2025 Official Ruleset (v25.4)

Americas League of Legends Tier 2

TABLE OF CONTENTS

1. Introduction

1.1. Background

Riot Games, Inc. ("**RGI**") and/or its affiliate companies (collectively referred to as "**Riot**," "**Riot Entities**," or individually as a "**Riot Entity**") have established the Americas League of Legends Tier 2 Ruleset ("**Rules**") for competitive Tier 2 play of League of Legends ("**LoL**") in the Americas region. These Rules are designed solely to ensure the integrity of the *North American Challengers League* ("**NACL**"), *Liga Regional Norte* ("**LRN**"), *Liga Regional Sur* ("**LRS**") and *Circuito Desafiante* ("**CD**") (collectively referred to as "**Leagues**" or individually as a "**League**"), with "**League Entity**" referring to the applicable Riot Entity or Tournament Operator in each contract.

1.2. Application of the Rules

1.2.1. Riot has created the League of Legends Global Esports Policies (the "**LoL Global Policies**") and the Rules to set forth certain policies, rules and procedures that will apply to all Team Entities that have entered into the Team Participation Agreements with the League Entity and have been admitted by contract to compete in the applicable League.

1.2.2. Standardized rules benefit all parties who are involved in the professional play of LoL. The LoL Global Policies in addition to the Rules will apply to and be binding on each of (i) the individual (natural person), entity and/or group ("**Owners**") who registered a team to participate in the applicable League ("**Team**"), and (ii) to each Team's players ("**Players**"), coaches ("**Coaches**"), managers, owners and other representatives (the foregoing collectively, "**Team Personnel**").

1.2.3. These Rules are in addition to, and not in lieu of any supplementary rules enforced in each of the Leagues. In the event of a conflict between the Rules and any supplementary rules, the provisions that are most protective of Riot (as determined by Riot in its sole discretion) will govern.

1.3. Due Diligence Requirements

Teams shall fulfill all due diligence requirements prior to their participation in the applicable League. 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.

1.4. 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, these Rules, 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 the Leagues or the goodwill associated with LoL.

1.5. Best Interests of the League

Individuals charged to oversee and manage league operations may act with the necessary authority to preserve the best interests of the League ("**League Officials**"). This power is not constrained by the lack of any specific language in this document. League Officials may use any form of punitive actions at their disposal against any entity whose conduct is not within the confines of the best interests of the League.

1.6. Finality of Decisions

All decisions regarding the interpretation of these Rules, Player eligibility, scheduling and staging of the leagues, and penalties for misconduct, lie solely with the applicable League, the decisions of which are final. League decisions with respect to these Rules cannot be appealed and shall not give rise to any claim for monetary damages or any other legal or equitable remedy.

1.7. Official Language

The official language of the Rules is English. All documents, communications, rulesets, policies, disciplinary proceedings, and competitive rulings will be written and communicated in English. In cases where translations are provided for convenience only, such translations are unofficial, and the English version shall prevail.

2. League Structure

2.1. Definitions

2.1.1. Champion. A champion is a unique LoL playable character with distinct abilities and stats.

2.1.2. Coin Flip. A method for making a random choice between two options by tossing a coin, either physically or digitally with the assistance of third-party apps, with the Team choosing heads or tails first according to the alphabetical order of the official Team name, excluding sponsors, and using the result to decide the applicable outcome.

2.1.3. Game. Game is an instance of League of Legends competition on the Summoner's Rift map.

2.1.4. Local Time. The governing time zone will be the local time of the relevant city detailed below:

- CD: São Paulo
- LRN: Mexico City
- LRS: Buenos Aires
- NACL: Los Angeles

2.1.5. Match. A Match is a series of Games played until one Team wins a majority of the total Games, such as in a Best of One ("**Bo1**"), Best of Three ("**Bo3**"), or Best of Five ("**Bo5**"). The winning Team will either receive a win tally in a league format or advance to the next round in a tournament format. In a best-of-one format, the terms Game and Match may be used interchangeably.

2.1.6. Phase. A Phase is a distinct segment within a Split where Teams compete according to a specific format, such as the Regular Season, Playoffs, or other structured competitions. Each Phase serves a unique purpose, such as establishing rankings, determining qualifications, or advancing Teams to the next stage of the Split.

2.1.7. Regular Season. A Regular Season involves Teams competing within the applicable League to establish rankings and determine spots in the Playoffs or other Phases of the applicable Split.

2.1.8. Season. A Season is the period of time during each year in the Term in which League Games will take place, beginning on the date of the first Preseason game in a given year and ending on the date of the last game of the World Championships for such year.

2.1.9. Split. A Split is a competitive stage within the Season where Teams compete across different Phases, such as the Regular Season, Playoffs, or other formats, to determine rankings, qualifications, and performance outcomes.

2.2. Tier 2 League Overview

The Tier 2 Format will span over two splits-Split 1 and Split 2-each with distinct Phases and formats as well as three qualifiers.

2.3. Split 1 and Open Qualifiers Schedule

NACL Split 1 Schedule		
Kickoff Open Qualifier	March 1st	March 16th
Regular Season	March 26	May 9

Week 1 Roster Lock	March 22	
Split Roster Lock	April 26	
Playoffs Roster Lock	May 3	
Playoffs	May 15	June 6
Split 1 Open Qualifier	TBD	TBD
Split 1 Promo/Relo	TBD	TBD

LRN Split 1 Schedule		
Kickoff Open Qualifier	Feb 22,23	March 1,2,8,9
Regular Season	March 24	May 4
Week 1 Roster Lock	March 21 at 5pm Local Time	
Split Roster Lock	April 29 at 5pm Local Time	
Playoffs Roster Lock	May 9 at 5pm Local Time	
Playoffs	May 12	June 3
Split 1 Open Qualifier	TBD	TBD
Split 1 Promo/Relo	TBD	TBD

LRS Split 1 Schedule		
Kickoff Open Qualifier	Feb 22,23	March 1,2,8,9

9

Regular Season	March 23	May 5
Week 1 Roster Lock	March 20 at 5pm Local Time	
Split Roster Lock	April 29 at 5pm Local Time	
Playoffs Roster Lock	May 10 at 5pm Local Time	
Playoffs	May 13	June 41
Split 1 Open Qualifier	TBD	TBD
Split 1 Promo/Relo	TBD	TBD

CD Split 1 Schedule		
Kickoff Qualifiers	Jan 19th	Feb 6th
Regular Season	March 17th	May 13th
Week 1 Roster Lock	February 24 at 5pm Local Time	
Split Roster Lock	April 29 at 5pm Local Time	
Playoffs Roster Lock	May 13 at 5pm Local Time	
Playoffs	May 19th	June 9th
Split 1 Open Qualifier	TBD	TBD
Split 1 Promo/Relo	TBD	TBD

2.4. Split 2 and Open Qualifiers Schedule

NACL Split 2 Schedule		
Regular Season	July 25	August 15
Week 1 Roster Lock	July 15 at 5pm Local Time	
Split and Playoffs Roster Lock	August 12 at 5pm Local Time	
Playoffs	August 20	September 14
Promotion/Relegation for Tier 1	September 26	October 5
Split 2 Open Qualifier	TBD	TBD
Split 2 Promo/Relo	TBD	TBD

LRN/LRS Split 2 Schedule		
Regular Season	TBF	TBD
Week 1 Roster Lock	TBD	
Split and Playoffs Roster Lock	-	
Playoffs	TBD	TBD
Promotion/Relegation for Tier 1	TBD	TBD
Split 2 Open Qualifier	TBD	TBD

Split 2 Promo/Relo	TBD	TBD

CD Split 2 Schedule		
Regular Season	July 21th	August 13th
Week 1 Roster Lock	July 8 at 5pm Local Time	
Split and Playoffs Roster Lock	August 12 at 5pm Local Time	
Playoffs	August 18th	September 13th
Promotion/Relegation for Tier 1	September 26th	October 5th
Split 2 Open Qualifier	TBD	TBD
Split 2 Promo/Relo	TBD	TBD

3. Split 1

3.1. Split 1 Phases and Open Qualifiers

Split 1 consists of two phases: the Regular Season and the Playoffs. In the Regular Season, each Team will play 1 Bo3 Match against each of their opponents in their respective League. In the playoffs, the top 6 Teams in the NACL and CD and the top 4 Teams in the LRN and LRS will compete in a mixed Bo3 and Bo5 double elimination bracket. Split 1 involves the use of Fearless Draft.

3.2. Open Qualifiers

Consists of competitions that will guarantee spots for the next Split of Tier 2 in each region.

3.2.1. BRAZIL - The Qualifier for the 1st Split of the 2025 Circuito Desafiante will be managed by Gamers Club, featuring two Open Qualifiers and one Closed Qualifier, with 64 spots and a waiting list based on the order of team

registrations. The matches will be played remotely, with or without official broadcasting.

3.2.2. **NA** - The Qualifier for the 1st Split of 2025 NACL will be managed by Liga Ace and will consist of a single open qualifier with no registration cap. All matches will be played remotely, and there will be no broadcast of the games unless otherwise specified. In the event of a broadcast, participants will be notified in advance.

3.2.3. **LATAM** - The Qualifiers for LRN and LRS will be managed by a Tournament Operator and will consist of a single open qualifier with no registration cap, divided into two stages. All matches will be played remotely, and there will be no broadcast of the games unless otherwise specified. In the event of a broadcast, participants will be notified in advance.

3.3. Open Qualifiers Eligibility

3.3.1. **BRAZIL -** Teams and Players must meet the following requirements to be able to play Circuito Desafiante Open Qualifiers:

- Roster size: Minimum 5 (five) players - Maximum 10 (ten) players;
- Follow regional representation (Section 8.4)
- Player minimum age (Section 8.3);
- Player minimum Solo Queue ranking (Section 8.11);
- All players or teams participating cannot have any type of involvement with Tier 1 or Tier 2 teams from any region, except in cases of affiliation approved by the League.

3.3.2. **NA -** Teams and Players must meet the following requirements to be able to play in the NACL Open Qualifiers:

- Roster size: Minimum 5 (five) players - Maximum 10 (ten) players;
- Follow regional representation (Section 8.4)
- Player minimum age (Section 8.3);
- Player minimum Solo Queue ranking (Section 8.11);

3.3.3. **LATAM** - Teams and Players must meet the following requirements to be able to play in the LRN and LRS Open Qualifiers:

- Roster size: Minimum 5 (five) players - Maximum 10 (ten) players;
- Follow regional representation (Section 8.4) considering LATAM as the Home Region for LRN and LRS. Therefore, players may be considered a Home Resident so long as they meet the residency requirements for LATAM;
- Player minimum age (Section 8.3);

- Player minimum Solo Queue Ranking (Section 8.11); players must meet the minimum solo queue ranking on the server that the tournament will be played in (LAN for LRN and LAS for LRS)
- All players or teams participating cannot have any type of involvement with Tier 1 or Tier 2 teams from any region, except in cases of affiliation approved by the League.

3.4. Open Qualifiers Format

3.4.1. **BRAZIL -** Consists of two phases: Two Open Qualifiers and one Closed Qualifier. In the Open Qualifiers, The teams will compete in a Single Elimination format until 4 teams remain and secure a spot in the Closed Qualifier. In the Closed Qualifier, the top 8 Teams in will compete in Double Elimination bracket until securing all open slots to Circuito Desafiante. All competition will be played in Bo3 matches and Fearless Draft Mode.

3.4.2. **NA** - Consists of one phase of a Double Elimination Bracket. The whole competition will be played in Best of Three (Bo3) and Best of Five (Bo5) matches Fearless Draft Mode.

3.4.3. **LATAM** - Consists of one phase of a Double Elimination Bracket. The whole competition will be played in Best of Three matches (Bo3) Fearless Draft Mode.

3.5. Open Qualifiers Schedule

3.5.1. **BRAZIL**

- Open Qualifier 1
  - The Open Qualifier 1 will be on January 19th and 20th starting at 6:00 PM - BRT. Teams must register and manage their matches through the Gamers Club platform.
  - Opening registration: 01/07/25 at 5:00 PM - BRT.
  - Closing registration: 01/16/25 at 4:59 PM - BRT.
  - Check-in: 01/19/25 from 5:00 PM to 5:55 PM - BRT.
  - Event start date: 01/19/25 at 6:00 PM - BRT.
- Matches
  - Day 1 - Bo3
    6:00 PM - BRT - Round 1 (128 Teams)
    Following - Round 2 (64 Teams)

  - Day 2 - Bo3
    6:00 PM - BRT - Round 3 (32 Teams)
    Following - Round 4 (16 Teams)

- Open Qualifier 2
    - The Open Qualifier 2 will be on January 27th and 28th starting at 6:00 PM - BRT. Teams must register and manage their matches through the Gamers Club platform.
    - Opening registration: 01/17/25 at 5:00 PM - BRT.
    - Closing registration: 01/24/25 at 4:59 PM - BRT.
    - Check-in: 01/27/25 from 5:00 PM to 5:55 PM - BRT.
    - Event start date: 01/27/25 at 6:00 PM - BRT.
- Matches
    - Day 1 - Bo3
      6:00 PM - BRT - Round 1 (128 Teams)
      Following - Round 2 (64 Teams)

    - Day 2 - Bo3
      6:00 PM - BRT - Round 3 (32 Teams)
      Following - Round 4 (16 Teams)

- Closed Qualifier
    - The Closed Qualifier will be from February 3rd to 6th starting at 6:00 PM - BRT. Teams contacted by Gamers Club to follow the competition sequence at the platform.
    - Check-in: 02/03/25 from 5:00 PM to 5:55 PM - BRT.
    - Event start date: 02/03/25 at 6:00 PM - BRT.
- Matches
    - Day 1 - Bo3
      6:00 PM - BRT - Upper Bracket QF (8 Teams)

    - Day 2 - Bo3
      6:00 PM - BRT - Upper Bracket SF (4 Teams)
      6:00 PM - BRT - Lower Bracket Round 1 (4 Teams)

    - Day 3 - Bo3
      6:00 PM - BRT - Upper Bracket Finals and Lower Bracket Round 2 (6 Teams)
      Following - Lower Bracket Round 3 (2 Teams)

    - Day 4 - Bo3
      6:00 PM - BRT - Lower Bracket Finals (2 Teams)
      Following - GrandFinals (2 Teams)

3.5.2. **NA** - Each day of competition will have a maximum of two (2) Bo3 rounds per day. Dates and calendar will be finalized and published upon the total number of registered Teams.

3.5.3. LATAM - Each day of competition will have two (2) Bo3 rounds per day. Dates and calendar will be finalized and published upon the total number of registered Teams.

3.6. Open Qualifiers Side Selection and Seeding

3.6.1. BRAZIL

3.6.1.1. Side selection must be made within, at most, five (5) minutes after match check-in, via the platform's chat. In subsequent games of the same match, the side will be chosen by the team that lost the previous game. The selection must be made within, at most, five (5) minutes after the explosion of the Nexus in the previous game. If the team with the right to choose does not make a selection within the stipulated time, the blue side will be automatically assigned to the team with the right to choose.

3.6.1.2. For Qualifier 1, seeding will be random for all teams. The side selection for the first game of the match must be made by the team that is on the left or above on the platform's match page. In subsequent games of the same match, the side will be chosen by the team that lost the previous game. The selection must be made within, at most, five (5) minutes after the explosion of the Nexus in their respective match.

3.6.1.3. In Qualifier 2, seeding will be based on the teams with the highest ranking in the Qualification Ranking, and these teams will have the right to choose their side for the first game of the match throughout the qualifier – seeding will be random for teams without Qualification Raking. For matches in which neither team has Qualification Raking or if the teams are tied in Qualification Ranking, the side selection for the first game of the match must be made by the team that is on the left or above on the platform's match page. In subsequent games of the same match, the side will be chosen by the team that lost the previous game. The selection must be made within, at most, five (5) minutes after the explosion of the Nexus in their respective match.

3.6.1.4. For Closed Qualifier, for the Quarterfinals of the Upper Bracket, teams will be randomly distributed, ensuring that no teams from the same Qualifier face each other. The right to choose the side for the first game of a match will belong to the team from the Upper Bracket for that match. For Upper Bracket matches or matches

where both teams have dropped to the Lower Bracket in the same round, a draw will be held by the Tournament Organization 10 (ten) minutes before the start of the first game to determine who has the right to choose the side for the first game of that match. In subsequent games of the same match, the side will be chosen by the team that lost the previous game. The selection must be made within, at most, five (5) minutes after the explosion of the Nexus in their respective match.

3.6.2. **NA** - For all qualifiers, seeding will be based on the Team's average current (or most recent) Rank or MMR in Solo Queue. Teams must play on the accounts they signed up for the qualifier with and cannot change their accounts during the tournament.

The side selection for the first Game of each Match must be made by the Team that is the higher seed. For all Matches in the Lower Bracket, the Team that falls to the Lower Bracket in a later Round will control Side Selection for the first Game in each Match.

In subsequent Games of the same Match the side will be chosen by the Team that lost the previous game. For the subsequent games in the match, the selection must be declared within five (5) minutes after the nexus explodes in the last game.

3.6.3. **LATAM** - For all qualifiers, seeding will be based on the Team's average current (or most recent) Rank or MMR in Solo Queue. Teams must play on the accounts they signed up for the qualifier with and cannot change their accounts during the tournament.

The side selection for the first Game of each Match must be made by the Team that is the higher seed. For all Matches in the Lower Bracket, the Team that falls to the Lower Bracket in a later Round will control Side Selection for the first Game in each Match.

In subsequent Games of the same Match the side will be chosen by the Team that lost the previous game. For the subsequent games in the match, the selection must be declared within five (5) minutes after the nexus explodes in the last game.

3.7. **Side Selection for Regular Season**

Teams will be randomly assigned Game 1 Side Selection utilizing as close to an even number of Game 1 Side Selections across all Teams. The losing Team in each Game within a Bo3 will have Side Selection for the following Game and will

have five (5) minutes after the nexus explodes to select their side for the next Game.

3.8.   Seeding for the Playoffs

At the conclusion of the Regular Season, Teams will be seeded 1-6 for NACL and CD or 1-4 for LRN and LRS based on their final placement.

3.9.   Side Selection for Playoffs

For all Playoff Matches in Upper Bracket with the exception of Grand Final, the higher-ranked seed will control Side Selection for the first Game in each Match. For all Matches in the Lower Bracket, the Team that falls to the Lower Bracket in a later Round will control Side Selection for the first Game in each Match. If both Teams in a Match fell to the Lower Bracket in the same Round, the higher-ranked seed will control Side Selection for the first Game of the Match. For the Grand Final, the Team that has not fallen out of the Upper Bracket will control Side Selection for the first Game of the Match.

3.10.   Draft Mode for Split 1

Throughout every Match in Split 1, Teams will be utilizing the Fearless Draft Mode ("**Fearless**").

- In Fearless, Champions that are picked by a Team may not be used again in the duration of that Match for either Team. For example, if A Team selects Aatrox, Sejuani, Orianna, Xayah and Rakan in their pick ban of Game 1 of the Bo3 (or Bo5) Match, Team A and Team B will not be able to use any of the previously selected Champions for the remainder of the Match, regardless of win or loss each Game.

- In a Bo5, the same process will occur for each Game resulting in 50 Champions overall being banned for Game 5 if needed (40 via Fearless, 10 via the bans in pick ban). In the event a Player picks a Champion that was banned via Fearless, the Champion select will be immediately remade and the associated Team who made the error may be penalized.

- In the event a Player picks a champion that was banned via Fearless, the Champion select will be immediately remade and the associated Team who made the error will be penalized.

3.10.1.   Picks and Bans will follow the standard Snake Draft Mode. Champions banned via this process are available for Teams to select in following Games (unless otherwise banned via Fearless).

3.10.2.   Tournament Organizers may utilize a third-party draft solution to complete Fearless if necessary.

3.11.   NACL Promotion and Relegation for Split 2

3.11.1.   At the end of the Regular Season, the two teams finishing in the bottom two positions will compete in the Promotion and Relegation tournament. The teams finishing in first and second place in the Promotion and Relegation tournament will qualify for 2025 NACL Split 2.

3.11.2.   Details regarding the dates and format of the Promotion and Relegation tournament will be announced at a later time.

3.12.   LRN Promotion and Relegation for Split 2

3.12.1.   At the end of the Regular Season, the team in last place will need to compete in the Promotion and Relegation tournament. The team that wins the Promotion and Relegation tournament will qualify for LRN Split 2.

3.12.2.   Details regarding the dates and format of the Promotion and Relegation tournament will be announced at a later time.

3.13.   LRS Promotion and Relegation for Split 2

3.13.1.   At the end of the Regular Season, the team in last place will need to compete in the Promotion and Relegation tournament. The team that wins the Promotion and Relegation tournament will qualify for 2025 LRN Split 2.

3.13.2.   Details regarding the dates and format of the Promotion and Relegation tournament will be announced at a later time.

3.14.   CD Promotion and Relegation for Split 2

3.14.1.   At the end of the Regular Season, the team in last place will need to compete in the Promotion and Relegation tournament. The team that wins the Promotion and Relegation tournament will qualify for 2025 CD Split 2. It is important to note that if the team in last place is a Team that is owned and operated by a Tier 1 formed for the purpose of talent development that competes in the LTA Tier 2 League within the Home Region ("**Academy Team**"), it will not be eligible to compete in the Promotion and Relegation tournament. In this case, the team in second-to-last place will take part in the tournament. This process will continue until a team eligible to compete in the Promotion and Relegation tournament is determined.

3.14.2.   Details regarding the dates and format of the Promotion and Relegation tournament will be announced at a later time.

3.15. Tiebreakers for Split 1

At the end of each Regular Season, the Teams will be ranked by the following criteria:

     i.   Match Win Percentage throughout the Regular Season
     ii.   Game Win Percentage throughout the Regular Season
     iii.   Combined Match Win Percentage Within the Tie
     iv.   Combined Game Win Percentage Within the Tie
     v.   Tiebreaker of Last Resort

To the extent a tiebreaker arises that is not contemplated or addressed by this Ruleset, the order of precedence for tie-breakers shall be (a) Strength of Victory Score, (b) Total Game Victory Time within Games between the tied Teams, and (c) coin flip to determine all remaining standings. Definitions for Strength of Victory and Total Game Victory Time within Games can be found in Appendix 3.

League Officials are empowered to break any ties not contemplated by this Ruleset utilizing this methodology.

4. Split 2

4.1. Split 2 Phases and Open Qualifiers

Split 2 consists of two phases: the Regular Season and the Playoffs. In the Regular Season, each Team will play 1 Bo1 Match against each of their opponents in their respective League. In the Playoffs, each League has its own separate competition: the top 8 teams from both NACL and the CD and the top 6 teams from both LRN and the LRS qualify for their respective playoffs. Each playoff is played in a double-elimination format, featuring a mix of Bo3 and Bo5 matches."

4.2. Open Qualifiers Format

    4.2.1. BRAZIL - To be confirmed at a later date (TBC)

    4.2.2. NA - TBC

    4.2.3. LATAM - TBC

4.3. Open Qualifiers Seeding Qualifiers Format

    4.3.1. BRAZIL - TBC

    4.3.2. NA - TBC

    4.3.3. LATAM - TBC

4.4.   Open Qualifiers Bracket Qualifiers Format

    4.4.1.   BRAZIL - TBC

    4.4.2.   NA - TBC

    4.4.3.   LATAM - TBC

4.5.   Open Qualifier Side Selection Qualifiers Format

    4.5.1.   BRAZIL - TBC

    4.5.2.   NA - TBC

    4.5.3.   LATAM - TBC

4.6.   Side Selection for Regular Season

In the NACL and CD, the top five placing Teams from Split 1 will be awarded Game 1 Side Selection in 5 out of their 9 Matches and the bottom four placing Teams from Split 1 will be awarded Game 1 side selection in 4 out of their 9 Matches. The Teams will all be randomly assigned who they have Game 1 Side Selection against prior to the start of the Split.

In the LRN and LRS, the top four placing Teams from Split 1 will be awarded Game 1 Side Selection in 4 out of their 7 Matches and the bottom four placing Teams from Split 1 will be awarded Game 1 side selection in 3 out of their 7 Matches. The Teams will all be randomly assigned who they have Game 1 Side Selection against prior to the start of the Split.

4.7.   Seeding for the Playoffs

At the conclusion of the Regular Season, Teams will be seeded 1-8 for NACL and CD or 1-6 for LRN and LRS based on their final placement.

4.8.   Side Selection for Playoffs

For all Playoff Matches in Upper Bracket with the exception of Grand Final, the higher-ranked seed will control Side Selection for the first Game in each Match. For all Matches in the Lower Bracket, the Team that falls to the Lower Bracket in a later Round will control Side Selection for the first Game in each Match. If both Teams in a Match fell to the Lower Bracket in the same Round, the higher-ranked seed will control Side Selection for the first Game of the Match. For the Grand Final, the Team that has not fallen out of the Upper Bracket will control Side Selection for the first Game of the Match.

4.9.   NACL Promotion and Relegation for 2026

    4.9.1.   At the end of the Regular Season, the two Teams finishing in the bottom two positions will compete in the Promotion and Relegation tournament.

The Teams finishing in first and second place in the Promotion and Relegation tournament will qualify for 2026 NACL Split 1.

4.9.2. Details regarding the dates and format of the Promotion and Relegation tournament will be announced at a later time.

4.10. LRN Promotion and Relegation for 2026

4.10.1. At the end of the Regular Season, the Team in last place will need to compete in the Promotion and Relegation tournament. The Team that wins the Promotion and Relegation tournament will qualify for 2026 LRN Split 1.

4.10.2. Details regarding the dates and format of the Promotion and Relegation tournament will be announced at a later time.

4.11. LRS Promotion and Relegation for 2026

4.11.1. At the end of the Regular Season, the team in last place will need to compete in the Promotion and Relegation tournament. The team that wins the Promotion and Relegation tournament will qualify for 2026 LRN Split 1.

4.11.2. Details regarding the dates and format of the Promotion and Relegation tournament will be announced at a later time.

4.12. CD Promotion and Relegation for 2026

4.12.1. At the end of the Regular Season, the team in last place will need to compete in the Promotion and Relegation tournament. The team that wins the Promotion and Relegation tournament will qualify for 2026 CD Split 1. It is important to note that if the team in last place is an Academy team, it will not be eligible to compete in the Promotion and Relegation tournament. In this case, the team in second-to-last place will take part in the tournament. This process will continue until a team eligible to compete in the Promotion and Relegation tournament is determined.

4.12.2. Details regarding the dates and format of the Promotion and Relegation tournament will be announced at a later time.

4.13. Tiebreakers for Split 2

At the end of each Regular Season, the Teams will be ranked by the following criteria:

vi.   Match Win Percentage throughout the Regular Season
vii.   Game Win Percentage throughout the Regular Season
viii.   Combined Match Win Percentage Within the Tie
ix.   Combined Game Win Percentage Within the Tie

x.   Tiebreaker of Last Resort

To the extent a tiebreaker arises that is not contemplated or addressed by this Ruleset, the order of precedence for tie-breakers shall be (a) Strength of Victory Score, (b) Total Game Victory Time within Games between the tied Teams, and (c) coin flip to determine all remaining standings. Definitions for Strength of Victory and Total Game Victory Time within Games can be found in Appendix 3.

League Officials are empowered to break any ties not contemplated by this Ruleset utilizing this methodology.

5.   Promotion Tournament

5.1.   Promotion Tournament

The Promotion Tournament will follow the conclusion of the LTA Season and will consist of 5 Teams from within Tier 2 and the LTA Guest Slot.

LTA North Promotion Tournament Teams

LTA North Guest Slot
NACL #1 Seed
NACL #2 Seed
LATAM North #1 Seed
LATAM North #2 Seed

Match A2 - BO5
NACL #1 vs LATAM North #1

Match A1 - BO5
NACL #2 vs LATAM North #2

Match A3 - BO5
LTA North Guest vs Winner A1

Match A4 - BO5
Winner A2 vs Winner A3

Match A5 - BO5
Winner A4 vs Winner B3

Match B1 - BO5
Loser A2 vs Loser A3

Match B2 - BO5
Loser A4 vs Winner B1
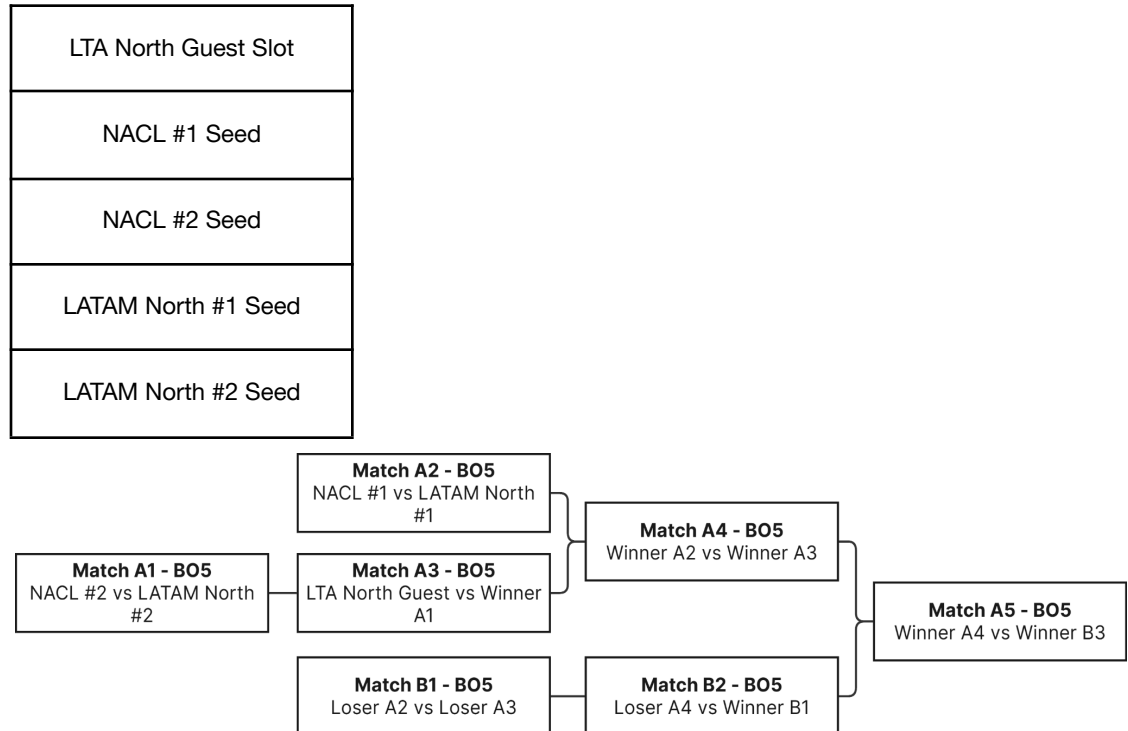
LTA South Promotion Tournament Teams

LTA South Guest Slot
Tier 2 BR #1 Seed
Tier 2 BR #2 Seed

```
┌─────────────────────────┐
│  LATAM South #1 Seed     │
├─────────────────────────┤
│  LATAM South #2 Seed     │
└─────────────────────────┘
```

	Match A2 - BO5 Tier 2 BR #1 vs LATAM South #1			
Match A1 - BO5 Tier 2 BR #2 vs LATAM South #2	**Match A3 - BO5** LTA South Guest vs Winner A1	**Match A4 - BO5** Winner A2 vs Winner A3	**Match A5 - BO5** Winner A4 vs Winner B3	
	Match B1 - BO5 Loser A2 vs Loser A3	**Match B2 - BO5** Loser A4 vs Winner B1		
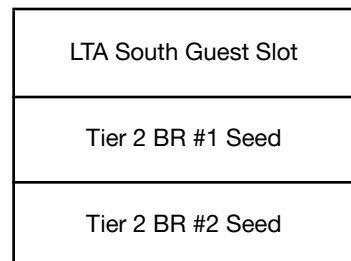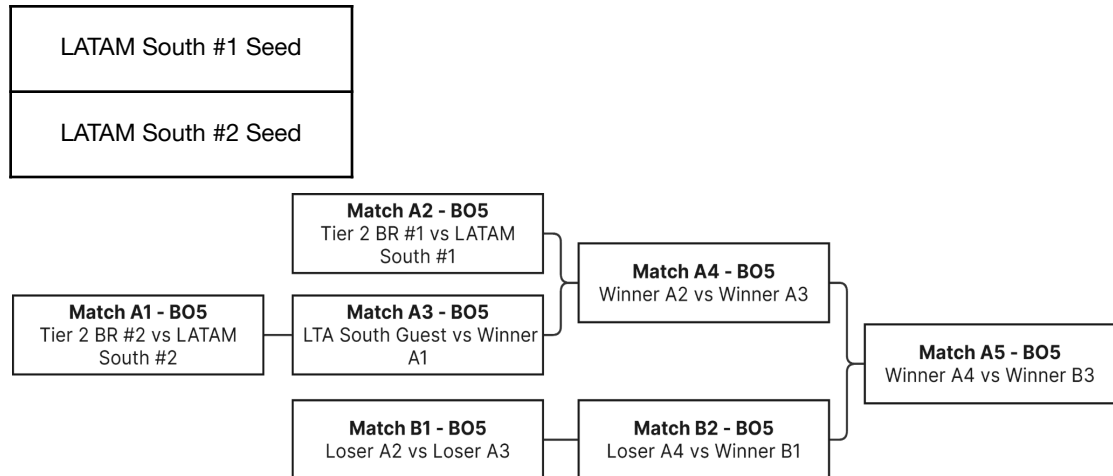
5.1.1. Round 1 will consist of Match A1 which will be LTA North/LTA South Tier 2 #2 Seed vs LATAM North/LATAM South #2. The winner of each Match will advance and the loser will be eliminated.

5.1.2. Round 2 will consist of Match A2 which will be the LTA North/LTA South Guest Slot vs the winner of A1 and Match B1 which will be the loser of A2 and the loser of A3.

The winners in A2 and A3 will advance within the upper bracket and the losers will move to L1. The winner of B1 will remain in the Losers Bracket and the loser will be eliminated.

5.1.3. Round will consist of Match A4, which will be the Winner of A2 vs the Winner of A3 and Match B2, which will be the Winner of B1 and the Loser of A4.

The winner of A5 will advance to the final round and the loser will drop to B2.

5.1.4. Round 4 will consist of the Promotion Tournament Championship Match between the Winner of A4 and the Winner of B2.

5.2. Promotion Tournament Side Selection

For all Promotion Tournament Matches in Winners Bracket with the exception of Finals, the higher-ranked seed will control Side Selection for the first Game in each series.

5.2.1. For all Matches in the Losers Bracket, the Team that falls to the Losers Bracket in a later Round will control Side Selection for the first Game in each series (i.e. in match B2, the loser of A4 will control Side Selection over the winner of B1, since the loser of A4 fell to the Losers Bracket in Round 2 and the winner of B1 fell to the Losers Bracket in Round 1).

5.2.2. If both Teams in a Match fell to the Losers Bracket in the same round, the higher-ranked seed will control Side Selection for the first Game of the series. For Finals, the Team that has not fallen out of the Winners Bracket will control Side Selection for the first Game of the series.

5.2.3. The Team holding Side Selection will be required to submit their Side Selection for Game 1 by the deadline to submit Starting Rosters.

Teams will be separated into two groupings:

- **Group 1**: LTA Guest Slot / Tier 2 #1 Seed / LATAM #1 Seed
- **Group 2**: Tier 2 #2 Seed / LATAM #2 Seed

In a situation where a Team from Group 1 is playing a Team from Group 2, the Group 1 Team will have Game 1 Side Selection (unless the Match is in Losers then it will follow the above policy). In a situation where a Team from Group 1 is playing another Team from Group 1 (or Group 2 vs Group 2), Game 1 Side Selection will be determined by Coin Flip 10 minutes after both Teams are finalized for that associated Match.

For all Games after the first, the losing Team of the previous Game will have Side Selection. Teams with Side Selection for the next Game in a Match will have five (5) minutes after the nexus explodes to select their side for the next Game. This will be at the same time as the substitution declaration. The coach will inform the Referee assigned to the Team of their Side Selection and any substitution declarations.

6. Competitive Patch & Tournament Realm

6.1. Competitive Patch

All Games will be played on the current patch available on the live service ("**Live Service**"). Changes to the competitive patch will be at the discretion of the League. The competitive patch will be updated after its release onto the live server. A patch will not be implemented if a week of Games or a playoff round has started. Example: Patch X.X was released on 11:59pm, February 5. It will be eligible to be used as a competitive patch for all Matches on or after 11:59pm, February 5 unless a week of Matches or a playoff round has started.

6.2. Champions

New Champions and Champions that have undergone Major Reworks will be automatically restricted for the patch of their release on Live Service. A restricted Champion will not be enabled if a week of Matches or a playoff round has started. Example: Champion A was released on Patch 14.1, so Champion A will not be eligible to be used in any Matches on Patch 14.1 as a competitive patch.

Champion A will be eligible for use in all Matches on all competitive patches succeeding Patch 14.2.

7. Prizes

7.1. NACL Prize Distribution

Placement	Prizing Amount (USD)	
	Split 1	Split 2
1st	$16,000	$12,000
2nd	$8,000	$8,000
3rd	$6,000	$6,400
4th	$4,800	$4,000
5th	$3,200	$3,200
6th	$2,000	$3,200
7th	–	$1,600
8th	–	$1,600

7.2. LRN and LRS Prize Distribution

Placement	Prizing Amount (USD)	
	Split 1	Split 2
1st	$10,000	$8,000
2nd	$5,000	$4,000
3rd	$3,000	$3,000
4th	$2,000	$2,400
5th	–	$1,600
6th	–	$1,000

7.3. CD Prize Distribution

Placement	Prizing Amount (BRL)	
	Split 1	Split 2

1st	$48,000	$36,000
2nd	$24,000	$24,000
3rd	$18,000	$19,200
4th	$14,400	$12,000
5th	$9,600	$9,600
6th	$6,000	$9,600
7th	–	$4,800
8th	–	$4,800

8. Roster Construction Rules

8.1. Application of LoL Global Policies and the Manual

The following shall be In addition to the Roster Construction Rules of the LoL Global Policies and the Manual.

8.2. Definitions

8.2.1. Americas Resident. Americas Resident means a player who is a citizen, lawful permanent resident, or the holder of other special status (e.g., refugee or asylum status) in a country within the Americas Territory.

8.2.2. Americas Territory. Americas Territory means all countries and territories within North America, Central America, South America, and the Caribbean.

8.2.3. Competitive Season. Competitive Season means the time period between (i) the Split 1 Week 1 Roster Lock date listed in Section 2.3 and the Team's last competitive Match of the Split 2 Split (including the Split 2 Playoffs).

8.2.4. Home Region. Home Region means a country, territory, or collection of countries and/or territories that a Team represents in the League. League Entity will assign each Team a Home Region at its discretion.

8.2.5. Native Resident. Native Resident means a player who is a Resident in the Team's Home Region.

8.2.6. Non-Americas Dual Resident. Non-Americas Dual Resident means a player who has dual residency or otherwise meets the qualifications to be considered a Resident of both (i) a country within the Americas Territory and (ii) a country outside of the Americas Territory.

8.2.7. Region. Region means the geographic area, including all countries, territories, and locales, where a Riot-operated League takes place. The

Regions of LoL Esports are Americas, Europe, EMEA, APAC, South Korea, and China.

8.2.8. **Resident.** Resident means a player who is a citizen, lawful permanent resident, or the holder of other special status (e.g., refugee or asylum status) with respect to a particular country.

8.2.9. **Player Services Agreement.** A written contract established between a Player and a Team, outlining the terms and conditions of the Player's participation and representation for the Team.

8.3. **Player Age**

A Player must be at least seventeen (17) years of age to be considered eligible to compete on an Active Roster by the time of their first match.

8.4. **Regional Representation**

Each Team will be assigned to a Home Region. Each Team must maintain a Starting Roster that complies with the following requirements at all times during the Competitive Season.

- The Starting Roster must include at least three (3) Americas Residents, two (2) of which must be Native Residents of the Home Region.

- The Starting Roster may not include more than two (2) players from a single country outside of the Team's Home Region.

- For purpose of illustration, if a Team's Home Region is Brazil, the following Starting Roster compositions **would be acceptable** (there are other acceptable combinations):

    - 5 BRA

    - 3 BRA, 2 USA

    - 2 BRA, 2 KOR, 1 USA

    - 2 BRA, 1 CHN, 2 USA

    - 2 BRA, 1 MEX, 1 USA, 1 FRA

    - 2 BRA, 1 MEX, 1 USA, 1 URU

- If a Team's Home Region is Brazil, the following Starting Roster compositions **would not** be acceptable:

    - 1 BRA, 2 MEX, 2 USA (not enough Native Residents)

    - 2 BRA, 2 GER, 1 FRA (not enough Americas Residents)

    - 2 BRA, 3 USA (more than 2 players from a single country outside of the Team's Home Region)

8.5. Certification and Proof of Residency

Each Player must certify their residency status by: (a) submitting an eligibility form; and (b) providing acceptable forms of documentation as proof of such residency status (e.g., temporary or long-term residency permits).

8.6. Establishing New Residency

To be considered a Native Resident or Americas Resident when establishing new residency, a Player must meet both of the following requirements:

1. **Certification Requirements:** The Player must comply with the certification and residency proof requirements.

2. **Participation in the Home Region:** The Player must participate within the applicable Home Region for a total of three (3) calendar years. This participation can be fulfilled through either:
    ○ Three (3) consecutive calendar years; or
    ○ An aggregate of three (3) calendar years, as long as the Player does not have an active Player Services Agreement with a Team in another region.

Example: Player A participates for 2 calendar years in LTA South and begins establishing residency in Brazil. Player A then chooses not to participate in any region for 1 calendar year. Later, Player A returns to participate in LTA South and certifies their residency status in Brazil. As a result, Player A is recognized as a Native Resident of LTA South.

8.7. Non-Americas Dual Residents

To be considered a Native Resident and/or Americas Resident, Players that are Non-Americas Dual Residents who have participated outside of the Americas Territory (i.e., competed in another Tier 1 LoL league as resident of such league's territory), must meet the following requirement:

The Player must participate within the applicable Home Region for a total of three (3) calendar years. This participation can be fulfilled through either:

○ Three (3) consecutive calendar years; or
○ An aggregate of three (3) calendar years, as long as the Player does not have an active Player Services Agreement with a Team in another region.

8.8. Americas Dual Resident

A Player who has dual citizenship or otherwise meets the qualifications to be considered a Resident of more than one country within the Americas Territory can be considered a Native Resident for any Team whose Home Region includes a country that such Player is a Resident of. For example, if a Player is a Resident of both Brazil and the United States, such Player would be considered a Native

Resident for each of the following: (i) a Team assigned Brazil as a Home Region and (ii) a Team assigned the United States as a Home Region. For the avoidance of doubt, the rules set forth above regarding establishing new residencies apply to players who wish to establish dual Residency within the Americas.

8.9. Ecosystem Changes in Residency

Due to changes within the League of Legends ecosystem, the Players listed in Appendix 1 are considered Americas Residents with a Home Region of North America. The Players listed in Appendix 1 under "ER Residents" are not considered Americas Residents.

8.10. Residence Requirement Violations

Each Team is responsible for ensuring that its Players meet the residency requirements outlined in the LoL Global Policies and the Rules. It shall be a violation of these Rules, by both the Team and the Player, if a Player (or their parent or guardian, if applicable) provides false, misleading or incomplete information resulting in the misclassification of such Player's residency and Region.

8.11. Solo Queue Ranking Requirement

All Players on the Full Team Roster must have held a peak solo queue ranking within the last 2 years from the date of signing of Diamond 1 or above.

8.12. Owner/GM/Coach as Player

GMs, Coaches, and any Owner of the Team may not be on the Full Team Roster.

8.13. No Riot Employees

Members of the Full Team Roster may not be employees of RGI, the League of Legends eSports Federation LLC or any of their respective Affiliates at any point during the Competitive Season. "**Affiliate**" is defined as any person or other entity which owns or controls, is under the ownership or control of, or is under common ownership or control with, an owner. "**Control**" shall mean the power, through any means, to determine the policies or management of an entity, whether through the power to elect, appoint or approve, directly or indirectly, the directors, officers, managers or trustees of such entity or otherwise.

9. Global Contract Database

The Global Contract Database ("**GCD**") is a database that includes the contract end dates of all Players in official, Riot-sanctioned professional leagues and is publicly available online. The GCD is applicable to Tier 2 Team Members who are also participating in the LTA, as Two-Way Players and in the event that the Tier 2 Team Members meet all the requirements of the GCD. For more detailed information about the

GCD and Two-Way Players, refer to the 2025 LTA - Academy and Affiliate Team Policy (Appendix 2) and the applicable LTA ruleset.

10. Roster Formation Rules

10.1. Definitions

10.1.1. **Assistant Coach.** Any coach who is not designated as the Head Coach.

10.1.2. **Head Coach.** Head Coach is the primary Team professional who leads and develops the Team and is responsible for their overall success.

10.2. Roster Enforcement Period

Teams are required to maintain a Minimum Roster and have a registered GM and at least one (1) Coach at all times while competing in a Split. Teams that qualify for any potential international events must continue to maintain a Minimum Roster during their participation in those events pursuant to the rules of each of those events.

Note: Teams are encouraged to refer to the international event rulebooks for specifics about their roster requirements for those events.

10.3. Coaches

10.3.1. Teams are required to maintain at all times during the Competitive Season, a minimum of one (1) and a maximum of four (4) Coaches who will be considered official coaches for the Team.

10.3.2. A Coach must be at least seventeen (17) years of age in order to be considered eligible to coach in the Leagues.

10.3.3. Coaches cannot be on the Active Roster, on the Reserve Roster, and/or the GM.

10.3.4. For competitions held in person, at least one (1) Coach will be required to be on site for every Game in which their Team participates. At least one (1) Coach will be required to be on stage for the pick/ban phase of each Game, up to a maximum of two (2) Coaches on stage. If at least one (1) Coach is not present on site or is not on stage for the pick/ban phase of each Game, then the Team is subject to penalties. In lieu of a second Coach, one (1) Player on the Active Roster, who is not on the Starting Roster, may be on stage alongside one (1) Coach during the pick/ban phase of each Game.

10.4. General Manager

Each Team is required to designate and maintain at all times during the Competitive Season one (1) General Manager. The General Manager is responsible to travel with the Team to all events. The General Manager is

responsible for administering Team commitments associated with weekly League activities including, but not limited to, content requests, Game schedule, remote or on-site studio coordination and weekly update calls with a Riot Player Management representative. This same person is responsible to travel with the Team to all events, domestic or international, to uphold the aforementioned duties.

10.5.   Team Roster Size

Each team is required to maintain a roster of no fewer than five (5) Players ("**Minimum Roster**") at all times during the Competitive Season. These Players must be eligible to participate in the applicable League-affiliated Matches. The roster may include up to ten (10) Players ("**Maximum Roster**"), including the Reserve roster.

10.6.   Open Qualifier Roster Locks

Roster Locks for the Open Qualifiers will align with the specific submission periods defined for each qualifier and region. The Week 1 Roster Lock of the respective League will serve as the roster lock for the final qualifying event. Teams must retain all players who participated in the qualifying process from the final qualifier to the Week 1 Roster Lock of the applicable League.

10.7.   Reserve Roster

Teams may hold reserve players who are in the process of becoming eligible for the active roster but do not yet meet the qualifications ("**Reserves**"). Reserves are placed on the "**Reserve Roster**." Together, the active roster and reserve roster form the "**Full Team Roster**," which must not drop below the Minimum Roster requirement during the Competitive Season or exceed the Maximum Roster requirement at any time.

10.8.   Playoff Rosters

Each Team must designate which five (5) Players are considered starters ("**Starters**") for their Team's Playoff Roster ("**Playoffs Roster**"). Only Players who are on a Team's Active Roster at the roster lock deadlines are eligible to be included on that Team's Playoff Roster.

10.9.   Weekly Roster Designation

Each week in which a Team is scheduled to play in their respective Tier 2 League, the Team's eligible Active Roster for that week's Games will be set as of 3.5 days prior to game play at 12:00p local time ("**Weekly Roster Designation**").

10.9.1.   Teams must set their Starting Roster for their first Game of the day from the applicable Weekly Roster Designation at no later than 5:00 PM local time,

or an hour after the conclusion of the final Game of the day, whichever is the latest, the day prior to the team's match.

Example: Teams must set their Starting Roster on Wednesday at 5:00 PM Local Time for Thursday Games.

10.9.2. For each Match, each Team must designate five (5) Starters which shall constitute the Team's Starting Roster. Rosters are considered public at the submission deadline. If a Team fails to submit a valid Starting Roster by the deadline, the Team will be penalized and will play the Game in question with the Team's last publicly available roster on the Team's last publicly declared Side Selection via the roster submission process. If there are any issues or concerns with a Starting Roster after they have been distributed the night before, Teams must inform League Officials within five (5) minutes of them being sent out or they will be locked into that Starting Roster for their upcoming Match.

10.9.3. At the conclusion of a Game in a Bo3 or Bo5, Teams will have up to 5 minutes to make any substitutions for the following game. Only active players on the Tier 2 Active Rosters Document will be considered eligible. Teams must inform the referee and/or follow the associated match operations on-site guidelines for declaring the mid-day substitution.

10.9.4. As part of its Weekly Roster Designation, each Team must also declare a maximum of three (3) non-resident Players and one (1) Emerging Region Player on the Team's Active Roster that will be eligible to play that week.

10.10. **Interregional Movement Policy Roster Restrictions**

10.10.1. At the sole discretion of the League, a Player may only be considered as an Emerging Region Player if they were previously designated as such, and no new Player may gain Emerging Region Player status.

10.10.2. Teams may not have more than two (2) non-resident Players playing in the Starting Roster at any time. In the event that a Team has one (1) Emerging Region Player (as designated by the League Entity) in the Starting Roster, the Team is limited to one (1) non-resident Player in the Starting Roster.

10.11. **Emergency Substitutions**

10.11.1. In the event of an emergency on the day of the Match, a Team will be given up to one (1) hour to find an immediate substitute ("**Substitute**") from their Roster for a Game. If a replacement Player or Coach cannot be found, the Team may be subject to forfeit at the discretion of the League Officials. League Officials will determine if an event qualifies as an emergency in the League Official's sole discretion. At the League Entity's sole discretion, a

Team may be granted an exception to allow for a Coach to play as a Substitute.

10.11.2. In the event of an emergency prior to the day of the Match, a Team may be given up to forty-eight (48) hours to sign a Player to their Roster. The exact time given will be decided based on the proximity to the Team's Match and will be at the sole discretion of League Officials.

10.11.3. The eligible Players to be signed will be subject to the following restrictions:

- Only Players who are eligible to participate in the League and are not subject to a valid written Player Services Agreement with a Team ("**Free Agents**") on the most recent signing deadline will be eligible for signing.

- The new addition may not be a Player who played in any Worlds-qualifying region in the current Competitive Split.

- The Player Services Agreement must expire before the upcoming Free Agency opening date, and must meet all other contract end date rules.

- A Player signed this way may only compete for as long as the emergency persists. The Team will be responsible for providing necessary proof to the League.

11. Full Team Roster Changes

11.1. Roster Change Rules

Subject to the change rules detailed below, Teams are authorized to use the following two (2) methods to make changes to its Full Team Roster: (1) trading Players with other Teams or interregional Teams; and (2) signing (or releasing) Free Agents.

11.1.1. Full Roster Requirement. No change to the Full Team Roster shall relieve a Team of the requirement to maintain a Minimum Roster. If a Team's Active Roster falls below the Minimum Roster, the Team will be subject to penalties, unless given permission to drop below the Minimum Roster at the sole discretion of the League Officials.

11.1.2. Change Submission Deadline. If a Team wishes to: (i) add a Player to its Active Roster through a free agency signing or a trade; or (ii) have a Player listed on the Reserve Roster deemed eligible for the Active Roster, that addition or status change to the Active Roster must be Declared (as defined below) to League Officials before the Weekly Roster Designation to be eligible to play in any Games that week. For purposes of this Ruleset, Declared means the League has been provided with confirmation from all

parties involved about the change/addition, and that the League and Team(s) have agreed to a schedule for the provision of all required documents.

11.1.3. **League Approval.** League Officials reserve the right to approve or deny any request to add or remove a Player from a Team's roster based upon the eligibility of the Player(s) involved and compliance with these Rules and the Manual.

11.1.4. **Competitive Disclosures**. The League reserves the right to notify the participants in any upcoming Match of the details of any roster change request that has been submitted to the League that would affect that Match, to the extent such roster change has not been publicly announced.

Note: This rule is intended for situations where a transaction is timely submitted to the League, but is pending approval, or is the subject of a request by the submitting Team to allow the Team to announce the changes on a reasonable schedule.

11.1.5. **Roster Change Timing.** Roster additions and promotions from the Reserve Roster to the Active Roster may be made effective as early as the Roster change start date ("**Roster Change Start Date**") and must become effective no later than the Roster change deadline date ("**Roster Change Deadline Date**").

11.1.6. **Playoff Roster Lock.** Teams that have qualified for the Split 1 or Split 2 Playoffs must submit their roster in accordance with the Playoffs Roster Locks for each Split. All rosters must be compliant with the Playoff Roster restrictions.

11.1.7. **Additions to the Roster During a Split's Off-Season** Teams that sign Team Members to their Roster after a Split is concluded, but before Rosters open for the next Split will have those Team Members added to their Reserve Roster, subject to the Team's compliance with the Maximum Roster Size. Players added during this period are ineligible to be moved to the Active Roster (and thus are not eligible to play in any Game or Match) until each Split's Roster Unlock date, denoted in Section 2.3 and 2.4.

11.2. **Player Trades for Individuals on the GCD**

A Team may trade Players on its Full Team Roster with other Teams or inter-regionally, provided that the details of the trade, including copies of all written Player Services Agreements, are submitted to the League for approval.

11.2.1. **Quantity.** There is no maximum total number of Players who may be traded per split or per season.

11.2.2. Asymmetrical Trades. Trades are not required to be structured as symmetrical exchanges (e.g., 1-for-1, 2-for-2). Trade transactions are not limited to two (2) Teams per transaction.

11.2.3. Trades for Cash. Players may be traded from one (1) Team to another in exchange for a payment of cash or other consideration subject to the conditions and requirements set forth in these Rules. Hybrid transactions, where a Player is traded in exchange for a combination of one (1) or more Players plus cash and/or other consideration, are also permitted.

11.2.4. Interregional Trades. North American Players may be traded for any Players within any region and vice-versa, subject to the eligibility requirements set forth in these Rules and any applicable provisions in the Players' written Player Services Agreement.

11.3. Free Agent Signings

A Team may sign Free Agents as follows:

11.3.1. Free Agent. Free Agents are free to sign with any Team, so long as they continue to meet all eligibility requirements.

11.3.2. League Approval. Free Agent signing requests must be submitted by a Team in advance, in writing, and approved by the League, in writing, before becoming effective, pursuant to the Manual.

RULES OF THE GAME

12. Equipment

12.1. Definitions

12.1.1. Bug. A Bug is 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.

12.1.2. LAN League Matches. LAN League Matches are offline, in-person events held at a venue.

12.1.3. Online League Matches. Online League Matches are online, remote events.

12.1.4. Native Programs. Native Programs are software applications that are designed to run directly on the operating system without the need for any additional installation.

12.2. League Provided Player Equipment

League Official will provide, and Players will exclusively use, equipment in the following categories for all official LAN League Matches:

- PC and Monitor
- Headsets and/or Microphones
- Table and Chair

At the request of a Player, League Officials will provide the following categories of equipment for use in all official League Matches:

- PC Keyboards
- PC Mice
- Mousepads

It is expected that Players will have the equipment listed above for Online League Matches, as well as any other required equipment for online play, such as internet access. The League will not provide any equipment for Online League Matches.

12.3. Permissible Player-Owned or Team-Owned Equipment

Players are allowed to provide equipment in the following categories for LAN League Matches, which they own or are owned by their Team, into the area immediately surrounding any competition PCs used during Match play ("**Match Area**") and use such equipment during official League Matches.

- PC Keyboards
- PC Mice

- Cord Holders
- PC Mousepads

12.4.   Prohibited Player-Owned or Team-Owned Equipment

12.4.1.   Players may not bring, use, or wear any Player-owned or Team-owned equipment from the following categories into the Match Area: headsets, earbuds, and microphones.

12.4.2.   Players may not bring any Player-owned or Team-owned hardware or equipment into the Match Area if it features or displays any name, likeness or logo of a company or brand which is a competitor of RGI or LoL.

12.5.   League Approval for Player-Owned or Team-Owned Equipment

All Player-owned or Team-owned hardware or equipment must be submitted to League Officials for approval prior to LAN League Matches. League Officials may disallow the use of any individual piece of equipment in their sole discretion. If a Player is deemed to have brought, used, or worn unapproved equipment, the Player will be required to use equipment provided by the League Official instead.

12.6.   Storing and Accessibility

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 head referee ("**Head Referee**").

12.7.   Peripheral Policy

All Player-owned or Team-owned equipment must be submitted to League Officials for approval prior to LAN League Matches. 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 League-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 LoL.

12.8.   Replacement of Equipment

12.8.1.   If equipment or technical issues are suspected, a Player or League Official may formally request a technical review. Upon such request, a League technician will be assigned to diagnose and troubleshoot the problem. If necessary, the technician may recommend equipment replacement, subject to the approval and final decision of the League Official.

12.8.2. Decisions regarding the replacement of any equipment are solely at the discretion of the League.

12.8.3. 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.

12.9. Computer Programs & Usage

Players are prohibited from installing their own programs on League-provided equipment and must use only the programs provided by the League. This includes the warm-up area computers. If a Player wishes to install a program onto the warm-up area computers, they must first ask a League Official for permission.

12.9.1. Voice Chat.

12.9.1.1. Voice chat will be provided only via the native system used in League provided headsets.

12.9.1.2. Use of third-party voice chat software (e.g., Discord) is not permitted, unless specified otherwise by League Officials.

12.9.1.3. League Officials may monitor a Team's audio at the discretion of the League.

12.9.2. Social Media and Communication.

It is prohibited to use League computers to view or post on any social media or communication sites, including but not limited to, Facebook, X (formerly known as Twitter), Instagram, online forums/message boards and emails.

12.9.3. Non-Essential Equipment. It is prohibited to connect non-essential equipment, including but not limited to, cell phones, flash drives or MP3 players, to League computers for any reason.

12.9.4. Native Programs. Players may use Native Programs before Games. However, the following restrictions apply:

12.9.4.1. Any language or imagery created by Players on Native Programs is subject to the conduct standards outlined in in the Code of Conduct and in these Rules.

12.9.4.2. 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.

12.9.4.3. Any strategy notes on Native programs created during Pre-Game Set Up as outlined in the Match Day Guidebook must be deleted before the Game begins.

12.9.4.4. Any pause that League Officials deem is a direct or indirect result of Players using Native Programs will be considered impermissible and deemed a violation of the Rules. League Officials will not offer Chronobreaks or remakes for Bugs that occur due to usage of Native Programs. For clarity, usage of Native Programs include the act of switching application windows to access Native Programs.

12.9.4.5. League Officials may penalize Players for violations of the restrictions set for Native Programs and may prohibit Players from accessing Native Programs in cases of abuse.

12.10. Audio Restrictions

12.10.1. Players will be required to maintain volume levels above minimum settings.

12.10.2. League Officials may require Players to adjust their volume levels higher if League Officials determine, in their sole discretion, that volume levels are too low.

12.10.3. Headphones must be placed directly on a Player's ears for the entire duration of the Game.

12.10.4. Players are not permitted to obstruct the placement of headphones by any method or place any articles of clothing or accessories (e.g., hat, scarves, hoodies, etc.) between the headphones and the Player's ears.

12.11. Equipment Tampering

Players may not touch or handle another Player-owned or League provided equipment after a Match has started. Players who require assistance with their equipment should seek assistance from a League Official.

13. Venue, Competition Area Layout and Schedule

13.1. Definitions

13.1.1. Match Area. 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. For the purposes of online competition, any room in which the Player competes will be considered part of the Match Area.

13.1.2. Free Time. Free Time means the time between the completion of picks/bans and Game launch.

13.1.3. Team Members. Team Members refers to a Team's Players and Coaches.

13.1.4. Trading Phase. Trading Phase is defined as the 60 seconds following the conclusion of all picks and bans before the game formally starts.

13.2. General Venue Access

Unless approved in advance by the League, access to restricted areas of venues for official Matches is restricted to Team Members only. Permission to attend League Matches is solely at the discretion of the League. For online Matches, the Match Area

13.3. Match Area

13.3.1. Remote Play. For any Tier 2 Matches that take place in an online or remote environment, all teams must adhere to the applicable remote guidebook:

- LTA North and NACL Remote Guidebook
- LRN and LRS Remote Guidebook
- LTA South and Circuito Desafiante Remote Guidebook

13.3.2. Starters. During Match play, presence of Team Members in the Match Area is restricted solely to the Starters of the Teams in play.

13.3.3. Team Managers. Managers may be in the Match Area during the Game prep process, but must leave prior to the pick/ban phase and may not return until after the end of the Game.

13.3.4. Coach Stage Access. During Matches, Coaches will be granted on-stage access and will be allowed to communicate with the Team during the Pick/Ban Process. No other Team staff will be permitted on-stage during this time without the express permission of League Officials. Coaches will exit the stage to a designated position once the countdown timer has reached five (5) seconds during the Trading-Phase.

13.3.5. Wireless Devices. Wireless devices, including mobile phones and tablets, are not allowed in the Match Area while the Players are involved in active play, including during pick/ban phase, pauses, remakes, and between Games of multi-Game Matches. League Officials will collect such devices from Players in the Match Area and return them after the end of the Game.

13.3.6. Food and Drink Restrictions. No food is allowed in the Match Areas. Drinks are permitted in the Match Area only in RGI-approved, re-sealable containers. League Officials will provide such containers to Players upon request.

14. Match Process

14.1. Change 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 modifies a Match schedule, the League will notify all Teams as soon as possible.

14.2.   Time of Arrival

Members of a Team's Active Roster who are participating in a Match must arrive at the designated place no later than the time specified by League Officials.

14.3.   Game Setup and Player Restrictions

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

14.3.2.   Draft Mode. Draft mode proceeds in a snake draft format as follows:
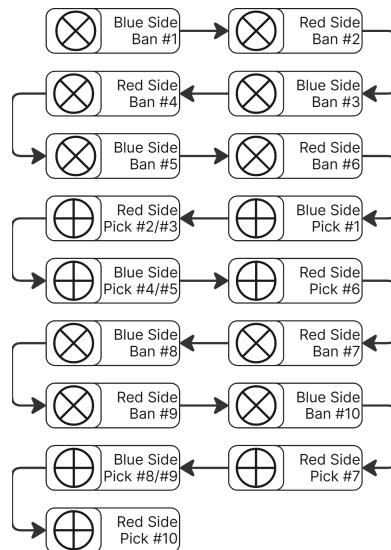
14.3.3.   Selection Error. In the event of an erroneously-selected Champion pick, the team in error must notify a Referee or League Official of their intended pick before the other team has locked in their next selection. If so, the process will be restarted and brought back to the point at which the error occurred so that the Team in error may correct its mistake. If the next selection is locked before the Team in error gives notice to a Referee or a League Official, the erroneous selection shall be deemed irrevocable.   In the event of an erroneously-selected Champion ban, the erroneous ban will be deemed irrevocable.

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

14.3.5. **Game Start After Pick/Ban**. A Game will start immediately after the pick/ban process is complete, unless otherwise stated by a League Official. At this point, Teams must remove any printed materials from the Match Area, including any notes written by Team Members. Players are not allowed to quit a Game during the time between the completion of picks/bans and Game launch, also known as "Free Time".

14.3.6. **Controlled Game Start**. In the event of an error in Game start or a decision by League Officials to separate the pick/ban process from Game start, a League Official may start the Game in a controlled manner and all Players will select Champions in accordance with the previous valid completed pick/ban process.

14.3.7. **Slow Client Load**. If a Bugsplat, disconnect, or any other failure occurs which interrupts the loading process and prevents a Player from joining a Game upon Game start, the Game must be immediately paused until all ten Players are connected to the Game.

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

14.3.9. **Side Selection Declaration Timing.**

Teams must set their side selection choice no later than 5:00pm local time, or an hour after the conclusion of the final Game of the day, whichever is the latest, the day prior to the Team's Match. For example, Teams must set their Side Selection choice on Wednesday at 5:00pm local time for Thursday Matches. The League will consider the Side Selection choice final for the Game in question, regardless of whether the Team made alterations to their submission after the deadline. The process for completing a Team's selection will be determined by the League Officials. If there are any issues or concerns with a Side Selection after they have been distributed the night before, Teams must inform League Officials within three (3) minutes of them being sent out or they will be locked into that side for their upcoming Game. If a Team fails to submit a valid Side Selection by the deadline, they will be defaulted to the blue side.

15. Pauses and Crashes

15.1. Definitions

15.1.1. **Intentional Disconnection**. Intentional Disconnections is when a Player loses connection to the Game due to Player's actions (*i.e.,* quitting the

Game). Any actions of a Player which lead to a disconnection shall be deemed intentional, regardless of the actual intent of the Player.

15.1.2. **Server Crash.** Server Crash is when all players lose connection to a Game due to an issue with the LoL server, Tournament Realm platform, or venue internet instability.

15.1.3. **Unintentional Disconnection.** Unintentional Disconnection is when a Player loses connection to the Game due to problems or issues with the LoL client, platform, network, or PC.

15.2. **Stoppage of Play**

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

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

15.2.2. **Player Pause.** Players may only pause a Match immediately following any of the events described below, but must signal a Referee or League Official immediately after the pause and identify the reason. Acceptable reasons include:

- An Unintentional Disconnection
- A hardware or software malfunction (e.g., monitor power or peripheral disability or LoL glitch)
- Physical interference with a Player (e.g., fan gank or broken chair)

15.2.3. **Illness, Injury, or Disability.**

Player illness, injury, or disability is not an acceptable reason for a pause initiated by a Player.

15.2.3.1. If a League Official observes a condition or behavior, is notified by a Team or otherwise has a good faith belief that leads the official to believe that a Player is medically unfit to play or continue play, the League Officials may, in their sole discretion, grant a pause, not to exceed ten minutes, in order to evaluate the identified Player.

15.2.3.2. If a Player is rendered unable to continue to play, the Team shall forfeit the Game unless a League Official, in their discretion, determines that the Game is subject to an Awarded Game Victory.

15.2.4. **Resuming the Game.** Players are not permitted to resume the Game after a pause. After clearance from a Referee or League Official is issued and all

Players are notified and ready at their stations, which will be contingent on the Team captain confirming through in-game chat that both Teams are ready to resume play, a League Official will unpause the Game.

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

15.2.6. **Player Communication During Stoppage of Play**. For the fairness of all competing Teams, Players are not allowed to communicate, in any fashion, with each other during a Game pause. For the avoidance of doubt, Players may communicate to the Referee, but only when directed in order to identify and remedy the cause for the stoppage. Referees or League Officials may, at their sole discretion, allow Teams to talk before the Game is unpaused, in order to discuss the Game conditions.

16. Chronobreak and Game Stoppage

16.1. Definitions

16.1.1. **Chronobreak.** Chronobreak is a tool used to rollback the state of a Game to a previous time, in the event that League Officials determine the integrity of a Game has been compromised. The availability and use of Chronobreak is determined solely by the discretion of the applicable League, and may not be offered or employed in all Leagues or competitive environments.

16.1.2. **Cost.** Cost is any (i) Player character deaths; (ii) objectives (Tower, Inhibitor, Dragon, Rift 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 masteries 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.

16.1.3. **Critical Bug.** Critical Bug is 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.

16.1.4. **Dead-Ball State.** Dead-Ball State is 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.

16.1.5. **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).

16.1.6. **Minor Bug.** Minor Bug is a Bug (including an Unintentional Hardware Failure) that is, at worst, inconvenient to Players. This may include Bugs that alter Game stats or gameplay mechanics in a manner that, while not optimal, can be played through if necessary. For the absence of doubt, in a case where Chronobreak is not available, these bugs would not result in a remade Game.

16.1.7. **Play Through Bug.** A Play Through Bug is a Bug that does not significantly alter the competitive integrity of the Game and may include situations where the impact of the Bug can be mitigated through other in-game functions.

This category also includes 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.

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. 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.

16.1.8. **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 to the Bug.

- Pausing the Game through the /pause command;

- Asking another Player to pause over audible voice communications;

- Requesting that a Referee pause the Game

For avoidance of doubt, if a Player audibly requests that a Referee pauses the Game, even if the Game is not immediately paused, the Player will be considered to have requested a pause as soon as it is practical. Additionally, 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.

16.1.9. **Summoner Spell and Runes Errors**. In the event of an erroneously-selected summoner spell or rune, only errors that are caused by bugs are eligible for a Game remake. In this instance, the Players must report the incident before GOR. All Champion selections and runes/summoner spells for all Players will remain the same in this remake situation (unless a verified bug results in a change). This rule applies to all summoner spells with the exception of Smite in which specifically a remake may occur under League Official discretion. Intentional violations, as deemed by the League Officials, will result in penalties.

16.1.10. **Terminal Situation.** Terminal Situation is 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).

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

16.1.12. **Verifiable Bug.** Verifiable Bug is 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.

16.2. **Chronobreak Availability and Use**

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.

16.3. **Minor Bug**

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

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

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

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

16.4. Critical Bug

16.4.1. In the case of a Critical Bug, League Officials must determine (i) whether Chronobreak can restore the Game; and (ii) whether reverting the Game to an earlier state will fix the Bug or avoid the trigger condition for the Bug.

16.4.2. If Chronobreak cannot restore the Game, or reverting the Game to an earlier state will not fix or avoid the Bug, then the Bug constitutes a Terminal Situation.

16.4.3. In the case of a Critical Bug, League Officials will determine whether either or both Teams were significantly disadvantaged by the Critical Bug, and any significantly disadvantaged Team will be offered the opportunity to Chronobreak the Game, although such Team will not be told what Dead-Ball State will be utilized. If any significantly disadvantaged Team requests a Chronobreak, League Officials will attempt to find an appropriate Dead-Ball State prior to the Bug occurring. If an appropriate Dead-Ball State does not exist, Players may still be placed back to a recovered spot prior to the Bug occurring at the discretion of League Officials. In the event that League Officials determine the cost of Chronobreaking would be higher than that of a restart, they may offer a restart to any disadvantaged Team.

16.5. Terminal Situations

In the case of a Terminal Situation, League Officials shall proceed with the Remake Procedures.

16.6. Remakes Before GOR

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

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

16.6.2. If League Officials determine that technical difficulties will not allow for the Game to resume as normal, including a Team's ability to be in proper position for certain Game events, such as minion spawn.

16.6.3. Any circumstances which would permit a restart after GOR.

16.7.   Remakes After GOR

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

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

16.7.2.   If a League Official determines that there are environmental conditions which are unfair (e.g., excessive noise, weather conditions, safety risks).

16.8.   Remake Procedures

16.8.1.   Players must keep the same runes, skins, and summoner spells if a Game is remade.

16.8.2.   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).

16.8.3. **Offer 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.

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

16.8.5. **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).

16.9. Hardware Malfunction

In the case of any hardware malfunctions, League Officials shall determine whether the hardware malfunction constitutes a Minor Bug, Critical Bug, or a Terminal Situation, and follow the appropriate standard above.

16.10. League Discretion

League Officials may utilize Chronobreak at any time or restart any Game if League Officials, in their sole discretion, believe that such an action is necessary to preserve the best interests of the League.

17. Team Member Conduct

17.1. Esports Global Code of Conduct

All Team Members and Staff must abide by the Esports Global Code of Conduct ("**Code of Conduct**") and by these Rules. This section is intended as a supplement to the Code of Conduct. In any scenario in which the implementation of the Code of Conduct and of these Rules creates a conflict, the reading more protective of the Riot ecosystem will prevail.

17.2.   Player Conduct Towards Others

    17.2.1.   Behavior in LoL. All Coaches and members of the Full Team Roster are subject to behavior checks and reviews for their behavior while playing LoL, including before being permitted to associate with a Team as a Coach or as a member of the Full Team Roster. Team Members are expected to behave appropriately in-game and to avoid the use of derogatory, racist and offensive language as well as griefing and intentionally feeding.

    17.2.2.   Statements Regarding League, RGI, and LoL. Team Members may not give, make, issue, authorize or endorse any statement or action having, or designed to have, an effect prejudicial or detrimental to the best interest of the League, RGI or its Affiliates, or LoL, as determined in the sole discretion of the League.

17.3.   Other Prohibited Conduct

    17.3.1.   No Interference With Referees. During a game pause or other stoppage of play (including when all Players lose connection to a Game due to an issue with a LoL server, Tournament Realm platform, or venue internet instability "**Server Crash**"), no Team Members may be in the backstage area in proximity to the Head Referee. Team Members may interface through a designated Referee or League Official who will relay team input to the Head Referee and relay necessary information from the Head Referee to the Team.

    17.3.2.   Apparel. League Officials reserve the right at all times to impose a ban on objectionable or offensive apparel. League Officials reserve the right to refuse entry or continued participation in the Match to any Team Member who does not comply with the League's apparel rules as set forth in the Manual. Hats are not permitted attire.

    17.3.3.   Identity. A Player may not cover their face or attempt to conceal their identity from League Officials. League Officials must be able to distinguish the identity of each Player at all times and may instruct Players to remove any material that inhibits the identification of Players or is a distraction to other Players or League Officials.

17.4.   Other Obligations for Teams

    17.4.1.   Team Member Drops. When a Team Member is terminated or has a role change on a Team that requires removal from the Team, the Team is required to submit to the League Entity the change in employment via the required registration form..The form must be submitted to the League Entity within three (3) business days of the termination/role change. Failure to timely submit drop forms may result in penalties.

*   *   *

APPENDIX 1

IMP and OCE Residents

Pursuant to Section 8.9, the Players listed below are Americas Residents with a Home Region of North America.

IMP Residents:	Amazing, Bjergsen, Fenix, Helios, Huni, Impact, Jensen, Keane, Lustboy, Piglet, Santorin, Seraph, Svenskeren
OCE Residents:	Destiny, Eyla, FBI, Fudge, Haeri, Isles, k1ng, Lost, Pretty, Raes, Triple
ER Residents:	Yuuji, Closer, Fleshy, Luger

2025 LTA – Academy and Affiliate Team Policy

1. **Definitions**

    1.1. **Esports Services Agreement.** Esports Services Agreement refers to the enforceable written contract between the Team and each of its Team Members.

    1.2. **Guest Team.** Guest Team refers to an esports team that has been invited to or earned the right to compete in the League for a single season and are subject to annual relegation.

    1.3. **Promotion Event**. Promotion Event refers to competition(s) where one or more teams play in as part of a promotion-and-relegation system whereby a certain number of Slots in the League are reserved for teams that can move up to compete in the LTA League for a given Season based on their performance in one or more play-in tournaments that occurred in the prior season.

    1.4. **Tier 1 Team.** Tier 1 Teams refers to a Team that participates in the LTA.

    1.5. **Tier 2 Team.** Tier 2 Teams refers to a Team that participates in a Tier 2 League.

    1.6. **Tier 2 League**. Tier 2 League refers to the collective Tier 2 Riot-affiliated leagues in the Americas Territory: NACL, LRN, LRS, and Circuito Desafiante.

    1.7. **Two-Way Player**. Two-Way Player refers to a player who is subject to a valid written Esports Services Agreement with an LTA Team who is eligible to compete in both an LTA league for the LTA Team and in another competition for a Tier 2 Team affiliated with the LTA Team.

2. **Tier 2 Teams**

    2.1. **Purpose**. This section governs Tier 1 Teams who have a direct association with Tier 2 Teams. The rules in this section are designed to foster the growth and development of talent by establishing uniform processes and procedures that apply across the Americas Territory.

    2.2. **Academy Team or Affiliate Team, But Not Both**. A Team may either: (a) own and operate a Tier 2 Team formed for the purpose of talent development that competes in the LTA Tier 2 League within the Home Region ("**Academy Team**"); or (b) affiliate with another, unrelated Tier 2 Team that competes within the Americas Territory ("**Affiliate Team**"). For the avoidance of doubt, a Team may have an Academy Team or an Affiliate Team, but not both at the same time.

    2.3. **Academy Team Formation and Operation**.

2.3.1. **Academy Team Ownership**. If a Team elects to establish an Academy Team (which it is not obligated to do), it must own and operate the Academy Team directly. A Team may not contract with a third-party to operate its Academy Team. A Team may only own one (1) Academy Team in a Tier 2 League within the Team's Home Region. The designation of a Team's Home Region and the allocation of designated slots for Academy Teams in the Tier 2 League are subject to League Entity discretion. Academy Team slots cannot be transferred.

2.3.2. **Academy Team Name.** The name of the Academy Team must include the name of its corresponding team in the LTA league (for example, "[Team Name] Academy").

2.3.3. **Tier 2 League Optimization.** Each Tier 2 League may have no more than three (3) Academy Teams unless an exception is permitted by the League Entity. Academy Team slots in a Tier 2 League will be allocated by the League Entity at its discretion, however an Academy Team that is granted a slot in a Tier 2 League for the 2025 Season will be protected from relegation from the Tier 2 League for the 2025 Season.

2.3.4. **New Academy Teams After Split 1 of 2025.** If a Tier 1 Team was not allotted an initial Academy Team slot by the League Entity, then such Tier 1 Teams interested in fielding an Academy Team will have the opportunity to fill an Academy Team slot, as follows:

2.3.4.1. In the event three (3) Academy Team slots have already been filled, all current and new Teams will compete in the Academy Qualifier Tournament, where the top three (3) placing Academy Teams will each receive an Academy Team slot for the remainder of the Season.

2.3.4.2. In the event the three (3) Academy Team Slots have not already been filled, new Teams will compete in the Tier 2 Qualifiers, where top placing Academy Team(s) will have the opportunity to receive an available Academy Team slot(s).

Academy Teams fielded pursuant to the method detailed in 2.3.4.2 above will not be subject to relegation for the next season unless more than three (3) Teams express interest in fielding an Academy Team, and at which point will be required to compete in the Academy Qualifier Tournament (see 2.3.4.1 above). Teams must express interest in fielding an Academy Team on or before the date of Global Free Agency.

2.3.5. **Roster Compliance.** Each Academy Team must comply with the roster requirements of its Tier 2 League, including Team roster size and residency rules.

2.3.6. **Academy Team Territory.** If a Team owns or operates an Academy Team, the Academy Team must compete in the relevant Team's Home Region, unless otherwise permitted by the League Entity.

A Guest Team may not field an Academy Team in Tier 2. However, a Guest Team may have an agreement with an Affiliate Team as outlined in Section 2.4.3.

2.3.7. **Promotion Events.** An Academy Team may not compete in any Promotion Event. Academy Teams are ineligible to meet any other qualification criteria for the opportunity to compete at a Promotion Event, but they are eligible to play in the Tier 2 League playoffs and win prize money. Tier 2 League playoffs will be structured to have more than two (2) teams that are not Academy Teams.

2.3.8. **League Entity Notice**. Each Team shall promptly inform the League Entity in writing when it makes a decision to establish or disband an Academy Team. Each Team shall comply with any requests from the League Entity for further information regarding its Academy Team. Once an Academy Team is established, the Team must maintain and operate it for the duration of the season to avoid disruption to the LTA. Disbanding an Academy Team is only allowed during the offseason or other periods when active competition is not taking place. Such decisions must be communicated well in advance to minimize potential disruption to the league.

2.4. **Affiliate Team Formation and Operation**.

2.4.1. **Affiliate Team Formation**. Each Team that does not own and operate an Academy Team may elect to partner with a third-party to operate an Affiliate Team. Each Team is free to negotiate the terms and conditions relating to the operation of an Affiliate Team with a third-party operator, provided the agreement between the Team and the third-party operator must be in writing and such agreement must be approved by the League Entity prior to commencement of the operation of the Affiliate Team, as provided in Section 2.4.6 below.

2.4.2. **Affiliate Team Name.** Tier 1 Teams may not have any associated co-branding with their Affiliate Team, including in the Affiliate Team's name.

2.4.3. **Affiliate Team Territory**. If a Team establishes an Affiliate Team, the

Affiliate Team must compete in the Americas Territory, unless otherwise permitted by the League Entity.

A Guest Team may have an agreement with an Affiliate Team in Tier 2 as long as their Team is participating in Tier 1. A Guest Team with an Affiliate Team agreement must follow the required termination outlined in Section 2.4.5.

2.4.4. **Promotion Events**. An Affiliate Team may compete in a Tier 2 League during the league's regular season and playoffs. An Affiliate Team may also compete in an Promotion Event and qualify into a LTA league, subject to the required termination set forth below.

2.4.5. **Required Termination**. The relationship between the Team and its Affiliate Team must terminate in the event the Affiliate Team wins an Promotion Event or otherwise is promoted to participate in an LTA League. In the event that a Team and its Affiliate Team would compete against each other in the Promotion Event (e.g., a Guest Team facing its Affiliate Team), termination must occur prior to the Promotion Event.

2.4.6. **League Approval**. A request to establish an Affiliate Team relationship must be submitted by the Team to the League Entity in advance, in writing. Each such request will be subject to the review and approval of the League Entity to ensure compliance with these rules. The proposed agreement governing the Affiliate Team relationship must be submitted to the League Entity for approval no later than thirty (30) days prior to the date that it comes into effect. The League Entity may request additional information from the Team, as needed. The League Entity will endeavor to review and consider the terms of the agreement as soon as possible after all relevant information and materials on the Affiliate Team relationship have been provided by the Team.

2.4.7. **Notice of Change**. Each Team must submit any material changes to its agreements with its Affiliate Team to the League Entity no later than thirty (30) days prior to any change coming into effect.

3. Other Terms

3.1. **League Entity Approvals**. These rules confer on the League Entity the right to grant or withhold its consent or approval in certain circumstances, including in situations involving roster changes, free agent signings, player loan agreements and affiliate relationships. This oversight serves several key purposes that contribute to a balanced and competitive environment, including preventing collusion between teams, maintaining competitive

balance, protecting player interests, ensuring uniformity of rules across national boundaries, and enhancing transparency and accountability. By retaining the right to approve or reject certain actions the League Entity helps ensure that the LTA remains exciting, balanced, and respectful of all participants, contributing to the overall success and credibility of LoL esports.

3.2. **Two-Way Players**. Each Team may designate players as Two-Way Players as follows:

    3.2.1. **League Approval**. Two-Way Player status assignment requests must be submitted by each Team in advance, in writing, for review by the League Entity to ensure compliance with these rules. The League Entity will provide written confirmation of either approval or denial once the review is complete.

    3.2.2. **Roster Rules**. Players designated as Two-Way Players are included in each Team's Full Team Roster. Two-Way Players may be held on either the Active Roster or Reserve Roster. To compete in a match of the LTA league, Two-Way Players must be on each Team's Active Roster.

    3.2.3. **Participation Threshold**. Two-Way Players who have played in 50% or more LTA league matches in a competition split (i.e., Split 1 and Split 2) will be considered to have reached the "**Participation Threshold**". The Participation Threshold will reset at the beginning of each competitive split. To help maintain competitive balance, a Tier 2 Team may not have more than one (1) player who exceeds the Participation Threshold during a competition stage.

    3.2.4. **Two-Way Player Compensation**. To help ensure that similarly situated players are compensated in a uniform manner across Leagues, if a Two-Way Player has played in a LTA League match during any given week, then the player's compensation for that week must comply with the minimum salary requirements as outlined in the LTA League Operating Manual on a prorated weekly basis. If a Two-Way Player is reassigned to a Tier 2 Team, such player may be placed on the Team's Reserve Roster, and may be compensated below the minimum salary, but the player's compensation must always comply with applicable law. Each Team must also adhere to the other requirements related to such arrangement as set forth in the League Operating Manual ("**Manual**").

    3.2.5. **Two-Way Players on Tier 2 Teams**. Each Team's Two-Way Players may be authorized to compete on a Tier 2 Team, provided the

Two-Way Player meets any eligibility requirements of the league where the Tier 2 Team competes.

3.2.6. **GCD Requirement.** All Two-Way Players must be on the Global Contract Database assigned to the Tier 1 Team.

3.2.7. **Two-Way Team Choice.** A Tier 1 Team may only choose one (1) Tier 2 Team for its Two-Way Players to compete on. Additionally, a Tier 2 Team may only choose one (1) Tier 1 Team for its Two-Way Players to compete on.

3.2.8. **Two-Way Players on Academy Teams.** Each LTA Team may designate a maximum of five (5) players as Two-Way Players for a given season with an Academy Team.

3.2.9. **Two-Way Players on Affiliate Teams.** Each LTA Team may designate a maximum of two (2) players as Two-Way Players for a given season with an Affiliate Team.

3.3. **Standards**. Each Team shall transact business with its Team Personnel and other participating LTA Teams in good faith, and in accordance with the highest moral and ethical standards and applicable law. Actions intended to, or which could reasonably be interpreted as actions intended to, circumvent, abuse, or manipulate the restrictions and requirements set forth in these rules may be considered violations subject to Disciplinary Action. The League Entity reserves the right to reject or refuse to acknowledge any roster transaction made in violation of this Section 3.3 and/or which affects the spirit of fair play or competitive integrity of the LTA.

APPENDIX 3

Strength of Victory Score and Total Game Victory Time

Strength of Victory Score measures a team's wins by assigning more points for victories against higher-ranked opponents. Total Game Victory Time is the total time a team took to win their games, with shorter times being better. If teams have the same Strength of Victory Score, Total Game Victory Time is used as a tiebreaker. Both metrics help determine rankings for tiebreaking purposes.

1. **Strength of Victory Score**

    This section sets forth the manner in which the leagues shall calculate a team's Strength of Victory Score ("**SoV**").

    1.1. At the end of a regular season or applicable phase, the teams shall be ranked from 1 through 8 based upon match winning percentage, where the highest winning percentage is ranked as 1, and each team is ranked in descending order of match winning percentage**.**

    1.2. In situations where exactly two teams have the same match winning percentage, if one team has won more than 50% of the Matches between those two tied teams, that Team shall be considered the higher rank. When no team in a two team tie has won more than 50% of the matches between those two tied teams, or in all situations where more than two teams are tied, the tied teams shall each be counted at the highest possible position.

    1.3. Where teams are tied and assigned the same rank, the position of the next team in descending match winning percentage order shall be calculated by adding one to the number of teams with a higher match winning percentage than the team being assigned a position.

    Note: For example, if two teams are tied with a match winning percentage of 83.3% (.833) and are 1-1 against each other in head-to-head match play, they would each be considered as the 1st place team for the purpose of this calculation. The next team(s) in descending order would be considered the 3rd place team for the purpose of this calculation**.**

    1.4. Once the above order is determined, a victory against a team is worth a set amount of points based on the number of participating teams. To calculate a team's strength of victory, the number of match wins against each team is multiplied by that team's strength modifier, with the resulting products added together. The point values increase or decrease in increments of 0.5 based on the number of teams. For example, if more teams participate, the first-place value increases from 4.0 to 4.5, second place from 3.5 to 4.0, and so on. Conversely, if fewer teams participate, the values decrease in the same pattern.

Note: For example, if the 6th place team has one match victory against the 1st place team (4 points), no match victories against the 2nd or 3rd place teams, two match victories against the 4th place team and one match victory against a second team tied for 4th place (7.5 points), it is the 6th place team (and there is no 5th place team since two teams are tied at 4th), and it has 1 match victory against each of the 7th and 8th teams (1+0.5, 1.5 points total), the team would have a strength of victory score of 13.

Standing	Multiplier
1st	4.0
2nd	3.5
3rd	3.0
4th	2.5
5th	2.0
6th	1.5
7th	1.0
8th	0.5

2. **Total Game Victory Time**

When used herein, the total game victory time ("**Total Game Victory Time**") shall be considered the total amount of time it took a team to win their games against all other teams in the tiebreaker. In any situation where the Total Game Victory Time between tied teams is identical, the tTotal Game Victory Time shall be substituted by the total amount of game time it took a team to win all of their games in the applicable phase. In any situation where total game victory time is required but a team has no victories against an opponent, the team with victories shall be considered to have the fastest Total Game Victory Time.

3. **Tied Strength of Victory**

In any situation in which Strength of Victory Score is required and two teams have the same Strength of Victory Score, Total Game Victory Time shall be used instead. In such a case, the lowest Total Game Victory Time shall be considered best (equivalent to the highest Strength of Victory Score) and the highest Total Game Victory Time shall be considered worst (equivalent to the lowest Strength of Victory Score). If the tied teams have identical Total Game Victory Times and identical Total Game Victory Times for all match wins during the split, then a Coin Flip will substitute for Strength of Victory Score.

4. **Two-Way Tie**

If two teams have the same match winning percentage, the first tie-breaker is head-to-head records. If one team has won more than 50% of the matches between the two teams, they shall be declared the winner of the tie-breaker and will be awarded the higher seeding. If the two teams have identical head-to-head records (as defined as each team winning 50% of matches between the two teams), then said teams will play one tiebreaker game to determine the final standings.

4.1. **Side Selection for Two-Way Tie**

Side Selection. Side selection for a head-to-head tiebreaker matchup will be awarded to the team with the higher Strength of Victory Score. To the extent that the two teams have identical Strength of Victory Scores, the team with the lower Total Game Victory Time shall be awarded Side Selection. If the tied teams have identical Total Game Victory Times and identical Total Game Victory Times for all match wins during the split, Side Selection will be determined by a Coin Flip to be conducted immediately preceding the tie-breaker game. The deadline to provide Side Selection will be communicated by League Officials.

5. **Three-Way Tie**

If three teams are tied, the head-to-head record of all teams involved in the tie against all other teams involved in the tiebreaker will be considered. At the end of the Split 2 regular season, before Split 2 playoffs respectively, there are five possible combinations of records in a three-way tiebreaker, each of which is considered below:

5.1. Each team in the tiebreaker has a combined record of 2-2 against the other teams in the tie. In this case, the teams with the two lowest Strength of Victory Scores will play one tiebreaker game. The loser of that game will be awarded the lowest standing being decided by the tiebreaker, and the winner of that game will play a single tiebreaker game against the team with the highest Strength of Victory Score. The winner of that second tiebreaker game will be awarded the highest standing being decided by the tiebreaker, and the loser of the game will be awarded the remaining standing.

5.2. One team has an aggregate record of 3-1, the next team is 2-2, and the third team is 1-3. In this case, the teams with the 2-2 and 1-3 records will play one tiebreaker game. The loser of that game will be awarded the lowest standing being decided by the tiebreaker, and the winner of that game will play a single tiebreaker game against the 3-1 team. The winner of that second tiebreaker game will be awarded the highest standing being decided by the tiebreaker, and the loser of the game will be awarded the remaining standing.
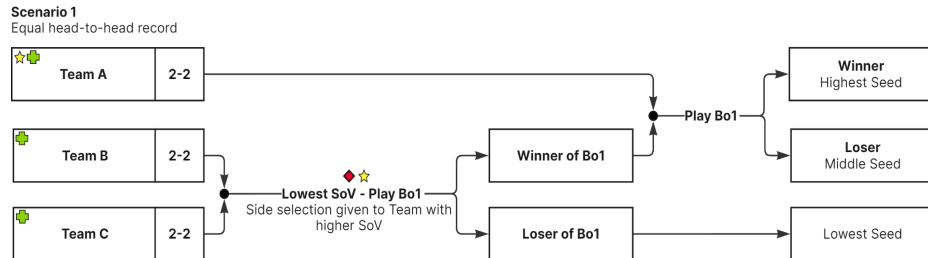
In all cases, Side Selection belongs to the team with the better aggregate record (e.g., 3-1 > 2-2 > 1-3).

Note: This is an exception to the Side Selection rule.

5.3. Two teams have an aggregate record of 3-1, and the third team has an aggregate record of 0-4. The team that is 0-4 is awarded the lowest standing being decided by the tiebreaker, and a new tiebreaker is declared amongst the two teams with an aggregate record of 3-1 utilizing the Two-Way Tie procedure.

5.4. One team has an aggregate record of 4-0, and the other two teams have an aggregate record of 1-3. The team that is 4-0 is automatically granted the highest seed available in the tiebreaker (therefore winning the tiebreaker), and a new tiebreaker is declared amongst the two teams with an aggregate record of 1-3 utilizing the Two-Way Tie procedure.

5.5. One team has an aggregate record of 4-0, the next team has an aggregate record of 2-2, and the third team has an aggregate record of 0-4. The team that is 4-0 is automatically granted the highest seed available in the tiebreaker (therefore winning the tiebreaker), the 2-2 team is awarded the second highest seed available (since it would win the head-to-head tiebreaker against the 0-4 team), and the 0-4 team is awarded the lowest seed available in the tiebreaker.
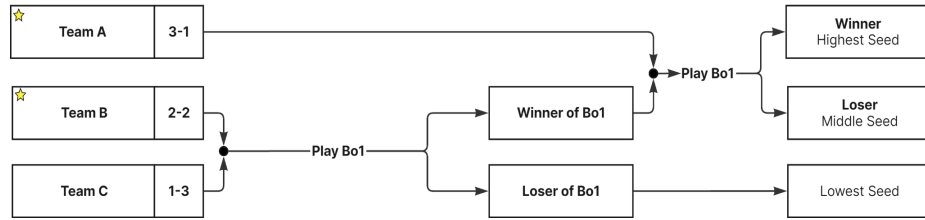
5.6. Side Selection for Three-Way Tiebreaker

Side selection for any game under the three-way tiebreaker belongs to the team with the higher Strength of Victory Score unless otherwise noted for that combination. If the Strength of Victory Scores are identical, Side Selection belongs to the team with the lower Total Game Victory Time against other teams in the tiebreaker. If the tied teams have identical Total Game Victory Times, then Total Game Victory Time for all match wins during the split is considered. If Total Game Victory Time for all match wins during the split is also identical, Side Selection will be determined by a Coin Flip. The deadline to provide Side Selection will be communicated by League Officials.

Scenario 1
Equal head-to-head record
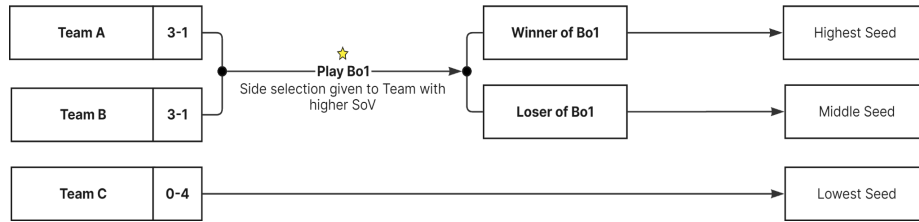
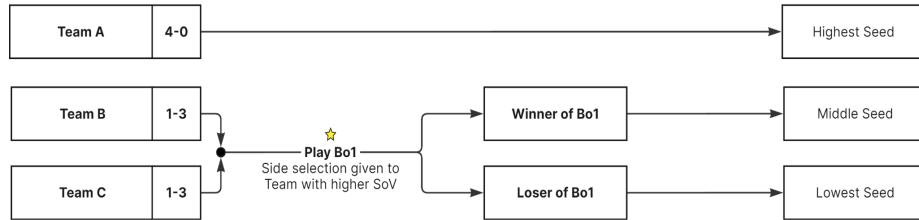|		
Team A	2-2	
Team B	2-2	
Team C	2-2	

Lowest SoV - Play Bo1
Side selection given to Team with higher SoV

Winner of Bo1 — Play Bo1

Loser of Bo1

Winner — Highest Seed
Loser — Middle Seed
Lowest Seed

Scenario 2
One Team has highest head-to-head record (but not 4-0)

☆ Team A	3-1
Team B	2-2
Team C	1-3

Play Bo1 → Winner of Bo1 → Play Bo1 → **Winner** Highest Seed / **Loser** Middle Seed

Loser of Bo1 → Lowest Seed

Scenario 3
Two Teams have highest head-to-head-record

Team A	3-1
Team B	3-1
Team C	0-4

☆ Play Bo1
Side selection given to Team with higher SoV

Winner of Bo1 → Highest Seed
Loser of Bo1 → Middle Seed
→ Lowest Seed

Scenario 4
One Team has a 4-0 head-to-head record

Team A	4-0
Team B	1-3
Team C	1-3

→ Highest Seed

☆ Play Bo1
Side selection given to Team with higher SoV

Winner of Bo1 → Middle Seed
Loser of Bo1 → Lowest Seed

Scenario 5
No ties in head-to-head record

Team A	4-0
Team B	2-2
Team C	0-4

→ Highest Seed
→ Middle Seed
→ Lowest Seed
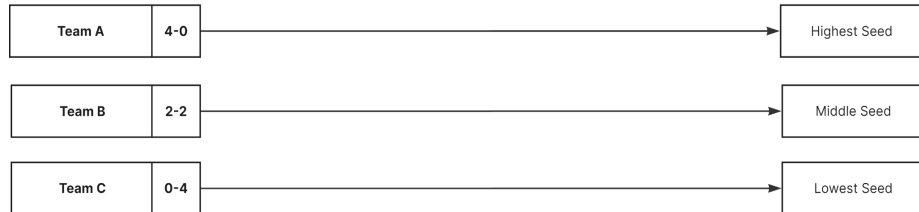
☆ Side selection

➕ Team records for Regular Season games against A, B, and C

◆ Strength of Victory

6. Ties Involving More Than Three Teams

The teams will be randomly drawn into a single elimination bracket (as described below) where teams play best of one matches throughout the tiebreaker.

6.1. Side Selection for Tiebreakers Involving More than Three Teams.

Side selection for all games in tiebreakers involving more than three teams will be awarded to the team with the higher Strength of Victory Score. To the extent two or more teams have the same Strength of Victory Score, the team with the lower Total Game Victory Time shall be awarded Side Selection. If the tied teams have identical Total Game Victory Times, then Total Game Victory Time for all match wins during the split is considered. If Total Game Victory Time for all match wins during the split is also identical, Side Selection will be determined by a coin flip to be conducted immediately preceding the tiebreaker game. The deadline to provide Side Selection will be communicated by League Officials.

6.2. Four-Way Tie

The four teams will be randomly drawn into two first-round matches (game 1 and game 2); the winners of game 1 and game 2 will then face off in game 3 while the losers face off in game 4. The winner of game 3 will be awarded the highest standing being decided by the tiebreaker, and the loser of game 3 will be awarded the next highest standing being decided by the tiebreaker. The winner of game 4 will be awarded the next highest standing being decided by the tiebreaker, and the loser of game 4 will be awarded the lowest standing being decided by the tiebreaker.

6.3. Five-Way Tie

The two teams with the lowest Strength of Victory Scores will play a single-elimination play-in game to enter the tournament.

If more than two teams are tied as having the lowest Strength of Victory Score in the tiebreaker, or if there is one team that alone holds the lowest Strength of Victory Score and more than one team tied for the next lowest Strength of Victory Score, then Total Game Victory Time shall be calculated for each team. Amongst the teams tied with regard to Strength of Victory Scores, the team(s) with the highest total game victory time (i.e., the team that took the longest amount of game time to win their games) shall compete in the play-in game. The loser of the play-in game will be awarded the lowest standing being decided by the tiebreaker. The winner of the play-in game and the three remaining teams will then follow the four-way tie procedure.

6.4. Six-Way Tie

The four teams with the lowest Strength of Victory Scores will be randomly drawn into two best-of-one play-in games. If multiple teams are tied as having one of the four lowest Strength of Victory Scores, then Total Game Victory Time shall be calculated for each team. Amongst the teams tied with regard to Strength of Victory Scores, the team(s) with the highest Total Game Victory Time (i.e., the team that took the longest amount of game time to win their games) shall compete in the play-in games until all spots are filled.

The two losing teams from the play-in games will then follow the two-way tie procedure for the two lowest standings being decided by the tiebreaker. The two winning teams from the play-in games and the two remaining teams will then follow the four-way tie procedure for the four highest standings being decided by the tiebreaker.

6.5. Seven-Way Tie

The six teams with the lowest Strength of Victory Scores will be randomly drawn into three best-of-one play-in games. If multiple teams are tied as having one of the six lowest Strength of Victory Scores, then Total Game Victory Time (i.e., the total amount of time it took each team to win their games against all other teams in the seven-team tiebreaker) shall be calculated for each team. Amongst the teams tied with regard to Strength of Victory Scores, the team(s) with the highest Total Game Victory Time (i.e., the team that took the longest amount of game time to win their games) shall compete in the play-in games until all spots are filled.

The three losing teams from the play-in games will then follow the three-way tie procedure for the three lowest standings being decided by the tiebreaker. The three winning teams from the play-in games and the one remaining team will then follow the four-way tie procedure for the four highest standings being decided by the tiebreaker.

6.6. Eight-Way Tie

The teams will be randomly drawn into four best-of-one play-in games. The four winners of play-in games will then follow the four-way tie procedure for the four highest standings being decided by the tiebreaker. The four losing teams from the play-in games will then follow the four-way tie procedure for the four lowest standings being decided by the tiebreaker.

CHANGE LOG

Version	Date	Section	Change Details
V25.1	Feb. 11, 2025	Appendix 2, 2.4.5	Clarification in **Appendix 2** - Academy and Affiliate Team policy regarding the timing for termination in instances where the Team would compete against their Affiliate in the Promotion Event, termination is required prior to the Promotion Event.
V25.2	Feb. 18, 2025	10.11.1	Clarification on Coaches acting as emergency Substitutes at the League Entities discretion.
V25.2	Feb. 19, 2025	10.9.4	Clarification regarding Weekly Roster Designation specific to ER Residents.
V25.3	Feb. 23, 2025	8.3	Clarification on the minimum player age for LTA Tier 2
V25.4	Mar. 11, 2025		Added **Appendix 3** - Strength of Victory Score and Total Game Victory Time