

EM Rulebook - Changelog (V2.2)

	Section	Previous rule	Updated rule
28.06.2024.	1.6. Passport Requirement	n/a	<p>1.6.1. Team Members who are part of a Team's EM Roster are required to hold a passport which is valid until 10th February 2025, which is 6 months after the intended departure date from the EM Summer 2024 event. Exceptions to this rule will be granted at the sole discretion of EM Officials.</p> <p>1.6.2. The exemption from this rule may be applicable to Team Members of the ERL Team who are citizens of the European Union member states, provided that they possess valid identification documentation for travel.</p>
28.06.2024.	1.8. EM Slot Distribution		Table removed.
28.06.2024.	3.2. Team Roster Modification	3.2.1. Teams will be required to finalize and submit their Team Roster (Starting Line-up, Substitutes, Coaches) for their regional ERL Playoffs Roster Lock to their regional ERL TO, no later than the ERL Playoffs Roster Lock deadline indicated by their ERL TO. The Team Roster submitted or known to regional ERL Officials at this time will be considered the eligible Team Roster for the EM Summer event.	3.2.1. Teams will be required to finalize and submit their Team Roster (Starting Line-up, Substitutes, Coaches) for their regional ERL Playoffs Roster Lock to their regional ERL TO, no later than the ERL Playoffs Roster Lock deadline indicated by their ERL TO. The Team Roster submitted or known to regional ERL Officials at this time will be considered the eligible Team Roster for the upcoming EM event. Teams will not be able to add any new Players & Coaches past the regional ERL Playoffs Roster Lock.
28.06.2024.	3.2. Team Roster Modification	3.2.2. Each Team must appoint a single point of contact which is responsible for the communication between the EM Officials and the Team.	3.2.2. Each Team must appoint a single point of contact who is responsible for the communication between the EM Officials and the Team, and is available in the respective Team channel during the course of their Matches.
28.06.2024.	3.2. Team Roster Modification	3.2.3. Requests to modify a Starting Line-up for the Team's first match on the first day of the Play-In Group Stage may not be submitted any later than 5:00pm CEST on 14 April 2024. Requests must be made by the designated Team's point of	<p>3.2.3. For each Game during the course of the EMEA Masters, Teams must designate five players as their Starting Line-up.</p> <p>3.2.4. Requests to modify a Starting Line-up for the Team's first Match on the first day of the Last Chance Qualifier Stage must be</p>

		<p>contact. Requests to modify a Starting Lineup for a Team's first Match on any other day of that stage must be submitted no later than 11:00pm CEST or fifteen minutes after the conclusion of the final Game of the day prior to the Team's Match, whichever is the latest.</p> <p>3.2.4. For the Play-In Knockout Stage, Teams must submit any changes to their Starting Line-up no later than 11:00pm CEST or fifteen minutes after the conclusion of the final Game of the day prior to the Team's Match, whichever is the latest.</p> <p>3.2.5. For the Group Stage, requests to modify a starting lineup for the Team's first match on the first day may not be submitted any later than 5:00pm CEST on 18 April 2024. Requests must be made by the designated Team point of contact. Requests to modify a Starting Line-up for a Team's first Match on any other day of that stage must be submitted no later than 11:00pm CEST or fifteen minutes after the conclusion of the final Game of the day, whichever is latest, the day prior to the Team's Match, unless there are no Games the next day. If that's the case then the Starting Line-up submission is due on the day prior to the Match, at 5:00pm CEST.</p> <p>3.2.6. For the Knockout Stage (Quarterfinals, Semifinals, and Finals), Teams will be required to submit their Starting Line-up for Game 1 no later than 5:00pm CEST on the day prior to their Match.</p>	<p>submitted no later than five minutes after the conclusion of the Last Chance Qualifier Stage Draw. Requests to modify a Starting Lineup for a Team's first Match on any other day of that stage must be submitted no later than fifteen minutes after the conclusion of the final Game of the day prior to the Team's Match.</p> <p>3.2.5. Requests to modify a Starting Line-up for the Team's Matches of the Swiss Stage must be submitted no later than five minutes after the conclusion of the Swiss Stage Draw for the respective round, the day prior to the Team's Match.</p> <p>3.2.6. Requests to modify a Starting Line-up for the Team's Match of the Round of 16 of the Playoffs Stage must be submitted no later than five minutes after the conclusion of the Playoffs Draw.</p> <p>3.2.7. Requests to modify a Starting Line-up for the Team's Match of the Quarterfinals, Semifinals, and Finals of the Playoffs Stage must be submitted no later than five minutes after the conclusion of the coinflip which will take place immediately after the final Game which determined the second participant of the respective Quarterfinals, Semifinals, and Finals matchups.</p> <p>3.2.8. Requests to modify a Starting Line-up for subsequent Games must be submitted no later than 5 minutes after the conclusion of the previous Game.</p>
28.06.2024.	3.5. ERL Team Roster Eligibility	3.5.1. Team Rosters declared by Teams for their respective ERL Playoffs will be the Team Rosters	Removed. Already covered in 3.2.1.

		eligible for the EMEA Masters event. Teams will not be able to add any new Players & Coaches past the regional ERL Playoffs Roster Lock.	
28.06.2024.	3.4. Coaches	3.4.2.1. Up to two of Team's registered Coaches or Substitutes are eligible to participate in the Pick-&-Ban Phase of the Team's official Games.	3.4.2. Up to two of Team's registered Coaches or Substitutes are eligible to participate in the Pick-&-Ban Phase of the Team's official Games.
28.06.2024.	3.4. Coaches	3.4.2.2. Teams may have a Coach in Team's voice channel for every Game that the Team participates in. Additionally, Teams can have a second Coach in Team's voice channel for their Games. Once the Pick-&-Ban process has been completed all present Coaches need to mute themselves in order to stay in the voice channel.	3.4.3.1. Teams may have two Coaches in Team's voice channel for every Game that the Team participates in. Once the Pick-&-Ban process has been completed all present Coaches need to mute themselves in order to stay in the voice channel.
28.06.2024.	3.4. Coaches	3.4.3.1. Teams are required to have a Head Coach on-stage during the Pick-&-Ban Phase for every Game that the Team participates at the EM venue. Additionally, Teams can have an optional second Coach on-stage for their Games. The second Coach can either be a registered Coach or a substitute for the Team.	3.4.4.1. Teams are required to have a Head Coach, and may have an additional Coach on-stage during the Pick-&-Ban Phase for every Game that the Team participates at the EM venue.
28.06.2024.	4. Competition Schedule & Draw Process	Removed. Covered in the new section 4. Tournament Information.	
28.06.2024.	5. Competition Format	Removed. Covered in the new section 4. Tournament Information.	
28.06.2024.	4.1. Tournament Format	n/a	4.1.1. Last Chance Qualifier Stage 4.1.1.1. Thirty-two Teams will be drawn into four single elimination brackets of eight Teams. Each single elimination bracket will consist of three Rounds. Round 1, and Round 2 will be best-of-three, and Round 3

			<p>(finals) best-of-five Matches. A visual representation of the Last Chance Qualifier Stage is available in Exhibit B.</p> <p>4.1.1.2. Winners of each Round will advance to the next Round, while losers will be eliminated from the tournament.</p> <p>4.1.1.3. Winners of each bracket will qualify for the Swiss Stage.</p> <p>4.1.1.4. Right for side selection for Game 1 of the first round will be granted to the Team from the higher draw pool. The higher pool will be required to submit their decision for side selection for Game 1 no later than five minutes after the conclusion of the Last Chance Qualifier Stage Draw.</p> <p>4.1.1.5. After the first round, winning Teams will inherit their opponents' pool (seed) if it's higher than their own pool. To clarify, if a Pool 5 Team wins against a Pool 1 Team, they will be considered as a Pool 1 Team for their remaining Matches. Teams' pools (seeds) will not change after round 2 and 3.</p> <p>4.1.1.6. Right for side selection for Game 1 of the second and third rounds will be granted to the Team from the higher draw pool. The higher seed will be required to submit their decision for side selection for Game 1 no later than fifteen minutes after the conclusion of the final Game of the day, the day prior to the Team's Match.</p> <p>4.1.1.7. Within any given Match, for all Games after the first, the losing Team of the previous Game will have the right for side selection, and their side selection will be due within 5 minutes of the end of the previous Game.</p>
28.06.2024.	4.1. Tournament Format	n/a	<p>4.1.2. Swiss Stage</p> <p>4.1.2.1. Thirty-two Teams will face off in seven rounds of best-of-one and best-of-three Matches. The first Round will</p>

			<p>have Teams drawn into sixteen best-of-one Matches. Following this Round, Teams will be paired into sixteen more best-of-one Matches, with each Team playing an opponent with the same win/loss record. The same process of pairing will be followed until all Teams have earned either four Match wins, or four Match losses. Matches will be best-of-one, while any Match which determines advancement or elimination will be best-of-three. A visual representation of the Swiss Stage is available in Exhibit C.</p> <p>4.1.2.2. Teams with four Match wins will advance to the Playoffs stage, while Teams with four Match losses will be eliminated from the tournament.</p> <p>4.1.2.3. Match schedule:</p> <ul style="list-style-type: none">- Round One will consist of sixteen best-of-one Matches.- Round Two will consist of sixteen best-of-one Matches. Eight Matches will be between Teams with the record 1:0, while eight remaining Matches will be between Teams with 0:1 record.- Round Three will consist of sixteen best-of-one Matches. Four Matches between undefeated Teams (i.e. teams with a 2-0 match record) and four Matches between winless Teams (i.e. teams with an 0-2 match record), and eight remaining matches will be between Teams with a 1-1 Match record.- Round Four will consist of four best-of-three, and twelve best-of-one Matches. Two best-of-three Matches between undefeated Teams (i.e. teams with a 3-0 match record) and two best-of-three Matches between winless Teams (i.e. teams with an 0-3 match record), and twelve remaining Matches will be best-of-one, six Matches between Teams with a 2-1 Match record, and
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			<p>six Matches between Teams with a 1-2 Match record. Teams with four wins after Round Four will be qualified to the Playoffs Stage and considered as 1st/2nd place finishers of the Swiss Stage. Teams with four losses after Round Four will be eliminated from the EMEA Masters tournament as 31st-32nd place finishers.</p> <ul style="list-style-type: none">- Round Five will consist of eight best-of-three Matches, and six best-of-one Matches. Four best-of-three Matches between Teams with 3-1 Match record, four best-of-three Matches between Teams with 1-3 Match record, and six best-of-one Matches between Teams with 2-2 Match record. Teams with four wins after Round Five will be qualified to the Playoffs Stage and considered as 3rd/4th/5th/6th place finishers of the Swiss Stage. Teams with four losses after Round Five will be eliminated from the EMEA Masters tournament as 27th/28th/29th/30th place finishers.- Round Six will consist of twelve best-of-three Matches. Six best-of-three Matches between Teams with the 3:2 Match record, and six best-of-three Matches between Teams with 2:3 Match record. Teams with four wins after Round Six will be qualified to the Playoffs Stage and considered as 7th/8th/9th/10th/11th place finishers of the Swiss Stage. Teams with four losses after Round Six will be eliminated from the EMEA Masters tournament as 22nd/23rd/24th/25th/26th place finishers.- Round Seven will consist of five best-of-three Matches. Matches will be between Teams with the 3-3 Match record. Teams with four wins
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			<p>after Round Seven will be qualified to the Playoffs Stage and considered as 12th/13th/14th/15th/16th place finishers of the Swiss Stage. Teams with four losses after Round Seven will be eliminated from the EMEA Masters tournament as 17th/18th/19th/20th/21st place finishers.</p> <p>4.1.2.4. Right for side selection for Round One will be granted to the Team from the higher draw pool. The higher seed will be required to submit their decision for side selection for Round One no later than five minutes after the conclusion of the Swiss Stage Round 1 Draw.</p> <p>4.1.2.5. Right for side selection for Rounds Two to Round Seven will be granted to the Team from the higher draw pool. The higher seed will be required to submit their decision for side selection for the upcoming Round no later than five minutes after the conclusion of the Swiss Stage Draw for the respective round, the day prior to the Team's Match. In the case where both Teams are from the same draw pool, the right for side selection will be given to the first drawn Team during the draw process.</p> <p>4.1.2.6. Within any given Match, for all Games after the first, the losing Team of the previous Game will have the right for side selection, and their side selection will be due within 5 minutes of the end of the previous Game.</p>
28.06.2024.	4.1. Tournament Format	n/a	<p>4.1.3. Playoffs Stage</p> <p>4.1.3.1. The sixteen remaining Teams will be drawn into a sixteen Team, best-of-five, single elimination bracket with four rounds: Round of 16, Quarterfinals, Semifinals, and Finals. A visual representation of the Knockout Stage is available in Exhibit D.</p>

			<p>4.1.3.2. Teams that win their Matches in the Round of 16 will advance to the quarterfinals. Teams that lose their Matches will be eliminated from the EMEA Masters as 9th-16th place finishers.</p> <p>4.1.3.3. Teams that win their Matches in the quarterfinals will advance to the semifinals. Teams that lose their Matches will be eliminated from the EMEA Masters as 5th-8th place finishers.</p> <p>4.1.3.4. Teams that win their matches in the semifinals will advance to the finals. Teams that lose their matches will be eliminated from the EMEA Masters as 3rd/4th place finishers.</p> <p>4.1.3.5. The team that wins the finals will be the 2024 EMEA Masters Summer Champion. The Team that loses the finals will be eliminated from the EMEA Masters as the 2nd place finisher.</p> <p>4.1.3.6. Right for side selection for Game 1 of the Round of 16 will be granted to the Team with the best Match record from the Swiss Stage. The Team with the right for side selection will be required to submit their decision for side selection for Round of 16 no later than five minutes after the conclusion of the Playoffs Draw.</p> <ul style="list-style-type: none">- In the case where both Teams have the same Match record, the right for side selection will be determined by coinflip. The coinflip will take place immediately after the Playoffs Draw. Side selection will be due five minutes after the conclusion of the coinflip. <p>4.1.3.7. Right for side selection for Game 1 of the Quarterfinals, Semifinals and Finals will be determined by coinflip, which will take place immediately after the final Game which determined the second participant of the respective Quarterfinals, Semifinals, and Finals matchups. Side selection will be due</p>
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			<p>five minutes after the conclusion of the coinflip.</p> <p>4.1.3.8. Within any given Match, for all Games after the first, the losing Team of the previous Game will have the right for side selection, and their side selection will be due within 5 minutes of the end of the previous Game.</p>
28.06.2024.	4.2. Tournament Seeding	n/a	<p>4.2.1. Teams have been seeded into the tournament to start in one of two stages - The Last Chance Qualifier Stage or the Swiss Stage. A visual representation of the Slot Distribution is available in Exhibit E.</p> <p>4.2.2. Teams from HM are seeded based on their Regular Season standings.</p> <p>4.2.2.1. Teams starting in the Last Chance Qualifier Stage:</p> <ul style="list-style-type: none"> - 4th, 5th, 6th seed from the LFL - 4th, 5th, 6th seed from the PRM - 4th, 5th, 6th seed from the SL - 4th, 5th, 6th seed from the TCL - 3rd, 4th seed from the AL - 3rd, 4th seed from the LIT - 3rd, 4th seed from the NLC - 3rd, 4th seed from the GLL - 3rd, 4th seed from the UL - 3rd, 4th seed from the LPLOL - 3rd, 4th seed from the EBL - 2nd, 3rd, 4th seed from the HM - 2nd, 3rd, 4th seed from the ESLOL <p>4.2.2.2. Teams starting in the Swiss Stage:</p> <ul style="list-style-type: none"> - 1st, 2nd, 3rd seed from the LFL - 1st, 2nd, 3rd seed from the PRM - 1st, 2nd, 3rd seed from the SL - 1st, 2nd, 3rd seed from the TCL - 1st, 2nd seed from the AL - 1st, 2nd seed from the LIT - 1st, 2nd seed from the NLC - 1st, 2nd seed from the GLL - 1st, 2nd seed from the UL - 1st, 2nd seed from the LPLOL - 1st, 2nd seed from the EBL - 1st seed from the HM

			- 1st seed from the ESLOL
28.06.2024.	4.3. Tournament Draws	n/a	<p>4.3.1. Last Chance Qualifier Stage Draw</p> <p>4.3.1.1. Teams have been split into five draw pools, based on their regions' previous EMEA Masters performance, for the purpose of the Last Chance Qualifier Stage.</p> <ul style="list-style-type: none"> - Pool 1: LFL #4, PRM #4, SL #4, TCL #4; - Pool 2: LFL #5, PRM #5, SL #5, TCL #5; - Pool 3: LFL #6, PRM #6, SL #6, TCL #6; - Pool 4: AL #3, LIT #3, NLC #3, GLL #3; - Pool 5: AL #4, LIT #4, NLC #4, GLL #4, UL #3, UL #4, LPLOL #3, LPLOL #4, EBL #3, EBL #4, HM #2, HM #3, HM #4, ESLOL #2, ESLOL #3, ESLOL #4; <p>4.3.1.2. Teams within each pool will be assigned a number from 1 to 5, then these numbers will be drawn using random.org.</p> <p>4.3.1.3. Teams will be placed into groups from A to D in the order they are drawn, one pool at a time. Pools will be drawn from in the order 1 to 5.</p> <p>4.3.1.4. Teams from the same region cannot be placed into the same group. In case they are drawn in the same group, they will be moved to the next eligible group (A>B>C>D).</p> <p>4.3.1.5. Teams from Pool 1 will be randomly drawn into Team 01, Team 09, Team 17 or Team 25 slots.</p> <p>4.3.1.6. Teams from Pool 2 will be randomly drawn into Team 07, Team 15, Team 23, or Team 31 slots.</p> <p>4.3.1.7. Teams from Pool 3 will be randomly drawn into Team 05, Team 13, Team 21, or Team 29 slots.</p>

			<p>4.3.1.8. Teams from Pool 4 will be randomly drawn into Team 03, Team 11, Team 19, or Team 27 slots.</p> <p>4.3.1.9. Teams from Pool 5 will be drawn into remaining empty slots, until all Teams have been drawn and groups filled in A>B>C>D order.</p> <p>4.3.1.10. A visual representation of the Last Chance Qualifier Stage Team slots is available in Exhibit B.</p> <p>4.3.1.11. To avoid invalid draws, a Team may be placed in a group other than the first valid group for them, to avoid an invalid draw for the remaining Teams. In this situation, the Team will be placed into the next valid group in alphabetical order. This rule shall only be utilised if placing a Team in the first valid group has the possibility of causing an invalid draw later on.</p>
28.06.2024.	4.3. Tournament Draws	n/a	<p>4.3.2. Swiss Stage Draw</p> <p>4.3.2.1. Teams have been split into four draw pools, based on their regions' previous EMEA Masters performance, for the purpose of the Swiss Stage.</p> <ul style="list-style-type: none"> - Pool 1: LFL #1, PRM #1, SL #1, TCL #1, LFL #2, PRM #2, SL #2, TCL #2; - Pool 2: LFL #3, PRM #3, SL #3, TCL #3, AL #1, LIT #1, NLC #1, GLL #1; - Pool 3: AL #2, LIT #2, NLC #2, GLL #2, UL #1, LPLOL #1, EBL #1, UL #2; - Pool 4: LPLOL #2, EBL #2, HM #1, ESLOL #1 & four Teams advancing from the LCQ Stage. <p>4.3.2.2. Round 1 - Teams will be drawn using random.org.</p> <p>4.3.2.3. There will be no intra-regional matches in Round One of the Swiss Stage. In the case where a draw would result in this scenario, or would force this scenario in a</p>

			<p>future draw, the drawn Team will move to the next available slot.</p> <p>4.3.2.4. Round 2 - Round 7. All Teams will be randomly paired with an opponent who has the same Match record as them. If possible, Teams shall not play against Teams that they have faced previously in the Swiss Stage. In the case where a draw would result in this scenario, or would force this scenario in a future draw, the drawn Team will move to the next available slot. If no available slots remain, the draw will proceed, potentially repeating earlier matchups.</p> <p>4.3.2.5. There are no additional restrictions for the draws in Rounds Two through Seven.</p>
28.06.2024.	4.3. Tournament Draws	n/a	<p>4.3.3. Playoffs Stage Draw</p> <p>4.3.3.1. Teams have been split into four draw pools, based on their Swiss Stage performance, for the purpose of the Playoffs Stage draw.</p> <ul style="list-style-type: none"> - Pool 1: #1 & #2 place; - Pool 2: #3, #4, #5, and #6 place; - Pool 3: #7, #8, #9, #10, and #11 place; - Pool 4: #12, #13, #14, #15, and #16 place; <p>4.3.3.2. Teams will be drawn using random.org. Pools will be drawn in 1>2>3>4 order. Teams will be drawn into available slots in the order they are drawn, and placed in available slots in the order from lower to higher slot. To clarify, the first Team drawn from Pool 1 will be placed in Match 01, second Team will be placed in the remaining slot, Match 08 (see Exhibit D).</p> <p>4.3.3.3. Teams from Pool 1 will be drawn into Match 01, and Match 08 slots to ensure that they do not face before the Finals.</p> <p>4.3.3.4. Teams from Pool 2 will be drawn into Match 03, Match 04, Match 05, and Match 06 slots.</p>

			<p>4.3.3.5. Teams from Pool 3 will be drawn in two phases:</p> <ul style="list-style-type: none"> - Phase 1 - due to the uneven number of Teams in this pool, the first drawn Team will be swimming up, and randomly placed into Match 03, Match 04, Match 05, or Match 06 slots. This is to avoid using any of the slots predetermined for the Pool 3. - Phase 2 - remaining Pool 3 Teams will be drawn into Match 02, and Match 07 slots. <p>4.3.3.6. Teams from Pool 4 will be drawn into Match 01, Match 03, Match 04, Match 05, Match 06, and Match 08 slots. One of these slots will be occupied by the Pool 3 Team, and will not be available for the Pool 4 draw.</p> <p>4.3.3.7. A visual representation of the Playoffs Draw pool distribution is available in Exhibit F.</p> <p>4.3.3.8. Draw Restrictions. There are no additional restrictions for the Playoffs Stage draw.</p>
28.06.2024.	4.3.4. Tournament Draw Schedule	n/a	<p>4.3.4.1. Last Chance Qualifier Draw: 30th July 2024. The exact hour will be communicated by EM officials closer to the date.</p> <p>4.3.4.2. Swiss Round 1 Draw: Immediately following completion of Matches on 02 August 2024.</p> <p>4.3.4.3. Swiss Round 2 Draw: Immediately following completion of Matches on 05 August 2024.</p> <p>4.3.4.4. Swiss Round 3 Draw: Immediately following completion of Matches on 06 August 2024.</p>

			<p>4.3.4.5. Swiss Round 4 Draw: Immediately following completion of Matches on 07 August 2024.</p> <p>4.3.4.6. Swiss Round 5 Draw: Immediately following completion of Matches on 08 August 2024.</p> <p>4.3.4.7. Swiss Round 6 Draw: Immediately following completion of Matches on 09 August 2024.</p> <p>4.3.4.8. Swiss Round 7 Draw: Immediately following completion of Matches on 12 August 2024.</p> <p>4.3.4.9. Playoffs Draw: Immediately following completion of matches on 13 August 2024.</p>
28.06.2024.	4.4. Tournament Schedule	n/a	<p>4.4.1. Dates of Tournament Stages</p> <p>4.4.1.1. Last Chance Qualifier Stage: 31 July - 02 August 2024</p> <p>4.4.1.2. Swiss Stage: 05 - 09 August, 12 - 13 August 2024</p> <p>4.4.1.3. Playoffs Stage - Round of 16: 15 - 16 August 2024</p> <p>4.4.1.4. Playoffs Stage - Quarterfinals: 19 - 20 August 2024</p> <p>4.4.1.5. Playoffs Stage - Semifinals: 21 - 22 August 2024</p> <p>4.4.1.6. Playoffs Stage - Finals: 30 August 2024</p>
28.06.2024.	5.2. Prize Distribution	n/a	5.2.2. Updated to reflect the EM Summer format changes.
28.06.2024.	8.1. Side Selection	Removed. Now exists in the Tournament Format section.	
28.06.2024.	8.10. Pause	8.10.8. For Offline events: For the fairness of all competing Teams, Players are not allowed to	8.10.8. For Offline events: For the fairness of all competing Teams, Players are not allowed to communicate with each other

		<p>communicate with each other during a pause. For the avoidance of doubt, Players may communicate to the Referee, but only in order to identify and remedy the cause for the pause. If a pause extends long enough, Referees may, at their discretion, allow Teams to talk before the Game is unpaused, in order to discuss the Game's conditions.</p>	<p>during a pause. For the avoidance of doubt, Players may communicate to the Referee, but only in order to identify and remedy the cause for the pause. If a pause extends long enough, Referees may, at their discretion, allow Teams to talk before the Game is unpaused.</p>
	9.2.		<p>9.2.1. Team or Player video feed will be required for the latter stages of the competition. The live feed of the Team or Players will be used by EM Officials to ensure fair play at all times during the competition.</p> <p>9.2.2. The regulations around Team or Player video feed will be adjusted based on the stage of the competition. See the EMEA Masters Competition Guide for more information.</p> <p>9.2.2.1. Playoffs</p> <ul style="list-style-type: none"> - All Teams or Players are required to stream their live video feed to referees and the EMEA Masters Broadcast team. - These video feeds will be used for broadcasting purposes and competitive integrity. - For an in-depth setup guide and quality check, please refer to the EMEA Masters Competition Guide.
	Exhibits	Added Exhibits B, C, D & E.	

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	Section	Previous rule	Updated rule
06.03.2024	1.6 Passport Requirement	<p>1.6.1. Team Members who are part of a Team's EM Roster are required to hold a passport which is valid until 18th March 2024, which is 6 months after the intended departure date from the EM Summer 2023 event. Exceptions to this rule will be granted at the sole discretion of EM Officials.</p> <p>1.6.1.1. The exemption from this rule may be applicable to Team Members of the ERL Team who are citizens of the European Union member states, provided that they possess valid identification documentation for travel.</p>	n/a
06.03.2024	3.2. Team Roster Modification	<p>3.2.1. Teams will be required to finalize and submit their Team Roster (Starting Line-up, Substitutes, Coaches) for their regional ERL Playoffs Roster Lock to their regional ERL TO, no later than the ERL Playoffs Roster Lock deadline indicated by their ERL TO. The Team Roster submitted or known to regional ERL Officials at this time will be considered the eligible Team Roster for the EM Summer event. In the case of a verified emergency, a Team may add an emergency Substitute after this deadline at the sole discretion of the EM Officials.</p> <p>However, the emergency Substitute must meet all of the conditions below:</p> <p>3.2.1.1. Must not have played on a professional Team in the current Split.</p> <p>3.2.1.2. Must not have been declared as a Team Member on the regional ERL Roster Lock for the preceding ERL Playoffs.</p> <p>3.2.1.3. Must have been eligible to participate in EM prior to kickoff.</p> <p>3.2.2. Determination of what</p>	<p>3.2.1. Teams will be required to finalize and submit their Team Roster (Starting Line-up, Substitutes, Coaches) for their regional ERL Playoffs Roster Lock to their regional ERL TO, no later than the ERL Playoffs Roster Lock deadline indicated by their ERL TO. The Team Roster submitted or known to regional ERL Officials at this time will be considered the eligible Team Roster for the EM Summer event.</p>

		constitutes an emergency is at the discretion of EM Officials.	
06.03.2024	3.2. Team Roster Modification	3.2.5. For the Play-In Knockout Stage, Teams must submit any changes to their Starting Line-up by 5:00pm CEST on the day prior to their match.	3.2.4. For the Play-In Knockout Stage, Teams must submit any changes to their Starting Line-up no later than 11:00pm CEST or fifteen minutes after the conclusion of the final Game of the day prior to the Team's Match, whichever is the latest.
06.03.2024	3.2. Team Roster Modification	3.2.7. For the Knockout Stage (Quarterfinals and Semifinals), Teams will be required to submit their Starting Line-up for Game 1 no later than 5:00pm CEST on the day prior to their Match.	3.2.7. For the Knockout Stage (Quarterfinals, Semifinals, and Finals), Teams will be required to submit their Starting Line-up for Game 1 no later than 5:00pm CEST on the day prior to their Match.
06.03.2024	3.2. Team Roster Modification	3.2.8. For the Knockout Stage (Finals), Teams will be required to submit their Starting Line-up for Game 1 no later than 6:00pm CEST on the day prior to their Match.	n/a
06.03.2024	3.3. Substitutions	3.3.3. A Team may substitute a Player within a Match (i.e. between Games of a best-of-three or best-of-five) or between Games in the best-of-one rounds given any of the Teams participating is playing back to back Games. The Team must notify an EM official and have the Substitution approved immediately following the previous Game, no later than 5 minutes after the conclusion of the previous Game. For example, if a Team wishes to substitute a Player for Game 2, then the point of contact must notify an EM official no later than 5 minutes following Game 1.	3.3.3. A Team may substitute a Player between Games of a Match (i.e. between Games of a best-of-three or best-of-five) or between Games in the best-of-one rounds given any of the Teams participating is playing back to back Games. The Team must notify an EM official and have the Substitution approved, no later than 5 minutes after the conclusion of the previous Game.
06.03.2024	3.3. Substitutions	3.3.4. In the event of an emergency, a Team will be given up to one hour to find an immediate Substitute from their Team Roster for a Game. If a replacement cannot be found, the Team will forfeit. EM Officials will determine if an event qualifies as an emergency.	3.3.4. In the event of an emergency on the day of the Match, a Team will be given up to one hour to find an immediate Substitute from their Team Roster for a Game. If a replacement cannot be found, the Team will forfeit. EM Officials will determine if an event qualifies as an emergency.
06.03.2024	3.3. Substitutions		3.3.5. In the event of an emergency prior to the day of the Match, a Team may be given up to 48 hours to sign a new Player to their Team Roster. The exact time given to the Team will be decided based on the proximity

			<p>to the Team's Match and will be at the sole discretion of the EM Officials. Teams will be required to abide by the following restrictions in order to sign new Players:</p> <p>3.3.5.1. Must not have been declared as a Team Member on the regional ERL Roster Lock for the preceding ERL Playoffs.</p> <p>3.3.5.2. Must not have played professionally in the previous LEC Competitive Half-Season.</p> <p>3.3.5.3. The signed contract with the new Player must end before the upcoming Free Agency Opening.</p> <p>3.3.5.4. The newly signed Player will be allowed to participate for the duration of the emergency. The signing Team will be required to provide necessary evidence to the EM officials.</p>
06.03.2024	4. Competition Schedule & Draw Process	Updated the schedule & draw pools	
06.03.2024	6.2. Prize distribution	Added prize pools for EM Spring and EM Summer	
06.03.2024	9.1. Side Selection	<p>9.1.2.1. The higher seed will be required to submit their decision for side selection for Game 1 by 5:00pm CEST on the day prior to their Match.</p> <p>9.1.2.2. Side selection for Game 1 for all Play-In Knockout Matches will belong to the #1 seed from Groups. For all Games after the first, the losing Team of the previous Game will have side selection.</p>	<p>9.1.2.1. The higher seed will be required to submit their decision for side selection for Game 1 by 5:00pm CEST on the day prior to their Match. In case an EM Match between either of the Teams that will be playing the following day occurs on the day on which the side selection is due, their side selection deadline will shift to 15 minutes after the conclusion of the last Game on that day.</p> <p>9.1.2.2. Side selection for Game 1 for all Play-In Knockout Matches will belong to the #1 seed from the Play-In Group Stage. For all Games after the Game 1, the losing Team of the previous Game will have side selection.</p>
06.03.2024	9.1. Side Selection	9.1.4.1 Quarterfinals: Side selection for Game 1 for all Quarterfinal Games will belong to the #1 seed	9.1.4.1. Quarterfinals: Side selection for Game 1 for all Quarterfinal Games will belong to the #1 seed from the Group Stage.

		from groups in each Match. That Team will have side selection for Game 1, for all Games after the first, the losing Team of the previous Game will have side selection.	For all Games after the Game 1, the losing Team of the previous Game will have side selection.
06.03.2024	9.1. Side Selection	9.1.4.3. Semifinals: Side selection for each Semifinals will be determined by coin toss, once the winners of a Quarterfinals bracket has been determined. The Team winning the coin toss will have side selection for Game 1, for all Games after the first, the losing Team of the previous Game will have side selection. The Team winning the coin toss will need to provide their side selection and Starting Line-up to EM officials for Game 1 no later than 5:00pm CEST, one day prior to their Match. The submission deadlines for Semifinals are: <ul style="list-style-type: none"> o Semifinal #1: 30 August 2023 5:00pm CEST o Semifinal #2: 31 August 2023 5:00pm CEST 	9.1.4.3. Semifinals: Side selection for each Semifinals will be determined by coin toss, once the winners of a Quarterfinals bracket have been determined. The Team winning the coin toss will have side selection for Game 1, for all Games after the Game 1, the losing Team of the previous Game will have side selection. The Team winning the coin toss will need to provide their side selection to EM officials for Game 1 no later than 5:00pm CEST, one day prior to their Match. The submission deadlines for Semifinals are: <ul style="list-style-type: none"> o Semifinal #1: 24 April 2024 5:00pm CEST o Semifinal #2: 25 April 2024 5:00pm CEST
06.03.2024	9.1. Side Selection	Finals: Side selection for the Finals will be determined by coin toss, once the winners of the Semifinals bracket have been determined. The Team winning the coin toss will have side selection for Game 1, for all Games after the first, the losing Team of the previous Game will have side selection. The Team winning the coin toss will need to provide their side selection and Starting Line-up to EM officials for Game 1 no later than 6:00pm CEST, one day prior to their Match. The submission deadline for Finals is: <ul style="list-style-type: none"> o 7 September 2023 6:00pm CEST. 	9.1.4.4. Finals: Side selection for the Finals will be determined by coin toss, once the winners of the Semifinals bracket have been determined. The Team winning the coin toss will have side selection for Game 1, for all Games after the Game 1, the losing Team of the previous Game will have side selection. The Team winning the coin toss will need to provide their side selection to EM officials for Game 1 no later than 5:00pm CEST, one day prior to their Match. The submission deadline for Finals is: <ul style="list-style-type: none"> o 27 April 2024 5:00pm CEST.
06.03.2024	9.9 Pick-&-Ban Phase	If a Player picks or bans a Champion by mistake in the Pick-&-Ban Phase, the Player must notify an EM Official of their intended selection before the other Team has locked in their next selection. In this case, the Pick-&-Ban Phase will be restarted with the same Picks and Bans up until the mistake occurred and the Player may correct the mistake. In the case the other Team has locked	If a Player picks or bans a Champion by mistake in the Pick-&-Ban Phase, the Player must notify an EM Official of their intended selections (if applicable), and disband the lobby immediately before the next selection has locked. In this case, the Pick-&-Ban Phase will be restarted with the same Picks and Bans up until the mistake occurred and the Player may correct the mistake. In the case the other Team has locked in their next selection, before the Player notifies an EM

		in their next selection, before the Player notifies an EM Official, the Pick-&-Ban Phase will not be restarted and the mistakenly selected Champion stays locked in.	Official, the Pick-&-Ban Phase will not be restarted and the mistakenly selected Champion stays locked in.
06.03.2024	10. Online Match Process	10.2.2.1. Main Event - Group Stage: <ul style="list-style-type: none"> • All Teams or Players are required to stream their live video feed to referees on Discord. • These video feeds will not be used for broadcasting purposes. 	n/a
06.03.2024	11.1. Clothing & apparel	11.1.1. If applicable, Players must wear official approved Team jerseys during all EM Matches and approved Team branded apparel during all pre-/post-match interviews. Team Jerseys must be sent for approval to their respective ERL Officials no later than the start of ERL Playoffs or July 18, whichever is later. If a Team qualifies to EM Quarter Final stage, they may, at their own discretion, submit an updated Team Jersey for approval of use to EM Officials no later than 11AM CEST August 25.	11.1.1. If applicable, Players must wear official approved Team jerseys during all EM Matches and approved Team branded apparel during all pre-/post-match interviews.
06.03.2024	13. Code of Conduct	Code of Conduct section deleted with reference to the Riot Games Esports Global Code of Conduct	<p>13.1. Code of Conduct Each Team Entity shall comply with and ensure that all players, coaches, trainers, team managers, team owners, other team representatives, and any other esports professional registered with Riot (the foregoing collectively, "Esports Professionals") of the Team Entity complies with the Riot Games Esports Global Code of Conduct. Each Team acknowledges and agrees that a breach of, or failure to comply with the Riot Games Esports Global Code of Conduct by any Esports Professional shall be deemed a breach of, or failure to comply with the Riot Games Esports Global Code of Conduct by the Team Entity, in each instance even in cases where the Team Entity was not, itself, at fault.</p> <p>13.2. Disciplinary Action The League shall be entitled to undertake such disciplinary procedures as it determines in relation to any breach of, or failure to comply with, these regulations, the Riot Games Esports Global Code of Conduct and any other Rules by the Team or Esports Professionals, and to impose such</p>

			<p>finer, suspensions, disqualifications and other disciplinary actions (or combinations thereof) as the League determines in its sole discretion (collectively, "Disciplinary Actions"); and such Disciplinary Actions (i) may be publicly disclosed by the League as determined in its sole discretion, (ii) are reasonable and necessary in order to maintain the competitive integrity of League Games or the goodwill associated with the Game and the League, and (iii) are dealt with in compliance with the Riot Games Esports Global Code of Conduct and all relevant Rules.</p> <p>13.3. Team Continuity Protection No Team Manager/Member or Affiliate of a Team may solicit, lure, or make an offer of employment to any official Coach or Player, whose contracts are on the Global Contract Database and, signed to any League Team, nor encourage any such Coach or Player to breach or otherwise terminate a contract with said League Team. A Coach or Player may not solicit a Team to violate this rule. A Coach or Player may express publicly their desire to leave the Team and encourage any and all interested parties to contact their Manager. But the Coach or Player may not entice a Team directly to reach out to their Team Manager or attempt to violate their contractual obligations. Violations of this rule shall be subject to penalties, at the discretion of League Officials. To inquire about the status of a Coach or Player from another Team, Team Managers must contact a Team Manager of the Team that the Player and/or Coach is currently contracted with. The inquiring Team must provide visibility to League Officials before being able to discuss the contract with a Player.</p>
06.03.2024	14. Glossary	Updated Glossary terms for Accredited and Non-Accredited ERLs. Added Force Majeure definition.	

EM Rulebook - Changelog (V2.0)

	Section	Previous rule	Updated rule
01.03.2023	EM Rulebook	Updated terms, adjusted dates, fixed errors (typos, capitalisation)	
01.03.2023	Introduction	EMEA Masters Rulebook is not a standalone document and all applicable rules in the ERL Rulebook (including but not limited to Eligibility Requirements, Ownership, Finance, Additional Provisions, Code of Conduct) apply to all EMEA Masters participants.	EMEA Masters Rulebook is not a standalone document and all applicable rules in the ERL Rulebook (including but not limited to Eligibility Requirements , Ownership , Finance , Additional Provisions , Chronobreak & Remakes , Code of Conduct) apply to all EMEA Masters participants.
28.06.2023	Player Eligibility	n/a	<p>Players who played in thirteen or more LEC Matches in the Competitive Half-Season are ineligible to participate in the EM event for the current Competitive Half-Season.</p> <p>Players contracted to a non-LEC organisation in any Professional League, as defined by their ability to qualify for the World Championship Event (LCS, LCK, LPL, PCS etc.), are strictly forbidden from engaging in the EMEA Masters.</p> <p>Team Members who are not part of GCD (for Accredited ERLs) or EPD (for Non-Accredited ERLs) are not eligible to participate in the EMEA Masters.</p>
28.06.2023	Passport Requirement	n/a	<p>1.6.1. Team Members who are part of a Team's EM Roster are required to hold a passport which is valid until 18th March 2024, which is 6 months after the intended departure date from the EM Summer 2023 event. Exceptions to this rule will be granted at the sole discretion of EM Officials.</p> <p>1.6.1.1. The exemption from this rule may be applicable to Team Members of the ERL Team who are citizens of the European Union member states, provided that they possess valid identification documentation for travel.</p>

01.03.2023	EM Slot distribution	n/a	Updated the EM Slot distribution table
01.03.2023	Team Roster Requirements	2.1.1. A Team's EM Roster will be required a minimum of six to a maximum of seven Players as their EM Roster and are required to maintain four EU Residents and three LTRs in their EM Roster during the entirety of the event.	2.1.1. Teams are required to maintain at least six Players (five Starters and a minimum of one and a maximum of two Substitutes) as their EM Team Roster during the entirety of the EM event. 2.1.2. Teams will be required to have a minimum of three LTRs and four EMEA Residents (IMP) in their Team Roster at all times. In the Starting Line-up, Teams are required to have a minimum of two LTRs and three EMEA Residents at all times.
20.03.2023	Team Roster Modification	2.2.7. For the Knockout Stage (Quarterfinals, Semifinals and Finals), Teams will be required to submit their Starting Line-up for Game 1 no later than 6:00pm CEST one day prior to their Match. For example, if a Team is playing a Knockout stage Game on Tuesday, their Team Roster is due on Monday night at 6:00pm CEST.	2.2.7. For the Knockout Stage (Quarterfinals, Semifinals and Finals), Teams will be required to submit their Starting Line-up for Game 1 no later than 6:00pm CEST two days prior to their Match.
28.06.2023	Team Roster Modification	3.2.1. Teams will be required to complete a Team sheet with information on their Team Roster two days prior to the official kickoff date (deadline for EM Spring 2023: 2 April 2023 5:00pm CEST) at the latest. The Team Roster submitted at this time will be considered the eligible Team Roster for the EM Spring event. In the case of a verified emergency, a Team may add a substitute after this deadline, however, the substitute must meet all of the conditions below: Must not have been on a professional or ERL Team Roster four days prior to kickoff.	3.2.1. Teams will be required to finalize and submit their Team Roster (Starting Line-up, Substitutes, Coaches) for their regional ERL Playoffs Roster Lock to their regional ERL TO, no later than the Roster Lock deadline indicated by their ERL TO.. The Team Roster submitted or known to regional ERL Officials at this time will be considered the eligible Team Roster for the EM Summer event. In the case of a verified emergency, a Team may add an emergency Substitute after this deadline at the sole discretion of the EM Officials. However, the emergency Substitute must meet all of the conditions below: Must not have played on a professional Team in the current Split.

		Must have been eligible to participate in EM four days prior to kickoff.	Must not have been declared as a Team Member on the regional ERL Roster Lock for the preceding ERL Playoffs. Must have been eligible to participate in EM prior to kickoff.
		n/a	Adjusted Submission time to 5:00pm for all days, except for Finals
01.03.2023	Substitutions	2.3.1. Player Substitutions have to result in Teams having eligible Team Rosters.	2.3.1. Player Substitutions have to result in Teams having eligible Team Rosters. To clarify, a suspended player cannot be a Substitute.
01.03.2023	Substitutions	2.3.4. In the event of an emergency, a Team will be given up to one hour to find an immediate Substitute from their Team Roster for a Game. If a replacement cannot be found, the Team will forfeit. League Officials will determine if an event qualifies as an emergency.	2.3.4. In the event of an emergency, a Team will be given up to one hour to find an immediate Substitute from their Team Roster for a Game. If a replacement cannot be found, the Team will forfeit. EM Officials will determine if an event qualifies as an emergency.
01.03.2023	Substitutions	n/a	2.3.5. For any offline stages, Teams must have at least one Substitute physically present at all times.
01.03.2023	Coaches	2.4.1. Teams participating in EM can have a Coach for every Game that the Team participates in.	2.4.1. Teams may register a Head Coach in their Team Roster. In addition, Teams may register up to three other Coaches as either Strategic Coaches, Assistant Coaches or Performance Coaches.
01.03.2023	Coaches	2.4.3. Coaches can be registered coaches or substitutes for the Team.	2.4.2. Up to two of Team's registered Coaches or Substitutes are eligible to participate in the Pick-&-Ban Phase of the Team's official Games.
01.03.2023	Coaches	2.4.4. In the event of a verified emergency, the Team can designate an interim coach. Whether or not an event qualifies as an emergency is determined at the sole discretion of the League.	2.4.4. In the event of a verified emergency, the Team can designate an interim Coach. Whether or not an event qualifies as an emergency is determined at the sole discretion of the EM Officials.
28.06.2023	Coaches	n/a	3.4.3.1. Teams are required to have a Head Coach on-stage during the Pick-&-Ban Phase for every Game that the Team participates at the EM venue. Additionally,

			Teams can have an optional second Coach on-stage for their Games. The second Coach can either be a registered Coach or a substitute for the Team.
28.06.2023	ERL Team Roster Eligibility	2.5.1. A Team must keep as a part of their EM Team Roster (6-7 players), at least three players from the Starting Line-up that played the most recent Match in their respective ERL Play-Offs in order to claim any slot in the EM event.	3.5.1. Team Rosters declared by Teams for their respective ERL Playoffs will be the Team Rosters eligible for the EMEA Masters event. Teams will not be able to add any new Players & Coaches past the regional ERL Playoffs Roster Lock.
01.03.2023	Competition Format	n/a	Draw pools for Play-In and Main Stage updated
28.06.2023	Play-In Knockout Stage, Draw Process	Teams from the same Group from the Group Stage, cannot meet in the Knock-out phase before the finals.	4.2.2.3. Teams from the same Group from the Play-In Group Stage, cannot meet in the Play-In Knock-out Stage.
28.06.2023	Play-In Knockout Stage, Draw Process	n/a	4.2.2.4. Teams from the same region will not face each other in the Play-In Knock-out Stage where possible. This rule will be disregarded where it creates an invalid draw. The priority will always be Teams from the same Play-In Group not facing, over Teams from the same region not facing in the Play-In Knock-out Stage.
28.06.2023	Group Stage, Draw Process	3.4.2.3. Teams from the same region cannot be placed into the same group. In case they are drawn in the same group, instead they will be moved to the next eligible group (A>B>C>D). In a case where no group is eligible, a Team will be placed in the first group they were drawn in initially.	4.2.3.3. Teams from the same region cannot be placed into the same group. In case they are drawn in the same group, instead they will be moved to the next eligible group (A>B>C>D).
28.06.2023	Competition Schedule & Draw Process	n/a	The Draw Process moved to a separate section.
28.06.2023	Competition Format (Tiebreaker)	n/a	Sections for Play-In Group Stage and Group Stage are now separated.

	Scenarios)		
28.06.2023	EM Streaming Regulations	n/a	<p>8.1. Team Members are prohibited from streaming on any platform during the EM Broadcast - defined as starting with the expiration of the EM countdown and ending with the conclusion of the broadcast. This includes publicly participating in any other company's or individual's platform unless approved by the EM Officials in writing at its sole discretion.</p> <p>8.2. ERL TO shall have the right to provide streaming rights for 1st Division and 2nd division Teams to broadcast the EMEA Masters competition, subject to EM Officials' approval, using the following regulations: Teams shall be able to stream on any Team Member or Team channel. ERL TO shall submit their Teams' streaming channels for approval to EM Officials, and can be changed by the Team provided that they inform the ERL TO and the ERL TO approves it.</p> <p>Teams can only stream Matches that they are playing in and from EM Teams qualified from their respective ERL.</p> <p>Teams shall not monetize outside of the streaming platform (e.g., Pre-rolls, ads, etc.).</p> <p>Teams shall not alter, blur or cover EMEA Masters sponsor logos/placements.</p> <p>Teams can start streaming once the previous Match is finished or 15 minutes before the Match if it is the first Match of the day; Teams can stream for 15 minutes postgame (defined as being 15 minutes from the nexus explosion).</p> <p>ERL TO shall have the right to define any hosting/raiding rules.</p> <p>ERL TO shall have the right to define reporting structures and intervals.</p>

			<p>Teams shall have the right to invite guests. Co-streaming on-air talents need approval by ERL TO.</p> <p>ERL TO can allow Teams to show Teams Sponsors during the 15 minute pre- and post-game portion if they choose so. These sponsors must be vetted (i.e. Permitted or Conditional Category). Teams cannot show their Team Sponsors during the match itself.</p> <p>All portions of the broadcast from the Team, both live and archived, must be readily available to non-paying viewers.</p>
20.03.2023	Side Selection	<p>6.1.2.1. Side Selection for Quarterfinals must be submitted by the higher seed by 6:00pm CEST prior to Matchday. Side Selection for Semifinals and Finals is due 5 minutes after the coin toss has been performed by the EM Officials.</p>	<p>6.1.2.2. Side Selection for Quarterfinals must be submitted by the higher seed by 6:00pm CEST, two days prior to Matchday. The submission deadlines for Quarterfinals are:</p> <ul style="list-style-type: none"> • Quarterfinal #1 & #2: 16 April 2023 6:00pm CEST • Quarterfinal #3: 17 April 2023 6:00pm CEST • Quarterfinal #4: 18 April 2023 6:00pm CEST
20.03.2023	Side Selection	<p>6.1.2.3. Semifinals: Side selection for each Semifinals will be determined by coin flip, once the winners of a Quarter Finals bracket has been determined. The Team winning the coin toss will need to provide their side selection to EM officials 5 minutes after winning the coin toss. That Team will have side selection for Game 1, for all Games after the first, the losing Team of the previous Game will have a side selection.</p>	<p>6.1.2.3. Semifinals: Side selection for each Semifinals will be determined by coin toss, once the winners of a Quarterfinals bracket has been determined. The Team winning the coin toss will have side selection for Game 1, for all Games after the first, the losing Team of the previous Game will have side selection. The Team winning the coin toss will need to provide their side selection and Starting Line-up to EM officials for Game 1 no later than 6:00pm CEST, two days prior to their Matchday.. The submission deadlines for Semifinals are:</p> <ul style="list-style-type: none"> • Semifinal #1: 23 April 2023 6:00pm CEST • Semifinal #2: 24 April 2023 6:00pm CEST
20.03.2023	Side Selection	<p>6.1.2.4. Finals: Side selection for the Finals will be determined by coin flip,</p>	<p>6.1.2.4. Finals: Side selection for the Finals will be determined by coin toss, once the winners of the Semifinals bracket have been</p>

		<p>once the winners of the Semi Finals bracket has been determined.</p> <p>The Team winning the coin toss will need to provide their side selection to EM officials 5 minutes after winning the coin toss. That Team will have side selection for Game 1, for all Games after the first, the losing Team of the previous Game will have side selection.</p>	<p>determined. The Team winning the coin toss will have side selection for Game 1, for all Games after the first, the losing Team of the previous Game will have side selection. The Team winning the coin toss will need to provide their side selection and Starting Line-up to EM officials for Game 1 no later than 6:00pm CEST, two days prior to their scheduled Match. The submission deadline for Finals is 27 April 2023 6:00pm CEST.</p>
28.06.2023	Side Selection	n/a	<p>Play-In Group Stage</p> <p>9.1.1.1. For all tiebreaker-games side selection must be submitted five minutes after the conclusion of the Game which determined the tiebreaker scenario.</p> <p>Play-In Knockout Stage</p> <p>9.1.2.2. Side selection for Game 1 for all Play-In Knockout Matches will belong to the #1 seed from Groups. For all Games after the first, the losing Team of the previous Game will have side selection.</p> <p>Group Stage</p> <p>9.1.3.1. For all tiebreaker-games side selection must be submitted five minutes after the conclusion of the Game which determined the tiebreaker scenario.</p>
28.06.2023	Side Selection	<p>6.1.2.2. Side Selection for Quarterfinals must be submitted by the higher seed by 6:00pm CEST, two days prior to Matchday. The submission deadlines for Quarterfinals are:</p> <ul style="list-style-type: none"> ○ Quarterfinal #1 & #2: 16 April 2023 6:00pm CEST ○ Quarterfinal #3: 17 April 2023 6:00pm CEST ○ Quarterfinal #4: 18 April 2023 6:00pm CEST 	<p>9.1.3.2. Side Selection for Quarterfinals must be submitted by the higher seed by 5:00pm CEST, on the day prior to Match. The submission deadlines for Quarterfinals are:</p> <p>Quarterfinal #1 & #2: 27 August 2023 5:00pm CEST</p> <p>Quarterfinal #3 & #4: 28 AugustU 2023 5:00pm CEST</p>
28.06.2023	Side Selection	<p>6.1.2.3. Semifinals: Side selection for each Semifinals will be determined by coin toss, once the winners of a Quarterfinals bracket has been</p>	<p>9.1.3.3. Semifinals: Side selection for each Semifinals will be determined by coin toss, once the winners of a Quarterfinals bracket has been determined. The Team winning the coin toss will have side selection for Game</p>

		<p>determined. The Team winning the coin toss will have side selection for Game 1, for all Games after the first, the losing Team of the previous Game will have side selection. The Team winning the coin toss will need to provide their side selection and Starting Line-up to EM officials for Game 1 no later than 6:00pm CEST, two days prior to their Matchday.. The submission deadlines for Semifinals are:</p> <ul style="list-style-type: none"> ○ Semifinal #1: 23 April 2023 6:00pm CEST ○ Semifinal #2: 24 April 2023 6:00pm CEST 	<p>1, for all Games after the first, the losing Team of the previous Game will have side selection. The Team winning the coin toss will need to provide their side selection and Starting Line-up to EM officials for Game 1 no later than 5:00pm CEST, on the day prior to their Match. The submission deadlines for Semifinals are:</p> <p>Semifinal #1: 30 August 2023 5:00pm CEST Semifinal #2: 31 August 2023 5:00pm CEST</p>
28.06.2023	Side Selection	<p>6.1.2.4. Finals: Side selection for the Finals will be determined by coin toss, once the winners of the Semifinals bracket have been determined. The Team winning the coin toss will have side selection for Game 1, for all Games after the first, the losing Team of the previous Game will have side selection. The Team winning the coin toss will need to provide their side selection and Starting Line-up to EM officials for Game 1 no later than 6:00pm CEST, two days prior to their scheduled Match. The submission deadline for Finals is 27 April 2023 6:00pm CEST.</p>	<p>9.1.3.4. Finals: Side selection for the Finals will be determined by coin toss, once the winners of the Semifinals bracket have been determined. The Team winning the coin toss will have side selection for Game 1, for all Games after the first, the losing Team of the previous Game will have side selection. The Team winning the coin toss will need to provide their side selection and Starting Line-up to EM officials for Game 1 no later than 6:00pm CEST, on the day prior to their Match. The submission deadline for Finals is:</p> <p>7 September 2023 6:00pm CEST.</p>
28.06.2023	Side Selection	<p>6.1.4. Failure to designate Side Selection before the respective deadline will result in a default selection of blue side.</p>	<p>9.1.5. EM Officials can shift these deadlines at their discretion by informing affected Teams. Failure to designate Side Selection before the respective deadline will result in a default selection of blue side.</p>
01.03.2023	Patch	<p>6.5.1. The tournament patch will be communicated to participating EM Teams before the tournament starts.</p>	<p>6.3.1. The Tournament Realm patch will be communicated by EM Officials to participating EM Teams before the tournament starts.</p>

01.03.2023	Scheduling	6.6.1. The League may, at its sole discretion, modify the schedule of Matches. In the event of a schedule modification the League will notify all Teams at the earliest convenience.	6.4.1. EM Officials may, at their sole discretion, modify the schedule of Matches. In the event of a schedule modification the EM Officials will notify all Teams at the earliest convenience.
01.03.2023	Punctuality	n/a	<p>6.7.1. Players participating in the EM event must arrive at the designated Match area no later than the time specified by the EM Officials.</p> <p>6.7.2. All Teams are required to be fully ready for their Matches in the respective Game Lobby at least 5 minutes before the official Game Time.</p> <p>6.7.3. During the Play-Offs all Teams are required to be fully ready for their Matches in the respective Game Lobby at least 5 minutes before the official Game Time for Game 1 of each Match. For all following Games within one Match Teams are required to be fully ready at least 2 minutes before the official Game Time.</p> <p>6.7.4. If a Team is not fully ready at the aforementioned times, the EM Officials may issue a penalty at their own discretion.</p> <p>6.7.5. If a Team or any of their Players does not show up in time for any of their Matches, as defined by the aforementioned rule, due to a force majeure, Teams must inform EM Officials immediately. EM Officials may postpone, suspend or cancel the Game or Match at their sole discretion.</p> <p>6.7.6. If a Match is postponed, it will be rescheduled to a date within the same or the following week, unless another agreement can be found among Teams and EM Officials. The exact Match date will be communicated by EM Officials at the earliest convenience.</p>
01.03.2023	Pick-&-Ban Phase	n/a	6.9.2. If a Player disconnects during the Pick-&-Ban Phase, punctuality rules will apply. If the Player reconnects to the lobby in

			time, the Pick-&-Ban Phase will continue from the state where the latest pick or ban is locked.
01.03.2023	Game Start	6.10.1. A Game will start immediately after the Pick-&-Ban Phase is complete, unless otherwise stated by an EM Official. At this point, EM Officials will remove any printed materials from the Match Area, including any notes written by Team Members. Players are not allowed to quit a Game after the completion of the Pick-&-Ban Phase.	6.10.1. A Game will start immediately after the Pick-&-Ban Phase is complete, unless otherwise stated by an EM Official. Players are not allowed to quit a Game after the completion of the Pick-&-Ban Phase. EM Officials will remove any printed materials from the Match Area, including any notes written by Team Members.
01.03.2023	Equipment	n/a	7.1.2. A problem with player equipment is not an acceptable reason for lateness or pausing beyond a team's allowance, regardless of the root cause of the problem. Only five players per team are allowed in the game lobby. No additional spectators are permitted for any reason.
01.03.2023	Equipment	n/a	8.2.1. EM Officials will provide and Players will exclusively use the following equipment: (1) PC & monitor; (2) headsets and/or earbuds and/or microphones; (3) table & chair. 8.2.2. Players can provide the following equipment and use it during on-site Matches: (1) PC keyboards; (2) PC mice; (3) PC mouse pads. 8.2.3. Checking of Player Equipment is at sole discretion of EM Officials.
01.03.2023.	Team or Player Video Feed	n/a	7.2. Team or Player Video Feed 7.2.1. Team or Player video feed will be required for the Main Event stage and onwards. The live feed of the Team or Players will be used by EM Officials to ensure fair play at all times during the competition. 7.2.2. The regulations around Team or Player video feed will be adjusted based on

			<p>the stage of the competition. See the EMEA Masters Competition Guide for more information.</p> <p>7.2.2.1. Main Event - Group Stage: All Teams or Players are required to stream their live video feed to referees on Discord. These video feeds will not be used for broadcasting purposes.</p> <p>7.2.2.2. Main Event - Knockout Stage All Teams or Players are required to stream their live video feed to referees and the EMEA Masters Broadcast team. These video feeds will be used for broadcasting purposes. For an in-depth setup guide and quality check, please refer to the EMEA Masters Competition Guide.</p> <p>7.2.3. EM Officials will evaluate and approve all live video feeds.</p>
20.03.2023	Clothing & Apparel	n/a	10.3.1. Regulations which refer to clothing & apparel are covered in the respective section of the ERL Rulebook.
		<p>8.1.1. If applicable, Players must wear official approved Team jerseys during all EM Matches and approved Team branded apparel during all pre-/post-match interviews.</p> <p>8.1.2. Regulations which cover clothing, apparel and jerseys are covered in the respective section in the ERL Rulebook.</p>	<p>11.1.1. If applicable, Players must wear official approved Team jerseys during all EM Matches and approved Team branded apparel during all pre-/post-match interviews. Team Jerseys must be sent for approval to their respective ERL Officials no later than the start of ERL Playoffs or July 18, whichever is later. If a Team qualifies to EM Quarter Final stage, they may, at their own discretion, submit an updated Team Jersey for approval of use to EM Officials no later than 11AM CEST August 25.</p> <p>11.1.2. Coaches must wear, at a minimum, business casual attire while at the venue. Business casual is defined as clothing suitable for the environment. Examples of this include simple polo t-shirts with Team logo, buttoned shirts, suit jackets, jeans, trousers. Business casual does not include athletic wear and Team- and</p>

			<p>sponsor-branded apparel, beyond what is specifically mentioned above.</p> <p>11.1.3. All Players on the Starting Line-up must wear closed-toe shoes and matching jerseys & long pants. The attire will require approval from the League.</p>
28.06.2023	Equipment	8.2.2. Players can provide the following equipment and use it during on-site Matches: (1) PC keyboards; (2) PC mice; (3) PC mouse pads.	11.2.2. Players should provide the following equipment and use it during on-site Matches: (1) PC keyboards; (2) PC mice; (3) PC mouse pads.
28.06.2023	Equipment	n/a	11.2.3. The following equipment can be provided at the discretion of EM Officials if requested by a Player: (1) PC, hand warmers; and in case where Players do not have their own equipment, they may request: (1) PC mice; (2) PC mouse pads.
28.06.2023	Equipment	n/a	11.2.6. If there are technical problems with the equipment, Players or EM Officials may request a technical review. EM Officials will diagnose and troubleshoot problems. EM Officials may request for equipment to be replaced at their discretion. All player-provided replacements have to be approved by EM Officials otherwise the EM Officials will provide replacement equipment.
28.06.2023	Equipment	n/a	<p>11.2.8. Voice chat will be provided only via the native system used in League-provided headsets. The League may monitor the Teams' audio.</p> <p>11.2.9. It is prohibited to use League-provided computers to view or post on any social media or other communication sites.</p> <p>11.2.10. It is prohibited to connect equipment not listed above to League-provided computers unless explicitly allowed by an EM Official.</p>
28.06.2023	Setup Time	8.4.6. Once all ten Players in a Match have confirmed completion of	11.4.6. Once all ten Players in a Match have confirmed completion of setup and have

		setup, Players may not enter a warm-up game.	joined the Game lobby, Players may not enter a warm-up game.
01.03.2023	Chronobreak	Moved to the ERL Rulebook (still applicable to EM)	n/a
28.06.2023	Hardware Malfunction	<p>Online: 13.9.1. In the case of any hardware malfunctions, player/team affected by hardware malfunctions shall provide demonstrable evidence and ERL officials shall determine whether the hardware malfunction constitutes a minor bug (i.e. a monitor loses power and a player walks directly into an enemy turret), a critical bug (i.e. a keyboard stops working, causing a player death) or a terminal situation (i.e the game server crashes) and follow the appropriate standard above.</p> <p>Offline: 13.9.2. In the case of any hardware malfunctions, ERL officials shall determine whether the hardware malfunction constitutes a minor bug (i.e. a monitor loses power and a player walks directly into an enemy turret), a critical bug (i.e. a keyboard stops working, causing a player death) or a terminal situation (i.e the game server crashes) and follow the appropriate standard above.</p>	<p>Online: 12.9.1. In the case of any hardware malfunctions, player/team affected by hardware malfunctions shall provide demonstrable evidence and EM officials shall determine whether the hardware malfunction constitutes a minor bug (i.e. a monitor loses connectivity and a player walks directly into an enemy turret), a critical bug (i.e. a keyboard stops working, causing a player death) or a terminal situation (i.e the game server crashes) and follow the appropriate standard above.</p> <p>Offline: 12.9.2. In the case of any hardware malfunctions, EM officials shall determine whether the hardware malfunction constitutes a minor bug (i.e. a monitor loses connectivity and a player walks directly into an enemy turret), a critical bug (i.e. a keyboard stops working, causing a player death) or a terminal situation (i.e the game server crashes) and follow the appropriate standard above.</p>
28.06.2023	Responsibility under Code	17.2.11. No Team Manager/Member or Affiliate of a Team may solicit, lure, or make an offer of employment to any official Coach or Player who is signed to any League Team, nor encourage any such Coach or Player to breach or otherwise terminate a contract with said League Team. A Coach or Player may not solicit a Team to violate this rule. A Coach or Player may express publicly their desire to leave the Team and encourage any and all interested parties to contact their	13.2.11. No Team Manager/Member or Affiliate of a Team may solicit, lure, or make an offer of employment to any official Coach or Player, whose contracts are on the Global Contract Database and, signed to any League Team, nor encourage any such Coach or Player to breach or otherwise terminate a contract with said League Team. A Coach or Player may not solicit a Team to violate this rule. A Coach or Player may express publicly their desire to leave the Team and encourage any and all interested parties to contact their Manager. But the Coach or Player may not entice a Team

		<p>Manager. But the Coach or Player may not entice a Team directly to reach out to their Team Manager or attempt to violate their contractual obligations. Violations of this rule shall be subject to penalties, at the discretion of League Officials. To inquire about the status of a Coach or Player from another Team, Team Managers must contact a Team Manager of the Team that the Player and/or Coach is currently contracted with. The inquiring Team must provide visibility to League Officials before being able to discuss the contract with a Player. Contracts for Players can be found in the Global Contract Database.</p>	<p>directly to reach out to their Team Manager or attempt to violate their contractual obligations. Violations of this rule shall be subject to penalties, at the discretion of League Officials. To inquire about the status of a Coach or Player from another Team, Team Managers must contact a Team Manager of the Team that the Player and/or Coach is currently contracted with. The inquiring Team must provide visibility to League Officials before being able to discuss the contract with a Player.</p>
28.06.2023	Exhibit A	n/a	Added Penalty Index