Teams, however, should refrain from creating the impression that a sponsor is the Team's naming sponsor if that is not the case.

8.2.2. Regional Restrictions.
The League may define additional standards for sponsor logo placement at their own discretion at the respective LoL League level, and these restrictions will be enforced at International Competitions.

8.2.3. Conditional Sponsors.
Sponsorships in any of the Conditional Categories for each League set forth in Appendix 1 attached hereto may be approved for sponsor logo placement on the Team Uniform at the LoL League level. Team Entities must obtain specific written approval for sponsor logo placement of any sponsorships in the Conditional Categories from the Tournament Operator.

8.2.4. **National Symbols.** Flags and other symbols that represent or symbolize a nation are prohibited from being included on any apparel worn by the Team.

8.3. **Team Jersey**

Players must wear official, approved, and identical game day jerseys during all Matches ("**Team Jerseys**"). All Team Jerseys must comply with the following:

8.3.1. **Riot IP.** Generally, Teams may not use any Riot marks or IP without express written permission from Riot. This includes, but is not limited to: the Riot Games logo, Event Logos (as defined and subject to the exception below), League of Legends logos, or League of Legends IP (such as agent art, etc.).
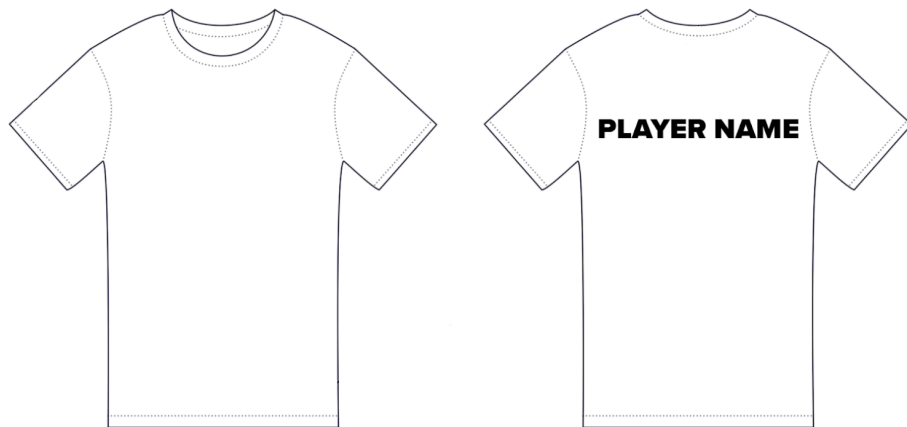
8.3.2. **Special Event Team Jersey.** Teams may submit an alternate Team Jersey that may be used for a temporary period of time (e.g. Team organization's birthday). Riot may provide written approval for use of the alternate Team Jersey on a case-by-case basis.

8.3.3. **Legwear.** All Players on a Team must wear pants ("**Legwear**"). Shorts are not allowed. All Legwear must be either (a) official and approved Team Legwear, (b) non-branded neutral color (e.g. black, white, or gray) Legwear, or (c) Official Tournament Apparel Legwear.

8.3.4. **Shoes.** Players must wear closed-toe shoes. Players may wear any brand of shoes.

8.4. **Optional Apparel**

8.4.1. **Head Apparel.** Players may wear head apparel (e.g., beanies, hats, etc.) provided such head apparel does not (a) interfere with the use of competition headset and/or in-ear headphones, such as by covering the players's ears, (b) block the players's face, or (c) block any broadcast lights from illuminating

the player's face. The Head Apparel must be either unbranded, Team Apparel, or Official Tournament Apparel.

8.4.2. **Under-Jersey Apparel**. Long-sleeved shirts or sweatshirts may be worn underneath the Team Jerseys provided such apparel does not obscure the Team Jersey. The under-jersey apparel does not need to be the same, however they must be either Team colors or a neutral color (e.g. black, white, or gray). No sponsor logos will be allowed on the under-jersey apparel. Individual player branding (e.g. player [In-Game Name]) and Team branding (e.g. the Team name or logo) are acceptable.

8.4.3. **Over-Jersey Apparel.** Over-Jersey Apparel, including warmups, hoodies and jackets, that are worn over and obscure the Team Jersey, may only be worn on stage if they accurately replicate the approved Team Jerseys or have been approved in advance by the Tournament Operator, or (a) reflect the Team's official colors; and (b) are consistent with the Jersey Guidelines (e.g., have a Team logo or lettering on the front and do not have sponsors in places or in sizes restricted by the Jersey Guidelines). Over-Jersey Apparel that are Official Tournament Apparel specific to the event a player is currently competing at, are also acceptable.

8.4.4. **Accessories.** Players may wear a reasonable amount (as determined by League Officials) of jewelry, rings, bracelets, and necklaces.

8.4.5. **Watches.** Players may wear any brand of watch. Smart watches and any other type of wrist-mounted device that is capable of receiving wireless signals are prohibited.

8.5. Prohibited Apparel

8.5.1. **Branded Apparel.** Apart from Team Apparel that is official and approved by the League, players are prohibited from wearing other articles of clothing or accessories that display sponsor logos or other visible words, characters, or other images or messages, other than as expressly permitted by League Officials.

8.5.2. **Electronic Devices.** Players are prohibited from wearing any type of smart device, fitness device, or other electronic devices that are capable of receiving wireless signals. Players should seek approval from League Officials before wearing any type of electronic device with computing capabilities.

8.5.3. **Opaque Glasses.** Players are prohibited from wearing fully opaque glasses during an official Match. Fully opaque glasses may be worn during the walkout before the start of a Match.

8.6. Approved Apparel

Players may request the use of additional apparel under special circumstances only. The League Officials will approve or decline any Team or player request for additional apparel on a case-by-case basis.

8.7. Official Match Walkout Apparel

Players may request to wear alternative apparel that does not meet these requirements during a walkout for a broadcasted official match. League Officials will approve or decline any Team or player request on a case-by-case basis. If approved, the player may wear the alternative apparel for the walkout, but must change into apparel that adheres to the Team Uniform policy before the start of the match. No additional time will be given for the apparel change.

8.8. League Content

During all pre-match and post-match interviews at a venue owned, operated or leased by the Tournament Operator ("League Venue"), or in game-day content created by the Tournament Operator, players must wear appropriate Team Apparel or Official Tournament Apparel. For other content, including analyst desk, features content and shoulder content, apparel guidelines will be communicated by the Tournament Operator in connection with those appearances.

8.9. Coach Apparel

Coaches must wear appropriate attire while at the event. Appropriate attire should be business casual and does not include: athletic wear, team branded apparel (like jerseys), open-toed shoes, etc. Coaches are permitted to wear pins, provided they comply with all listed restrictions in this ruleset.

9. Player Equipment

9.1. Player-Owned or Team-Owned Equipment

9.1.1. Unless such equipment is provided by the Tournament Operator, at LAN Events held as part of the Americas Challengers event, players are allowed to bring the following categories of equipment, which are owned by themselves or their teams, into the Match Area (as defined below) and will be required to use such equipment during the event: (1) PC keyboard, (2) PC mice, (3) cord holders, and (4) mouse pads. For the avoidance of doubt, players may not bring, use, or wear any headsets and microphones that are not provided by League Officials.

9.1.2. All player-owned or Team-owned equipment used at LAN Events must be submitted to League Officials for approval if requested by the League. Approved equipment will remain on-site with League Officials and will only be accessible before the Match or at such time as approved by the League Officials. Unapproved equipment or equipment that is suspected by League Officials of providing an unfair competitive advantage will not be permitted for use, and players will be required to use Tournament Operator-provided equipment instead. At their discretion, League Officials may disallow the use of any individual piece of equipment for reasons relating to tournament security, safety or operational efficiency or effectiveness. No player-owned or Team-owned hardware or equipment may be brought into the Match Area if it features or displays any name, likeness or logo of a company or brand which is a competitor of Riot Games or League of Legends. League Officials reserve the right to request that a Team Personnel cover-up a logo or brand during the event.

9.2. Provided Equipment

The Tournament Operator may provide following equipment for all Americas Challengers event Matches held as LAN Events: (1) PC and monitor, (2) headsets and/or microphones and (3) tables and chairs. Players agree to exclusively use all Competition-provided equipment, At the request of a player, the League Officials will provide the following categories of equipment for use in all Americas Challengers event matches held as LAN events: (1) PC keyboards, (2) PC mice and (3) mouse pads. All equipment provided by the League Officials will be chosen, selected and determined at the sole discretion of the League Officials. Subject to the foregoing, the unauthorized modification of Competition-provided equipment or the use of hardware, software or other equipment that is not provided or approved by League Officials will be deemed cheating. Players must return all Competition-provided equipment to the Tournament Operator when Americas Challengers is over or upon request by the Tournament Operator.

9.3. Replacement of Provided Equipment

If equipment or technical problems are suspected at the Americas Challengers event, a player or League Official may request a technical review of the situation. A technician designated by a League Official will diagnose and troubleshoot problems as needed. Technicians may request that League Officials order replacements of any equipment at the applicable technician's discretion. Decisions regarding the replacement of any equipment are solely at the discretion of the League Officials. If a player wishes to use personal replacement equipment, the player must use equipment which has been pre-approved by League Officials; otherwise, they will be provided replacement equipment by the League Officials.

9.4. Computer Programs and Usage

At Americas Challengers, Players are prohibited from installing their own programs and must use only the programs provided by the League Officials. This includes the warm-up area computers. If a player wishes to install a program onto the warm-up area computers, he or she must first ask a League Official.

9.4.1. **Voice Chat**. Voice chat will be provided only via the native system used in League-provided headsets. Use of third-party voice chat software (e.g., Discord) is not permitted at either LAN Events or Online Events without explicit prior approval of League Officials. League Officials may monitor a Team's audio at their own discretion.

9.4.2. **Social Media and Communication**. It is prohibited to use Event-provided computers to view or post on any social media or communication sites. This includes, but is not limited to, Facebook, Twitter, online forums/message boards and email.

9.4.3. **Macros**. All Macro programs external to the League of Legends game client are prohibited from being used for binding more than one action and/or a sequence of actions to a single key during a Match unless explicitly authorized by the League Officials.

9.5. Native Programs

Players may use the native programs MS Paint and Notepad during and before Matches. The following restrictions and League Officials may sanction players for violations of these restrictions and may prohibit players from accessing native programs in cases of abuse.

9.5.1. Any language or imagery created by players on native programs will be held to the same conduct standards laid forth in this Americas Challengers Ruleset.

9.5.2. Any advertisement or mention of Teams, sponsors, and brands is prohibited on native programs, including advertisement of personal brands and social media or communication accounts.

9.5.3. Any strategy notes on native programs created in Pre-Match Setup must be deleted before the Match begins.

9.5.4. Any pause that League Officials deem is a direct or indirect result of players using native programs will be considered impermissible and will be sanctioned. League Officials will not offer round restarts or remakes for bugs that occur due to usage of native programs. For clarity, usage of native

programs includes the act of switching application windows to access native programs.

9.6. Audio Restrictions

Players will be required to maintain volume levels above minimum settings. League Officials may require players to adjust their volume levels higher if the officials determine, at their sole discretion, that volume levels are too low. Headphones must be placed directly over a player's ears, and must remain there for the duration of the Match. Players are not permitted to obstruct the placement of headphones by any method or place any item, including hats, scarves or other articles of clothing, between the headphones and the player's ears, except for certain religious articles and/or medical devices (e.g., hijab, dastar, yarmulke and hearing devices). The determination of whether an item qualifies for the religious and/or medical exemption will be resolved by League Officials in their sole discretion.

9.7. Equipment Tampering

At LAN Events, players may not touch or handle another player's equipment after a Match has started. Players who require assistance with their equipment should ask assistance from a League Official.

10. Venue and Competition Area Layout

10.1. General Venue Access

At LAN Events, access for Teams to the restricted areas of venues for official Matches is restricted to Team Personnel only, unless otherwise approved, in advance, by Riot or the Tournament Operator. Permission to attend Matches is solely at the discretion of Riot and the Tournament Operator.

10.2. Pre-Entry Health Inspection

At LAN Events, each Team Personnel must verify his or her identity with League Officials prior to entering the venue for official Matches. Additionally, League Officials will have the right (prior to allowing any Team Member or other person to enter the venue) to check such a person's health by taking his or her temperature or otherwise taking steps to confirm that he or she is physically healthy. If, at any time prior to or during a Match, League Officials determine that an individual is unhealthy and should not enter the venue, such individual will be denied entry and will be required to leave the venue immediately. If League Officials determine that a player is unhealthy and should not participate in a Match, League Officials may require the applicable Team to provide a Substitute. If applicable law requires any additional or different health inspection, sanitation or public safety procedures, League Officials will have full authority to implement those procedures, and all

Team Members will cooperate with League Officials in the implementation of those procedures.

10.2.1. Covid-19 Specific Health Inspection

In addition to the general health inspection described in Section 10.2, the League Officials will have the right (prior to allowing any Team Personnel or other person to enter the venue) to further check such person's health using the following non-limiting steps: a polymerase chain reaction (PCR) test for Covid-19 within 72 hours prior to travel to a LAN event, a PCR test upon landing in location of the LAN event, a quarantine regardless of vaccination status, a daily antigen test, a weekly PCR test, and a PCR test within 48 hours prior to departure from the location of the LAN event. The League Officials will have the right to add additional steps to check the health of each Team Personnel to secure the safety of the LAN event. If applicable law requires any additional or different health inspection procedures related to Covid-19, League Officials will have full authority to implement those procedures, and all Team Personnel will cooperate with League Officials in the implementation of those procedures.

10.2.2. Health and Safety Procedures

In order to protect the health and safety of the participants and staff of the Americas Challengers event, the League Officials may, at their sole discretion, implement additional disease control and prevention procedures. These additional disease control and prevention procedures may include, but are not limited to, a mask mandate for the duration of the LAN event, prohibitions on in person gatherings, prohibitions on outside guests, and other disease control and prevention procedures. All Team Personnel will cooperate with League Officials in the implementation of those procedures.

11. Match Area

The "**Match Area**" is the area immediately surrounding any competition PCs used during Match play at a LAN or online event. During Match play, the presence of Team Personnel in the Match Area is restricted solely to the players of the Teams participating in the Match.

11.1. Team Manager and other Team Personnel

11.1.1. Team Personnel, including managers, may be in the Match Area during the Match preparation process, but must leave prior to the Champion selection process and may not return until after the end of the Match.

11.2. Coach Match Area Access

11.2.1. Coaches for Teams participating in a given day's Matches will be granted Match Area access and will be allowed to communicate with their Team during the Champion selection process. No other Team Personnel will be permitted in the Match Area during this time without the express permission of League Officials.

11.2.2. All coaches will exit the Match Area to a designated position promptly after the Champion selection process ends. For the purposes of online competition, any room in which the player competes will be considered part of the Match Area.

11.3. Wireless Devices

11.3.1. Wireless devices, including mobile phones, tablets, and smart watches are not allowed in the Match Area while the players are involved in active play, including during the pick/ban map selection phase, pauses, remakes, and between Maps of multi-Map Matches.

11.3.2. At LAN events, League Officials will collect such devices from players in the Match Area and return them after the end of the Match. For Online Matches, Players must leave their devices away from the Match Area. This rule also applies to notes and notepads.

11.4. Notes and Notepads

11.4.1. Players are not permitted to bring any written or printed materials into the Match Area during a Match. Any written or printed materials must be removed from the Match Area before the start of the Match.

11.5. Consumable Restrictions

11.5.1. Allowed Consumables:
- Drinks are permitted in the Match Area. During LAN events, drinks are only permitted in approved re-sealable containers. League Officials will provide such containers to players upon request.
- Chewing gum is allowed in the Match Area.

11.5.2. Prohibited Consumables:
- Food is prohibited in the Match Area.
- Tobacco and other nicotine products are prohibited in the Match Area.

11.5.3. Teams may not leave any trash or gum within the Match Area after the conclusion of the Match.

12. Match Process

12.1. Changes to Schedule

League Officials may, at their sole discretion, re-order the schedule of Matches within a given day and/or change the date of a Match to a different date or otherwise modify the schedule of Matches. In the event that the League Officials modify a Match schedule, they will notify all Teams as soon as possible.

12.2. Punctuality

12.2.1. Players and coaches participating in an official Match are required to be fully ready in the respective game lobby no later than the time specified by League Officials.

12.2.2. If a Team is not fully ready at the specified times, Disciplinary Action may be applied.

12.2.3. If a Team or any of their players does not show up at the specified time for any of their Matches, due to unforeseen circumstances, Teams must inform League Officials immediately. Challengers Officials may postpone, suspend or cancel the Match at their sole discretion.

12.2.4. If a Match is postponed, it will be rescheduled to a new date, unless another agreement can be found among Teams and League Officials. The exact Match date will be communicated by League Officials at the earliest convenience.

12.3. Competition Patch

12.3.1. All matches in the Challengers Americas will be played on patch 14.18.

12.4. Player Accounts

12.4.1. Players will be provided with accounts ("**Tournament Realm Accounts**") by Riot and/or the Tournament Operator. It is the players' responsibility to configure their account to their preferences. The Tournament Realm Account name will be set to the player's official tournament handle as approved by the League Officials.

12.4.2. In the event that tournament realms are unavailable, players will use their main "Live" account as provided during the registration process. It is the players' responsibility to configure their primary "Live" account to their preferences, including setting the Riot ID to their official tournament handle. If a player cannot change their name, they must contact a League Official for support.

12.5. Pre-Match Setup

12.5.1. Players will have designated blocks of time prior to their Match time to ensure they are fully prepared. League Officials will inform players and Teams of their scheduled setup time and duration as part of their Match schedule.

12.5.2. 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 a League Official.

12.5.3. Setup consists of the following:

- Confirm Tournament Realm Account name accuracy
- Ensuring the working function of all equipment.
- Connecting and calibrating peripherals.
- Ensuring proper function of voice chat system.
- Setting up rune pages.
- Adjusting in-game settings.
- Limited in-game warm-up.

12.5.4. Technical Failure of Equipment - If a player encounters any equipment problems during any phase of the setup process, player must notify a League Official immediately.

12.5.5. Players are responsible for ensuring the performance of their chosen setup, including computer hardware and peripherals, internet connection, DDOS protection and power. Issues with this setup are not an acceptable reason for lateness or pausing beyond a Team's allowance.

12.6. Player Ready State & Lobby Creation

12.6.1. It is expected that players will resolve any issues with the setup process within the allotted time and that the Match will begin at the scheduled time. Sanctions for tardiness may be assessed at the discretion of League Officials.

12.6.2. At the specified time before the Match is scheduled to begin, a referee will confirm with each player that their setup is complete. Once all ten players in a Match have confirmed completion of setup, players may not enter a warm-up Match or leave the Match Area.

12.6.3. League Officials will decide how the official Match lobby will be created and players will be directed by a referee to join a Match lobby as soon as testing has been completed.

12.7. Media Obligations

12.7.1. Teams will be required to make available to the media for a minimum of 15 minutes at least one player who is intended to start any Match that day. If a player has started at least 2 Matches in the Challengers League, the player will be required to have made themselves available to the media at least once during the event.

12.7.2. A Team may not make available the same player to the media for 4 consecutive Match days.

12.7.3. Players will be informed of any pre-Match obligations, including, but not limited to, media appearances, interviews, or further discussion of any Match matters.

12.8. Lobby Setup

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 testing has been completed, in the following order of positions: Top, Jungle, Mid, ADC, Support.

12.9. Draft Modes

All matches in the Round Robin Stage will feature the standard Competitive Mode draft format for the Champion Selection process, while the matches in the Double Elimination Stage will feature the Full Fearless Mode.

12.9.1. Full Fearless Draft

In Full Fearless Draft, Champions chosen by one Team cannot be used again during the Match by either Team. For example, if Team A picks Aatrox, Sejuani, Orianna, Xayah, and Rakan in the Champion Selection of the first Game of a Bo3 or Bo5 Match, neither Team A nor Team B can play with any of these locked Champions for the rest of the Match, regardless of wins or losses in each Game.

In a Bo5 Match, the first three Games of the Match will follow the process with all bans from Competitive Mode. However, for games 4 and 5, there are adjustments:

- In Game 4 of the Match, if applicable, both Teams will be limited to 3 bans in the Champion Selection, in addition to all the locked

Champions from Full Fearless Draft based on the previous Games. These will be the first 3 bans in the Champion Selection, meaning the second ban phase in the Champion Selection will be disregarded.

- In Game 5 of the Match, if applicable, both Teams will have no bans in the Champion Selection, but all the locked Champions from Full Fearless Draft will still be in effect, based on the previous Games.

12.9.2. If a Player picks a Champion that has been locked by Full Fearless Draft, the Champion Selection will be immediately redone, and the Team that made the mistake will be penalized.

12.9.3. The Champion Selection will follow Competitive Mode, and Champions banned in Competitive Mode can still be selected if they have not been locked via Full Fearless Draft.

12.9.4. The League Officials may use third-party tools to carry out the Champion Selection process according to Full Fearless Draft.

12.9.5. **Selection Error.** In the event of an erroneously selected Champion pick or ban, the team in error must notify a League Official of their intended pick before the other team begins their next selection. If this occurs, the process will be restarted and brought back to the point at which the error occurred, allowing the team in error to correct its mistake. If the next selection is made before the team in error gives notice to a League Official, the erroneous selection shall be deemed irrevocable.

12.9.6. **Trading Champions.** Teams must complete all Champion trades before the 20-second mark during the Trading Phase. At the discretion of League Officials, late trades may be disallowed and players forced to play the Champion they were holding prior to the disallowed trade (for example, in situations where penalties are not possible, such as the final game of a best-of series).

12.10. Controlled Match Start

12.10.1. In the event of an error in Match start or a decision by League Officials to separate the Champion selection process from Match start, a League Official may start the Match in a controlled manner and all Champions will be selected in accordance with the previous valid completed Champion selection process.

12.11. Slow Client Load

If a game crash, disconnect, or any other failure occurs which interrupts the loading process and prevents a player from joining a Match upon Match start, the Match must be immediately paused until all ten players are connected to the Match.

12.12. Restrictions on Gameplay Elements

Restrictions may be added at any time before or during a Match, if there are known or suspected bugs with any Champions, skins or items, or for any other reason as determined at the discretion of League Officials.

13. Post-Match Process

13.1. Results

League Officials will confirm and record the Match result.

13.2. Tech Notes

Players will identify any technical issues with League Officials.

13.3. Between Games

League Officials will inform players of the remaining amount of time before the next Game in the Match, if applicable. For online events, the standard time for transitions between Games is eight (8) to ten (10) minutes from the Nexus explosion until players are required to be in their seats for the next Game. For offline events, the standard time for transitions between Games is five (5) to ten (10) minutes from the Nexus explosion until players are required to be in their seats for the next Game. The next Game, if applicable, will commence as soon as both Teams have confirmed to a Referee or League Official that all players are ready to play and, at LAN Events, are in their seats.

13.4. Between Matches

For online events, the standard time for transition in between Matches is eight (8) to ten (10) minutes from the time of the last Match's Nexus explosion until players are required in their seats for the next Match. For offline events, the standard time for transitions between Matches is ten (10) to fifteen (15) minutes from the time of the last Match's Nexus explosion until players are required in their seats for the next Match. The next Match, if applicable, will commence as soon as both Teams have confirmed to a Referee or League Official that all players are ready to play and, at LAN Events, in their seats. If all the players are not ready to play and in their seats (if applicable) at the time designated to them by the Referees or League Officials, the Team can be sanctioned for delay of Game.

13.5. Post-Match Obligations

Players will be informed of any post-Match obligations, including, but not limited to, media appearances, interviews, or further discussion of any Match matters. Players are required to perform these post-Match obligations.

13.6. Results of Forfeiture

Matches won by forfeit will be reported by the minimum score it would take for one Team to win the Match (e.g. 1-0 for best-of-1 Matches, 2-0 for best-of-three Matches, 3-0 for best-of-five Matches). No other statistics will be recorded for forfeited Matches.

14. Tiebreakers

If, at the end of the Round Robin Stage, two or more Teams are tied in their final standings, tiebreakers will be determined by the outcomes of Matches between the tied Teams. Should the tie remain unresolved based solely on head-to-head results, the following criteria will be applied: Strength of Victory, Average Game Victory Time, Shortest Victory Time, or, if necessary, a Tiebreaker Match.

14.1. Strength of Victory

The Strength of Victory ("**SoV**") ranking is used to classify teams based on their performance at the end of the Round Robin Stage, from first place to sixth. Positions in the SoV ranking will be based on points assigned to each match result. The team with higher SoV points qualifies for the Double Elimination Stage.

Position	SoV Points
1º Place	3.0
2º Place	2.5
3º Place	2.0
4º Place	1.5
5º Place	1.0
6º Place	0.5

14.1.1. When tied Teams are placed in the same position in the SoV ranking, this placement will account for the number of Teams tied in that position, thereby reflecting the same number of placements in the SoV ranking. For example, if two teams occupy the first position in the SoV ranking, the next team will be placed in the third position, and so on.

14.2. Average Victory Time

In the event of a tie in SoV points, the Average Game Victory Time will be used to break the tie between the Teams in the SoV ranking. The Average Victory Time is calculated by summing the total time it took a Team to win all of its Games in the Round Robin Stage and then dividing by the number of Games played.

14.3. Shortest Victory Time

Shortest Victory Time will be used as a tiebreaker when two or more Teams remain tied after applying the Strength of Victory and Average Game Victory Time criteria. The Shortest Victory Time is determined by identifying the fastest win achieved by each tied Team during the Round Robin Stage. The Team with the quickest victory time in any of its matches will be ranked higher. If multiple Teams have identical Shortest Victory Times, the tie will proceed to the next applicable tiebreaker criterion

14.4. Tiebreaker Match

Tiebreaker Match will be applied when all other tiebreaker criteria, including Strength of Victory, Average Game Victory Time, and Shortest Victory Time, fail to resolve the tie between two or more Teams. In this case, the tied Teams will compete in a new match, with a single-elimination match if there are two Teams or a new bracket if there are more than two Teams. The winner will be ranked higher in the final standings.

15. Pauses and Bugs

15.1. Stoppage of Play

15.1.1. Direct Pause. A League Official may order the pause of a Game or execute a pause command on any player station at the sole discretion of the League Official, at any time.

15.1.2. Authorized Player Pause. Players may only pause a match immediately following any of the events described below, but must signal a League Official immediately after the pause and identify the reason. Acceptable reasons include:

- An Unintentional Disconnection (i.e. a player losing connection to the game due to problems or issues with the game client, platform, network, or PC).

- A hardware or software malfunction (e.g. monitor power or peripheral disability or game glitch)

- Physical interference with a player (e.g., fan gank or broken chair)

15.1.3. **Unauthorized Pause**. If a player pauses or unpauses a game for an unauthorized reason, or without permission from a League Official, it will be considered unfair play and penalties will be applied at the discretion of League Officials. This includes pauses due to incorrect setups established as per the Player Ready State.

15.1.4. **Intentional Disconnection**. Intentional Disconnections are not allowed. players may experience an intentional disconnection when their actions (e.g. quitting the game) cause them to lose connection to the game. Any actions of a player which lead to a disconnection shall be deemed intentional, regardless of the actual intent of the player. In the case of an Intentional Disconnection, League Officials are not required to enforce stoppages.

15.1.5. **Illness, Injury or Disability**. Minor player illness, injury, or disability is not an acceptable reason for a player pause. In the case of an underlying and/or pre-declared medical condition the player may however inform a League Official prior to the Match, who may then grant a pause during the Game in order to evaluate the issue and to determine whether the player is ready, willing, and able to continue playing within a reasonable period of time, as determined by the League Official, but not to exceed a few minutes. If a player is rendered unable to play or continue to play because of a lack of medical clearance, or if the team is unable to field a roster that is compliant with these Americas Challengers Ruleset, the team shall forfeit the game unless a League Official, in his/her discretion, determines that the game is subject to an Awarded Game Victory.

15.1.6. Player Communication During Stoppage of Play. For the fairness of all competing teams, players are not allowed to communicate, in any fashion, with each other during a game pause. For the avoidance of doubt, players may communicate to the referee, but only when directed in order to identify and remedy the cause for the stoppage. If a pause extends long enough, referees may, at their sole discretion, allow teams to talk before the game is unpaused, in order to discuss the game conditions.

15.2. Bug Definitions

15.2.1. **Chronobreak.** The Deterministic Disaster Recovery Tool.

15.2.2. **Bug**. An error, flaw, failure or fault that produces an incorrect or unexpected result, or causes a game or hardware device to behave in unintended ways.

15.2.3. **Minor Bug.** A bug (including a hardware failure) that is, at worst, inconvenient to players. This may include bugs that alter game stats or

gameplay mechanics in a manner that, while not optimal, can be played through if necessary. For the absence of doubt, in a case where Chronobreak is not available, these bugs would not result in a remade game.

15.2.4. **Play Through Bug.** A bug that does not significantly alter the competitive integrity of the game. This may mean that there are mitigation steps available for an otherwise difficult to play around bug (like restarting the game client or computer). Alternatively, this may include situations where the impact of the bug can be mitigated through other in-game functions. In a Chronobreak situation, League Officials shall treat the Play Through Bug as a Minor Bug or Critical Bug, as appropriate, for the execution of the Chronobreak. If Chronobreak is unable to recover the Game or if any Player causes the Bug to reoccur, League Officials will force a play through with no option of a remake or additional Chronobreak.

15.2.5. **Inform Bugs.** Bugs provided under the "inform designation" - i.e. those bugs that are provided to teams in advance of games (usually champion, item or environment interactions and persistent effects) for which no remake will be offered. These effects or interactions cannot be avoided or mitigated through any means other than disabling of the offending champions, skins or items and thus remakes are not available for these bugs, which must be played through. At their discretion, League Officials may offer Chronobreak for Bugs under the "inform designation" if, in the sole discretion of League Officials, the Bug has a high impact on the competitive integrity of the Game. League Officials will not offer a Chronobreak if, in their sole discretion, they determine that the disadvantaged player or Team intended to or purposefully triggered the bug.

15.2.6. **Unintentional Hardware Failure**. The failure of any piece of hardware, including server failure, monitor or PC failure or player peripheral failure. This does not include any hardware failure that is player induced, including the intentional damage to, or destruction of, a player peripheral, damage to the monitor or a player interfering with a PC. The determination of whether a hardware failure is unintentional is up to the sole discretion of League Officials.

15.2.7. **Critical Bug**. A bug (including an Unintentional Hardware Failure) that significantly damages a player's ability to compete in the game situation, significantly alters game stats or gameplay mechanics, or a situation in which the external environmental conditions become untenable. The determination of whether the bug has damaged a player's ability to compete is up to the sole discretion of League Officials.

15.2.8. **Verifiable Bug.** A bug or critical bug that is conclusively present and not attributable to player error. The spectator must be able to replay the instance in question and verify the bug or critical bug.

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

15.2.10. **"Dead-Ball" State.** A point in a game when neither team is heavily engaged with one another, although some minor engagement may still constitute a dead-ball state. In establishing a dead-ball state, every effort should be made to identify a time as close to the bug instance as possible while providing an approximate 2 second window before a potential engagement in situations where the game was wound back from a point where the teams were engaged. The goal is to locate a point in time where an engagement remains possible, but not inevitable. A perfect dead-ball state may not exist, and in those situations, the overarching goal of identifying a state in which there is no major engagement as close as possible to the bug instance should be prioritized (for example, going too far back could potentially remove setup a team has done, including wards, lane pressure and flanking).

15.2.11. **Cost.** Any (i) player deaths; (ii) objectives (tower, inhibitor, dragon, herald or baron) taken that were not otherwise in progress at the dead-ball state (i.e. dragon was pulled or three players on the tower with a minion wave and no opposition); or (iii) ultimate, item or Summoner spell usage where such ultimate spell at Rank 1 (regardless of the ultimate rank or cooldown at the time of the bug) or base Summoner spell or item (i.e. without cooldown reductions from runes or items) has a cooldown of 110 seconds or longer. An ultimate or Summoner spell used, in the opinion of League Officials, outside of normal play patterns for the purpose of triggering a cost under this rule shall not constitute a cost. Other factors such as vision (placed or destroyed wards), minions farmed, etc, while all carrying some value in the game, do not rise to the level of consideration in whether to use Chronobreak.

15.2.12. **Prompt Reporting.** Once a player is aware of a bug (which, as defined, includes presumed hardware failures), the player is required to pause the game as soon as is practical through one of the methods listed below and alert League Officials as to the bug. These methods are:

- Pausing the game through the /pause command;

- Asking a teammate to pause over audible voice communications;

- Requesting that a referee pause the game.

For the avoidance of doubt, if a player audibly requests that a referee pause the game, even if the game is not immediately paused, the player will be considered to have requested a pause as soon as is practical. In addition, it may not be practical to cause an immediate pause upon recognizing the bug if, for example, the two teams are engaged with each other. In such cases, League Officials may determine that it was not practical to pause the game until the engagement ended.

15.2.13. **Game of Record.** A game where all ten players have loaded and which has progressed to a point of meaningful interaction between opposing Teams. Once a game attains Game of Record ("GOR") status, the period ends in which incidental restarts may be permitted and a game will be considered as "official" from that point onward. Examples of conditions which establish GOR**:**

- Establishing line-of-sight between players on opposing teams.

- Any attack or ability is landed on minions, jungle creeps, structures, or enemy Champions.

- Setting foot, establishing vision or targeting skillshot ability in opponent's jungle by either team, which includes either leaving the river or entering brush connected to enemy jungle.

- Game timer reaches two minutes (00:02:00).

15.3. **Chronobreak Availability and Usage**

15.3.1. **Bug Determination.** If a Game experiences a Bug at any point during the Match, League Officials must first determine whether the player followed the pause protocol set forth above. If the Game was paused in a timely manner, League Officials must next determine whether the bug is a Verifiable Bug. If it is a Verifiable Bug, League Officials must next determine whether the Bug is a Minor Bug, Critical Bug or Terminal Situation.

15.3.2. **Minor Bug.** If the Bug is a Minor Bug, League Officials must determine what the appropriate Dead-Ball State would be and whether there is a Cost associated with using Chronobreak to revert to that Dead-Ball State. If there is a cost associated with the Minor Bug, Chronobreak is not available and Players should be instructed to play through the Bug.

15.3.3. **Minor Bug with no Cost.** In the case of a Minor Bug with no Cost, League Officials must determine (i) whether Chronobreak can restore the Game; and (ii) whether reverting the Game to an earlier state will fix the Bug or avoid the trigger condition for the Bug. If Chronobreak cannot restore the Game or reverting the Game to an earlier state will not fix or avoid the Bug, or in the case of any play through Bug, Chronobreak shall not be used and the Players will be instructed to play through the Bug.

15.3.4. If League Officials determine the use of Chronobreak is appropriate, League Officials shall determine whether either or both Teams were significantly disadvantaged by the Minor Bug, and any significantly disadvantaged Team will be offered the opportunity to Chronobreak the Game, although such Team will not be told what Dead-Ball State will be utilized. If both Teams are significantly disadvantaged, either Team requesting a Chronobreak will trigger the use of Chronobreak.

15.3.5. If any significantly disadvantaged Team requests a Chronobreak, League Officials will utilize Chronobreak to restore the Game to the appropriate Dead-Ball State. If an appropriate Dead-Ball State does not exist, Players may still be placed back to a recovered spot prior to the Bug occurring at the discretion of League Officials.

15.3.6. **Critical Bug.** In the case of a Critical Bug, League Officials must determine (i) whether Chronobreak can restore the Game; and (ii) whether reverting the Game to an earlier state will fix the Bug or avoid the trigger condition for the Bug. If Chronobreak cannot restore the Game, or reverting the Game to an earlier state will not fix or avoid the Bug, then the Bug constitutes a Terminal Situation. League Officials will determine whether either or both Teams were significantly disadvantaged by the Critical Bug, and any significantly disadvantaged Team will be offered the opportunity to Chronobreak the Game, although such Team will not be told what Dead-Ball State will be utilized. If any significantly disadvantaged Team requests a Chronobreak, League Officials will attempt to find an appropriate Dead-Ball State prior to the Bug occurring. If an appropriate Dead-Ball State does not exist, Players may still be placed back to a recovered spot prior to the Bug occurring at the discretion of League Officials. In the event that League Officials determine the cost of Chronobreaking would be higher than that of a remake, they may offer a remake to any disadvantaged Team.

15.3.7. **Terminal Situation.** In the case of a Terminal Situation, League Officials shall follow the remake procedures set forth below.

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

- If a Player notices that Player's rune, Summoner Spells, or GUI settings have not applied correctly due to a Bug between the Game lobby and Match, the Player can pause the Game to adjust these settings. If the settings cannot be correctly adjusted, then the Game may be restarted.

- 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).

- Any circumstance which would permit a remake after GOR.

15.3.9. Remakes After GOR. The following are examples of situations in which a Game may be remade after GOR has been established.

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

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

15.3.10. Awarded Game Victory. In the event of a Terminal Situation in which League Officials intend to declare a remake, League Officials must first consider whether a Game victory should be awarded to a Team. League Officials, in their sole discretion, may determine that a Team cannot avoid defeat (i.e. cannot come back and win the Game) to a degree of reasonable certainty. League Officials may, but are not required to, use any or all of the following criteria in the determination that one Team cannot avoid defeat to a degree of reasonable certainty.

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

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

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

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

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

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

15.3.11. **Offering a Remake.** If League Officials do not award the Game victory, 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 remade as per this section. Significant disadvantage is a prerequisite to a remake offer. In certain Terminal Situations, for example, where the server has crashed and the Game cannot be continued or recovered through Chronobreak, League Officials may direct a remake without offering Teams the opportunity to remake the Game.

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

15.3.13. **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).

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

15.3.15. **League Discretion.** League Officials may utilize Chronobreak at any time or remake any Game if League Officials, in their sole and absolute discretion, believe that such an action is necessary to preserve the best interests of the League. This power is not constrained in any way by the lack of any specific language in these Rules.

16. Code of Conduct

Each Team Entity shall comply with and ensure that all Owners and Team Personnel of the Team Entity complies with the Riot Games Esports Global Code of Conduct. Each Team Entity acknowledges and agrees that a breach of, or failure to comply with the Riot Games Esports Global Code of Conduct by any Owner or Team Personnel shall be deemed a breach of, or failure to comply with the Riot Games Esports Global Code of Conduct by the Team Entity, in each instance even in cases where the Team Entity was not, itself, at fault.

17. Disciplinary Regulations

17.1. Disciplinary Actions

Riot shall be entitled to undertake such disciplinary procedures as it determines in relation to any breach of, or failure to comply with, these Policies, the Riot Games Esports Global Code of Conduct and any other Rules by the Team Entity, any Owners or Team Personnel and to impose such fines, suspensions, disqualifications and other disciplinary actions (or combinations thereof) as the Riot determines in its sole discretion (collectively, "Disciplinary Actions"); and such Disciplinary Actions (i) may be publicly disclosed by the Tournament Operator as determined in its sole discretion, (ii) are reasonable and necessary in order to maintain the competitive integrity of League Games or the goodwill associated with the Game, the Americas Challengers, and (iii) are dealt with in compliance with the Riot Games Esports Global Code of Conduct, as well as all relevant Rules.

17.2. Match Operations Regulations

17.2.1. Scope of Application

Cooperation with League Officials is critical for the smooth delivery of a competitive event. For example, non-compliant behavior includes, but is not limited to, refusal to promptly follow Match lobby instructions, failure to adhere to the Match schedule, failure to promptly carry out instructions, tardiness in entering the Team Ready State or any other behavior that may cause delays to the scheduled broadcast.

These Match Operations Regulations apply to all Matches of Americas Challengers. These Match Operations Regulations apply for the duration of a

Match, between the start of pre-Match setup and the end of post-Match obligations.

17.2.2. Delay of Game

Teams may be sanctioned for delay of game. League Officials have the right to assess and make final calls on all delay of game decisions. League Official decisions with respect to delay of game sanctions cannot be appealed and shall not give rise to any claim for monetary damages or any other legal or equitable remedy.

17.2.3. Non-Compliance

Players, coaches, and other Team Personnel must cooperate with League Officials and comply with instructions in a prompt and timely manner. Failure to cooperate with instructions from League Officials during a live Match may be sanctioned with delay of game in addition to other Disciplinary Actions.

17.3. Team Personnel Behavior Regulations

17.3.1. Scope of Application

League Officials, event security, team handler staff, and other competition staff working in an official capacity, hold a position of trust, and play a critical role in the operation of the competition. Therefore, any unprofessional or hostile behavior toward competition staff, or refusal to comply with reasonable instructions from competition staff will result in Disciplinary Action.

Team Personnel behavior regulations apply to all Official Competitions of the Americas Challengers. Team Personnel behavior regulations apply during any interactions between Team Personnel and any staff working in an official capacity for the Americas Challengers.

During a LAN event held as part of the Americas Challengers, Team Personnel behavior regulations apply on all competition grounds, including the event venue, event hotel, party venue, feature sites, and all other official locations designated by Riot and/or the Tournament Operator.

17.3.2. Unprofessional or Hostile Behavior

The following behaviors will be considered a breach of these Team Personnel behavior regulations.

- **Unprofessional Behavior**: Any behavior that impedes the smooth running of the competition, or impedes competition staff from performing in their official capacity at the competition.

- **Hostile Behavior**: Any behavior that is considered or can be considered as aggressive or rude. For example, such behavior includes, but is not limited to, yelling at competition staff, being belligerent with competition staff, or refusing to cooperate with competition staff.

- **Non-compliance with Instructions**: Players, coaches, and other Team Personnel must comply with instructions from League Officials. Reasonable discussion regarding an instruction is allowed. However, Team Personnel must cooperate with League Officials in the execution of those instructions.

17.3.3. Excluded Behavior

Behaviors that are generally considered unethical in nature or breaches of the Code of Conduct, or other Riot esports regulations shall not be additionally sanctioned under these Team Personnel behavior regulations.

17.4. Investigations

17.4.1. Riot, the Tournament Operator, and League Officials will have the right to monitor compliance with this Americas Challengers Ruleset and investigate possible breaches. By agreeing to this Americas Challengers Ruleset, the Team Personnel agree to cooperate with Riot, the Tournament Operator, and League Officials in any internal or external investigation conducted relating to a suspected breach.

17.4.2. Team Personnel have a duty to tell the truth in connection with any investigation conducted by or for Riot and the Tournament Operator and have a further duty not to obstruct any such investigation, mislead investigators or withhold evidence.

17.4.3. Riot and the Tournament Operator shall have the right to publish a declaration stating that Team Personnel and/or a Team have been penalized. Any Team Personnel and/or Team that may be referenced in such declaration hereby waive any right of legal action against the Tournament Operator, Riot, and/or any of their parents, subsidiaries, affiliates, employees, agents, or contractors for publishing such a declaration.

17.5. Finality of decisions

All decisions made by Riot, the Tournament Operator, and League Officials in regard to (a) violations of this Americas Challengers Ruleset; (b) the appropriate Disciplinary Action (or combination of Disciplinary Actions) are final and binding.

18. Limitations of Liability

18.1. No Punitive Damages

To the maximum extent permitted by Applicable Law, neither Riot, the Tournament Operator nor any of their respective affiliates or licensors (collectively, the "Riot Parties"), shall be liable in any way for any loss of profits or any indirect, incidental, consequential, special, punitive, or exemplary damages, arising out of or in connection with this Americas Challengers Ruleset, the Americas Challengers or League of Legends, or the delay or inability to use or lack of functionality of League of Legends, even if a Riot Party is at fault and even if a Riot Party is aware of the possibility of such damages.

18.2. Cap on Liability

To the maximum extent permitted by Applicable Law, the aggregate liability of the Riot Parties arising out of or in connection with this Americas Challengers Ruleset, the Americas Challengers or League of Legends will be limited to a player's or coach's direct damages in an amount not to exceed US $25,000. Multiple claims will not expand this limitation. These limitations and exclusions regarding damages apply even if any remedy fails to provide adequate compensation. Riot neither assumes, nor authorizes the Tournament Operator or any other person or entity to assume on Riot's behalf, any liabilities in addition to those liabilities expressly set forth in this Section.

19. Dispute Resolution

19.1. Finality of Certain Decisions

All decisions regarding player eligibility, sponsor restrictions, Americas Challengers scheduling and staging, and violations of, and infractions committed under, this Americas Challengers Ruleset lie solely with Riot and the Tournament Operator or, at the option of Riot and the Tournament Operator, with League Officials. The decisions of Riot, the Tournament Operator, and/or the League Officials are final and binding and shall not give rise to any claim for monetary damages or any other remedies.

19.2. Remedies

Notwithstanding the foregoing, Riot and the Tournament Operator shall have the right to commence and prosecute any action or proceeding before any court of competent jurisdiction to obtain injunctive or other equitable relief against a Team, player, or coach in the event that such action is necessary or desirable. In the event of a breach by Riot or the Tournament Operator of any of the provisions of this Americas Challengers Ruleset, a Team, player, or coach shall be limited to his/her/its remedies at law for damages, if any, and in no event shall a Team, player, or coach be entitled to enjoin or restrain Riot or the Tournament Operator from operating any Official Competition, conducting any Media Event or distributing any broadcasts, streams or other audiovisual content. Neither Riot nor any of its affiliates or group companies has any fiduciary relationship with or duty to a Team, player, or coach.

20. Construction, Amendments and Other General Provisions

20.1. Priority and Conflicts

In the event of a conflict between (a) any term of this Americas Challengers Ruleset and the terms of a Team Participation Agreement, or (b) any term of this Americas Challengers Ruleset and/or Guidance Document, the Riot, in its sole discretion, shall determine the terms that shall govern and prevail. Any remedies set forth in this Americas Challengers Ruleset, or Guidance Document shall be in addition to, and shall not supersede, any remedies set forth a Team Participation Agreement.

20.2. Amendments to the Americas Challengers Ruleset

This Americas Challengers Ruleset may be amended, modified, updated or supplemented by the Tournament Operator and Riot from time to time, provided that no such amendment, modification, update or supplement will have the effect of amending, canceling, superseding or modifying any material term of a Team Participation Agreement. Riot and the Tournament Operator may discuss material proposed amendments, modifications, updates or supplements to this Americas Challengers with Teams, it being understood that the Riot and the Tournament Operator retain the authority to amend, modify, update or supplement this Americas Challengers Ruleset without engaging in any such discussions.

20.3. Consents and Approvals

Whenever this Americas Challengers Ruleset grants, confers or reserves to Riot or the Tournament Operator the right to take action, refrain from taking action, grant or withhold its consent or grant or withhold its approval or make any other determination, unless the provision specifically states otherwise, Riot and the Tournament Operator will have the right to engage in such activity at their sole discretion based on their own business judgment, taking into consideration their assessment of the best interests of Riot, the Tournament Operator, the Americas

Challengers, and League of Legends. If any of the foregoing activities or decisions are supported by the Riot's business judgment, then a court, judge, tribunal or arbitrator reviewing those activities or decisions will not substitute its/his/her own judgment for the Riot's judgment.

20.4. Construction

For purposes of this Americas Challengers Ruleset, (a) the words "include," "includes" and "including" shall be deemed to be followed by the words "without limitation"; and (b) the words "herein," "hereof," "hereby," "hereto" and "hereunder" refer to this Americas Challengers Ruleset as a whole. Unless the context otherwise requires, (i) references herein: (A) to sections, schedules and exhibits mean the sections of, and schedules and exhibits attached to, this Americas Challengers Ruleset; (B) to an agreement, instrument or other document means such agreement, instrument or other document as amended, supplemented and modified from time to time to the extent permitted by the provisions thereof; (C) to a statute means such statute as amended from time to time and includes any successor legislation thereto and any regulations promulgated thereunder; and (ii) the singular includes the plural, the plural includes the singular, the use of any gender is applicable to all genders and the word "or" has the inclusive meaning represented by the phrase "and/or".

20.5. Language

The original Americas Challengers Ruleset has been written in the English language. In the event of an unintentional conflict in interpretation between the English version and such translation, the English version will control.

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Appendix 1 - Restricted Sponsor List

Prohibited Categories. Sponsorships in any of the categories listed below will not be approved by Riot and will constitute a violation of this Americas Challengers Ruleset by a Team Entity in a manner that associates the sponsor with a Team, player or coach.

- Any non-Riot video game developer or publisher;
- Any video game consoles;
- Any non-Riot esport, video game tournament, league, or event;
- Gambling, sportsbook and casinos;
- Fantasy esports operators (including daily fantasy);
- Any prescription drugs or drugs that are not "over-the-counter" drugs;
- Firearms, ammunition, or other weapons, and peripherals thereof;
- Pornography, pornographic products, and other adult content or platforms;
- Tobacco products or paraphernalia;
- 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 Riot Games Terms of Service;
- Cryptocurrencies, or any other unregulated financial instruments or markets;
- 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);
- Any other esports team, owner, or affiliate thereof.

Conditional Categories. Sponsorships in any of the categories listed below may be conditionally approved by Riot in its sole discretion on a case-by-case and region-by-region basis in accordance with Applicable Law and other criteria established by Riot (which may be documented by Riot in a League-specific Conditional Category Policy and shared with Teams).

- Beer and wine products;
- Cryptocurrency exchanges;
- NFTs;
- Blockchain technology companies;
- Products that contain non-psychoactive cannabis-derived compounds, including cannabidiol (CBD);
- Government entities (any government agency or government funded business).