2024 EM Summer
Official Rules

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Introduction and Purpose

These official rules of the EMEA Masters apply to each of the Teams who have qualified to play in the EMEA Masters tournament. These rules also apply to the Teams' Team Managers & Team Members and other employees, but apply only to official League play and not to other competitions, tournaments or organized play of League of Legends. Standardized rules benefit all parties who are involved in the professional play of League of Legends, including the Team Managers, Team Members and Teams. Rules that impact all regions can be seen here: https://www.emea-competitiveops.com/.

Riot Games Limited, a limited liability company registered in the Republic of Ireland, and its affiliates, has established these rules for the competitive play of League of Legends in order to unify and standardize the rules used in competitive play.

These official rules are designed solely to ensure the integrity of the system established by the League for professional play of League of Legends and a competitive balance among the Teams that play at the professional level. The terms of engagement between Team Managers, Team Members and Teams are left to each of the Teams and its Team Managers/Members.

Any dispute over the interpretation or application of these rules should be raised to the attention of the ERL Operations team. The English version of these rules will supersede any translation.

1. Eligibility Requirements

1.1. Player Age

1.1.1. No Player shall be considered eligible to participate in any ERL or EM Match before having lived 16 full years. This shall not prevent Teams from signing Free Agents who have lived 15 full years, granted that they may not participate in an ERL and EM Match until they have lived 16 full years.

1.1.2. Additionally, players younger than the age of majority in their country of residence must receive parental permission to participate in any ERL or EM Match.

1.2. Residency & Representation

1.2.1. A Player can be an EMEA Resident (IMP) and an LTR simultaneously.

1.2.2. LTRs are defined as players who have fulfilled one or more of the following criteria:

- The Player has legally resided and been primarily present in the competitive area of the ERL for no less than 36 out of the last 60 months immediately prior to their participation in the first Game of the applicable competition.

- The Player who has been on an ERL Team Roster for the majority of applicable matches in an ERL in no less than two of the last three ERL Splits immediately prior to their participation in the first Game of the applicable competition.

- For LEC players, if the LEC organisation operates an ERL Team Roster: The player was on the Team Roster of an LEC Team for the majority of Competition Weeks in no less than two of the last three LEC Competitive Half-Seasons prior to their participation in the first game of the applicable competition.

  Additionally, a split will count towards the LTR requirement for a Player who has been on an ERL Team Roster for the majority of the Split, even if the Player has not been actively participating in the respective ERL, as long as they have not been participating in any other ERL.

- The Player has legally resided and been primarily present in the competitive area of the ERL for at least 36 months after their 13th birthday, defined as having lived 13 full years.

- A player can gain the LTR status by participating in any of 1st or 2nd Division ERLs, excluding Pro-Am and other regional competitions.

1.2.3. If a Player can prove they have not claimed LTR status in any ERL in the past and cannot currently claim LTR status for any ERL using the clauses above, the

League may grant LTR status to the Player at their sole discretion.

1.2.4. A Player may only claim LTR status for the ERL region in which they are currently participating. Upon joining another ERL, the Player will have to prove their LTR status for the respective ERL or become a Non-Representative.

1.2.5. A Player may only be an LTR of a single ERL at any point in time. A player will not be considered a representative until they have declared themselves as an LTR to the respective ERL.

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

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

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

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

  A New Non-Resident Player must obtain lawful permanent resident status in the region the Player participates in.

1.2.8. A Player may only be a Resident of one single region at any point in time. Upon joining a Team's Roster, a Player will be considered a Non-Resident until and unless they declare themselves a Resident and meet the standards set forth in this rule. A Player who has lawful permanent resident status in multiple regions cannot be a Resident of two regions simultaneously per this rule. Once a Player declares residency in one region in which they are eligible, in order to switch residency to the other region, they must have participated in at least 50% of Regular Season Matches of their Team within that region in its most recent Split.

1.2.9. Players may prove Residency and LTR eligibility by submitting documentary evidence of eligibility. There are two general categories of evidence: government-issued documentation (e.g., government benefits records, military/draft registration papers) and private documentation (e.g., school records,

deeds, leases, homeowner association documents, utility bills, bank records/statements, tax returns, insurance documents, medical records & employment records).

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

1.3. Team Member Services Agreement

1.3.1. For any contractual agreement signed between a Team Member and an ERL Team, the contract needs to adhere to and be governed by applicable local laws.

1.3.2. For Accredited ERLs: Team Members are required to have a Team Member Service Agreement with their respective Teams.

1.4. Player Eligibility

1.4.1. 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.

1.4.2. 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.

1.4.3. 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.

1.5. No Riot Employees

1.5.1. Team Owners and Team employees may not be employees of Riot Games Inc., Riot Games Limited, League of Legends European Championship Limited, or their affiliates (“Riot Entities”); or employees of the Tournament Organiser or its respective affiliates. “Affiliate” is defined as any person or other entity which owns or controls, is under the ownership or control of, or is under common ownership or control, with the named Riot Entities or Tournament Organiser. “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.

1.6. Passport Requirement

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.

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.

1.7. Eligibility & Release Forms

1.7.1. Team Members will be sent a player eligibility and Release Form by EM Officials. This form will inform the Team Member of what information, including personal information, that the League will collect and process for use on broadcast, social media and player movements.

2. Ownership

2.1. Ownership Restrictions

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

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

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

2.1.2. An Organisation or Team may only own one ERL Team across all ERLs.

2.1.3. Organisations or Teams are only allowed to participate in one ERL per Season. Any changes can only take effect between Seasons and must follow the procedures and timeline outlined by the ERL Officials. An Organisation or Team must receive approval from both the future ERL Officials and League Officials for the change to occur. If an Organisation or Team is relegated from their ERL top division, they shall not acquire the place of another top division ERL Organisation or Team for the duration of one Season within that same ERL top division, unless exceptional prior written approval from ERL Officials and League Officials is obtained.

2.1.4. Unless otherwise permitted in writing by LEC Officials, from the Organisations or Teams belonging to the Professional Esports Leagues (cf. section 11 below, Glossary & Exhibits), LEC Organisations or Teams are the only Organisations or Teams permitted to own and operate an ERL Team. Unless permitted in writing by LEC Officials in advance, no individual who, directly or indirectly, is an Owner of a professional Organisation or Team, can also own and operate an ERL Team.

2.2. Recognition of Ownership

2.2.1. The League shall have the right to make final and binding determinations regarding Team ownership, issues relating to the multiple Team restriction and other relationships that may otherwise have an adverse impact on the competitive integrity of the ERL. Any person that petitions for ownership into the ERL can be denied admission at the sole discretion of the League. Team Owners agree that they will not contest any final determination of the League in connection therewith.

2.2.2. If an Owner is found to have any financial interest or benefit or any level of influence in another Team, the Owner will be required to immediately divest said interest in one of the two Teams and may be subject to punishment by the League.

2.2.3. Ownership of a Team competing in an ERL or EM should be clearly indicated by the Starting Line-up or Organisation to ERL officials.

3. Team Rosters

3.1. Team Roster Requirements

3.1.1. 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.

3.1.2. 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.

3.1.3. An EM Starting Line-up cannot include more than two Veterans at a time.

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 upcoming EM event. Teams will not be able to add any new Players & Coaches past the regional ERL Playoffs Roster Lock.

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.

3.2.3. For each Game during the course of the EMEA Masters, Teams must designate five players as their Starting Line-up.

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 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.

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.

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.

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.

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.

3.3. Substitutions

3.3.1. Player Substitutions have to result in Teams having eligible Team Rosters. To clarify, a suspended player cannot be a Substitute.

3.3.2. If a Team wishes to substitute Players after the Team's first Match on a given day, those substitutions must be declared to EM Officials before the start of the next scheduled Game, as defined as the start of the Pick-&-Ban Phase. To be clear, the next scheduled Game means the next game scheduled to be broadcasted, not the next Game scheduled for the Team wishing to make the change.

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.

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.

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 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:

3.3.5.1. Must not have been declared as a Team Member on the regional ERL Roster Lock for the preceding ERL Playoffs.

3.3.5.2. Must not have played professionally in the previous LEC Competitive Half-Season.

3.3.5.3. The signed contract with the new Player must end before the upcoming Free Agency Opening.

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.

3.3.6. For any offline stages, Teams must have at least one Substitute physically present at all times.

3.4. Coaches

3.4.1. 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.

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.

3.4.3. Online

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.

3.4.4. Offline

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.

3.4.5. 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.

3.5. ERL Team Roster Eligibility

3.5.1. If there are multiple claims for a single slot in the EM, the slot is held by the Team which can field the higher number of Starters from the qualifying Team Roster. If the number of Starters is equal between those Teams, the Team with the higher number of Substitutes from the qualifying Team Roster will be granted the slot. If the number of Substitutes is also equal, the total number of Games all Players played in the respective qualifying event will be the tiebreaker.

4. Tournament Information

4.1. Tournament Format

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 (finals) will be best-of-five Matches. A visual representation of the Last Chance Qualifier Stage is available in Exhibit B.

4.1.1.2. Winners of each round will advance to the next round, while losers will be eliminated from the tournament.

4.1.1.3. Winners of each bracket will qualify for the Swiss Stage.

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.

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.

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.

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.

4.1.2. Swiss Stage

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 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.

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.

4.1.2.3. Match schedule:

- 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 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.
- 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 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.

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.

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.

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.

4.1.3. Playoffs Stage

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.

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.

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.

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.

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.

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.

- 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.

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 five minutes after the conclusion of the coinflip.

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.

4.2. Tournament Seeding

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.

4.2.2. Teams from HM are seeded based on their Regular Season standings.

4.2.2.1. Teams starting in the Last Chance Qualifier Stage:

- 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

4.2.2.2. Teams starting in the Swiss Stage:

- 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

4.3. Tournament Draws

4.3.1. Last Chance Qualifier Stage Draw

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.

- 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;

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.

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.

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).

4.3.1.5. Teams from Pool 1 will be randomly drawn into Team 01, Team 09, Team 17 or Team 25 slots.

4.3.1.6. Teams from Pool 2 will be randomly drawn into Team 07, Team 15, Team 23, or Team 31 slots.

4.3.1.7. Teams from Pool 3 will be randomly drawn into Team 05, Team 13, Team 21, or Team 29 slots.

4.3.1.8. Teams from Pool 4 will be randomly drawn into Team 03, Team 11, Team 19, or Team 27 slots.

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.

4.3.1.10. A visual representation of the Last Chance Qualifier Stage Team slots is available in Exhibit B.

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.

4.3.2. Swiss Stage Draw

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.

- 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.

4.3.2.2. Round 1 - Teams will be drawn using random.org.

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 future draw, the drawn Team will move to the next available slot.

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.

4.3.2.5. There are no additional restrictions for the draws in Rounds Two through Seven.

4.3.3. Playoffs Stage Draw

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.
- Pool 1: #1 and #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;

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).

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.

4.3.3.4. Teams from Pool 2 will be drawn into Match 03, Match 04, Match 05, and Match 06 slots.

4.3.3.5. Teams from Pool 3 will be drawn in two phases:
- 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.

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.

4.3.3.7. A visual representation of the Playoffs Draw pool distribution is available in Exhibit F.

4.3.3.8. Draw Restrictions. There are no additional restrictions for the Playoffs Stage draw.

4.3.4. Tournament Draw Schedule

4.3.4.1. Last Chance Qualifier Draw: 30th July 2024. The exact hour will be communicated by EM officials closer to the date.

4.3.4.2. Swiss Round 1 Draw: Immediately following completion of Matches on 02 August 2024.

4.3.4.3. Swiss Round 2 Draw: Immediately following completion of Matches on 05 August 2024.

4.3.4.4. Swiss Round 3 Draw: Immediately following completion of Matches on 06 August 2024.

4.3.4.5. Swiss Round 4 Draw: Immediately following completion of Matches on 07 August 2024.
4.3.4.6. Swiss Round 5 Draw: Immediately following completion of Matches on 08 August 2024.
4.3.4.7. Swiss Round 6 Draw: Immediately following completion of Matches on 09 August 2024.
4.3.4.8. Swiss Round 7 Draw: Immediately following completion of Matches on 12 August 2024.
4.3.4.9. Playoffs Draw: Immediately following completion of matches on 13 August 2024.

4.4. Tournament Schedule

4.4.1. Dates of Tournament Stages
4.4.1.1. Last Chance Qualifier Stage: 31 July - 02 August 2024
4.4.1.2. Swiss Stage: 05 - 09 August, 12 - 13 August 2024
4.4.1.3. Playoffs Stage - Round of 16: 15 - 16 August 2024
4.4.1.4. Playoffs Stage - Quarterfinals: 19 - 20 August 2024
4.4.1.5. Playoffs Stage - Semifinals: 21 - 22 August 2024
4.4.1.6. Playoffs Stage - Finals: 30 August 2024

5. Finances

5.1. Sponsors

5.1.1. A Team has the ability to acquire sponsors. Restrictions on sponsorship acquisition are defined by the applicable ERL & EM rules. The Team is obligated to notify the League of the intended acquisition of a new sponsor before the acquisition is finalised. If the sponsorship is classified as a Prohibited Sponsorship, then the sponsorship may not be displayed by the Players during the use or play of League of Legends, adjacent to League of Legends related material, the LEC, ERL, EM, or any other Riot-affiliated event. If the sponsorship is classified as a Conditional Sponsorship, then the Team must follow the rules and regulations regarding receiving approval from League Officials (ERL Rulebook).

5.1.2. The Team may only sell or manage sponsorships or brand elements for the Team which they are affiliated with.

5.1.3. No person or entity may hold the naming rights to more than one ERL Team at a time. A sponsor which holds naming rights to a Team may not sponsor other Teams in the League in any capacity. No person or entity acting as an owner, partial or total, or as a corporate officer for one Organisation may sponsor a Team of a different Organisation through themselves, a direct connection, another Organisation they represent, or a proxy.

5.1.4. Teams cannot have multiple brand names in their Team name unless they comply with the naming restrictions set forth in the Team Name Sponsor Integration Policy.

5.2. Prize distribution

5.2.1. The total prize pool for the EM Spring event is €75,000. The distribution is as follows (per Team):

1st	2nd	3rd - 4th	5th - 8th	9th - 12th	13th - 16th
€20,000	€12,500	€6,750	€4,000	€2,000	€1,250

5.2.2. The total prize pool for the EM Summer event is €150,000. The distribution is as follows (per Team):

1st	2nd	3rd - 4th	5th - 8th	9th - 16th
€50,000	€25,000	€12,500	€6,500	€3,000

6. Additional Provisions

6.1. Publishing

6.1.1. The League shall have the right to publish a declaration stating that a Team Manager, Team Member and/or Team has been penalised. Any Team Manager, Team Member and/or Team that may be referenced in such declaration hereby waive any right of legal action against the ERL, EM, League of Legends European Championship Limited, and/or any of their parents, subsidiaries, affiliates, employees, agents, or contractors for publishing such a declaration.

6.2. IP Usage

6.2.1. Refer to your Team Participation Agreement with your ERL TO for general usage guidelines.

6.3. Finality of decisions

6.3.1. All decisions regarding the interpretation of these rules, Team Member eligibility, scheduling and staging of the ERL & EM and penalties for misconduct, lie solely with the League, the decisions of which are final.

6.4. Right of modification

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

7. EM Streaming Regulations

7.1. **Team Member Streaming**

7.1.1. 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.

7.2. **Streaming Rights**

7.2.1. 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.

- Teams can only stream Matches that they are playing in and from EM Teams qualified from their respective ERL.

- Teams shall not monetize outside of the streaming platform (e.g., Pre-rolls, ads, etc.).

- Teams shall not alter, blur or cover EMEA Masters sponsor logos/placements.

- 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).

- ERL TO shall have the right to define any hosting/raiding rules.

- ERL TO shall have the right to define reporting structures and intervals.

- Teams shall have the right to invite guests. Co-streaming guests need to be approved by the ERL TO.

- 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.

- All portions of the broadcast from the Team, both live and archived, must be readily available to non-paying viewers.

8. Match Process

8.1. Tournament Realm and Live Accounts

8.1.1. Players will use accounts previously provided to them by the ERL Officials for ERL Matches and fall under the regulations defined in the ERL Rulebook. It is the Players' responsibility to configure their account to their preferences.

8.1.2. The use of ward skins and emotes on Tournament Realms is allowed, unless usage has been restricted by EM Officials.

8.2. Patch

8.2.1. The Tournament Realm patch will be communicated by EM Officials to participating EM Teams before the tournament starts.

8.2.2. Champions will be automatically restricted from play for their release patch. Champions that have undergone reworks will be enabled at the sole discretion of the League.

8.3. Scheduling

8.3.1. 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.

8.3.2. For Offline events: Players participating in the EM event must arrive on-site and on-stage no later than the time specified by the EM Officials.

8.4. Referees

8.4.1. Referees will oversee the EM matches, including the following:

- Checking the Team’s Starting Line-up before the Match.
- Checking and monitoring Player peripherals and Match Areas.
- Announcing the beginning of a Game.
- Ordering pause/resume during a Game.
- Issuing penalties in response to rule violations during the Match.
- Confirming the end of a Match and its results.

8.4.2. At all times, Referees shall conduct themselves in a professional and impartial manner. No passion or prejudice shall be shown towards any Player, Team, Team Manager, Coach or other individual.

8.4.3. If a Referee makes an incorrect judgement, the judgement can be subject to reversal. EM Officials, at their discretion, may evaluate the decision during or after the Match to determine if the proper procedure was implemented. If the proper procedure was not followed, EM Officials reserve the right to invalidate the Referee’s decision. EM Officials will always maintain a final say in all decisions set forth throughout the EM competition.

8.5. Readiness

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

8.5.2. Tournaments held on a rolling schedule will have estimated Match start times. Teams are required to be available to play their Match up to 90 minutes in advance of their estimated time, or as otherwise directed by EM Officials.

8.6. Punctuality

8.6.1. Players participating in the EM event must arrive at the designated Match area no later than the time specified by the EM Officials.

8.6.2. 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.

8.6.3. 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.

8.6.4. If a Team is not fully ready at the aforementioned times, the EM Officials may issue a penalty at their own discretion.

8.6.5. 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.

8.6.6. 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.

8.7. Lateness Penalties

8.7.1. Teams that are not ready at the 10 minute mark of the preceding game (or 30 minutes before the start of the first Match of the day) are subject to late penalties. A Team will lose their first ban after 5 minutes have elapsed from the 10 minute mark. A Team will lose another ban after 10 minutes have elapsed. A Team will lose all their bans after 15 minutes have elapsed. A Team will be subject to forfeiture if 25 minutes have elapsed since the 10 minute mark was reached or when the preceding Game has completed - whichever is longer. Intentionally delaying the game-lobby or Game start will still subject the Team to the rules set forth in this section.

8.8. Pick-&-Ban Phase

8.8.1. Once all ten Players report to the official game lobby, an EM Official will request confirmation that both Teams are ready for the Pick-&-Ban Phase. Once both

Teams confirm readiness, an EM Official will instruct the game-lobby owner to start the Game.

- For Offline events: Coaches will be granted on-stage access and will be allowed to communicate with the Players during the Pick-&-Ban Phase. Coaches will exit the stage to a designated position once the countdown timer has reached five seconds during the trading phase and if applicable, will be muted once the timer has reached zero seconds.

8.8.2. 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.

8.8.3. The Pick-&-Ban Phase will be executed through the Client's Tournament Draft feature. At the discretion of EM Officials, the Pick-&-Ban Phase may be recorded and the Game's start aborted.

8.8.4. Game Settings:

- Map: Summoner's Rift
- Team Size: 5
- Allow Spectators: Lobby Only
- Game Type: Tournament Draft

8.8.5. EM Officials may choose to employ either the Tournament Draft feature or a manual draft at their discretion.

8.8.6. Restrictions may be added at any time before or during a Match if there are known bugs with any Gameplay Elements or for any reason as determined at the discretion of EM Officials.

8.8.7. Draft mode proceeds in a snake draft as follows:

- Blue Team = A; Red Team = B
- Bans: ABABAB
- Picks: ABBAAB
- Bans: BABA
- Picks: BAAB

8.8.8. 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 Official, the Pick-&-Ban Phase will not be restarted and the mistakenly selected Champion stays locked in.

8.8.9. Teams must complete all Champion trades before the 20-second mark during the Trading Phase or will be subject to penalties.

8.9. Game Start

8.9.1. 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.

8.9.2. If there is an error in the Game Start, or an EM Official decides to separate the Pick-&-Ban Phase and the Game starts, the Blind Pick feature may be used at the discretion of the EM Officials. All Players will select Champions in accordance with the valid completed Champion selections.

8.9.3. If a Bugsplat, disconnect or any other failure occurs which interrupts the loading process and prevents a Player from joining a Game, the Game must be immediately paused until all Players are connected.

8.10. Pause

8.10.1. If a Player intentionally disconnects without notifying an EM Official or pausing, the EM Official is not required to enforce a pause.

- During any pause, Players may not leave the Match Area unless authorized and accompanied by an EM Official or a Referee.

8.10.2. EM Officials may order to execute a pause of a Game at their sole discretion.

8.10.3. Players may only pause a Game immediately following an Unintentional Disconnect, hardware/software malfunction or physical interference and must notify an EM Official immediately and identify the reason.

8.10.4. Minor Player illness, injury, or disability is not an acceptable reason for a Player pause. In the case of an underlying and/or pre-declared medical condition the Player may however inform an EM Official prior to the Match, who may then grant a pause during the Match in order to evaluate the issue and to determine whether the Player is ready, willing, and able to continue playing within a reasonable period of time, as determined by the EM Official, but not to exceed a few minutes. If the EM Official determines that the Player is not able to continue playing within such a reasonable period of time, then the Player's Team shall forfeit the Game unless an EM Official determines that the Game is subject to an Awarded Game Victory at the EM Officials's discretion.

8.10.5. If applicable - If an EM Official observes a condition or behaviour, 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 EM Official may, in his/her sole discretion, grant a pause, not to exceed ten minutes, in order to evaluate the identified Player.

If EM Officials determine that a Player needs to be examined by medical officials, such Player must receive medical clearance to play or continue play.

Such Players may refuse medical exam or care, but in such a situation they will lack requisite medical clearance and will not be able to play or continue to play.

If a Player is rendered unable to play or continue to play because of a lack of medical clearance, or if the Team is unable to field a roster that is compliant with these Rules, the Team shall forfeit the Game unless an EM Official, at their sole discretion, determines that the Game is subject to an Awarded Game Victory.

8.10.6. Players are not permitted to resume the Game after a pause. After clearance from an EM Official is issued and all Players are notified and ready, which will be contingent on confirming through in-game chat, the in-client spectators will unpause the Game.

8.10.7. If a Player pauses a Game without a valid reason as outlined above, or un-pauses a Game without permission from an EM Official, it will be considered unfair play and penalties will be applied at the discretion of the League.

8.10.8. For Offline events: For the fairness of all competing Teams, Players are not allowed to communicate with each other during a pause. For the avoidance of doubt, Players may communicate to the Referee, but only in order to identify and remedy the cause for the pause. If a pause extends long enough, Referees may, at their discretion, allow Teams to talk before the Game is unpaused.

8.11. Pause Allowance & 5v5 Play

8.11.1. Teams may pause the Game for a maximum of 10 minutes over the course of a single Game, or 20 minutes over the course of a best-of-three Match, or 30 minutes over the course of best-of-five Match to resolve issues affecting their gameplay. These issues include but are not limited to: FPS drops, connection issues, peripherals or other hardware not working properly, possible in-game bugs that critically affect gameplay or put the Team at a significant disadvantage.

Pausing beyond allowance time will be considered unfair play and penalties will be applied at the discretion of EM Officials. EM Officials may ask the Team to immediately resume the Game if there has been a minor issue and after reasonable steps are taken to remedy the situation or if the impact on the Game is deemed minimal. EM Officials will also ask the Team to immediately resume the Game if the pause is deemed unauthorized.

8.11.2. Teams are required to field a full team of five Players to start a Match. If a Player disconnects during a Game, a Team may continue to play after the pause allowance is exhausted to attempt to complete the Game.

8.12. **Post-Game Process**

8.12.1. EM officials will confirm and record the Game's result.

8.12.2. Players will inform EM Officials of any tech issues.

8.12.3. Referees may log into Player Accounts to join the next Game's lobby.

8.12.4. EM officials will inform Players of the remaining time before the next Game's Pick-&-Ban Phase. Pick-&-Ban Phase will commence as scheduled even if a Team is not fully present in the Match Area. If only a single Player of a Team is present when the Pick-&-Ban Phase begins, this Player may determine all Picks and Bans for the Team. If no Player from a Team is present in the Match Area when the Pick-&-Ban Phase begins that Team shall be deemed to have forfeited the Game.

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

8.13. Post-Match Process

8.13.1. EM officials will confirm and record the match result.

8.13.2. Players will be informed of their current standing in the competition, including their next scheduled match.

8.13.3. Players will be informed of any post-match obligations, including, but not limited to, media appearances, interviews, or further discussion of any Match matters. Teams will be required to make available to the media for a minimum of 20 minutes at least two Players that started any Game that day, regardless of Team victory or defeat.

9. Online Match Process

9.1. Equipment

9.1.1. Players will be expected to provide all of their own equipment. This includes, but is not limited to: computers, keyboards, mice, and voice programs. As the Matches will not be played on an offline server, Players will also need to account for their own DDOS and other computer protection. Exclusive responsibility for protection will fall upon the Players and Teams. Additionally, the stability of the Player's hardware and internet connection are the responsibility of the Player. In the event that a Game is played on the live server and not the Tournament Realm both Teams will be required to use the default skins for their selected Champions.

9.1.2. 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.

9.2. Team or Player Video Feed

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.

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.

9.2.2.1. Playoffs

- 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.

9.2.3. EM Officials will evaluate and approve all live video feeds.

9.3. Clothing & Apparel

9.3.1. Regulations which refer to clothing & apparel are covered in the respective section of the ERL Rulebook.

10. Offline Match Process

10.1. **Clothing & Apparel**

10.1.1. If applicable, Players must wear official approved Team jerseys during all EM Matches and approved Team branded apparel during all pre-/post-match interviews.

10.1.2. 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 sponsor-branded apparel, beyond what is specifically mentioned above.

10.1.3. 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.

10.1.4. Regulations which refer to clothing & apparel are covered in the respective section in the ERL Rulebook.

10.2. **Equipment**

10.2.1. 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.

10.2.2. Players should provide the following equipment and use it during on-site Matches: (1) PC keyboards; (2) PC mice; (3) PC mouse pads.

10.2.3. 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.

10.2.4. Checking of Player Equipment is at sole discretion of EM Officials.

10.2.5. EM Officials may disallow use of specific equipment at their sole discretion for reasons relating to tournament security, safety, operational efficiency/effectiveness or if the equipment features a company or brand competing with Riot Games, the EM event or League of Legends.

10.2.6. 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.

10.2.7. Players are prohibited from installing their own programs and must use only the programs provided by the League on-site, unless explicitly allowed by an EM Official.

10.2.8. Voice chat will be provided only via the native system used in League-provided headsets. The League may monitor the Teams' audio.

10.2.9. It is prohibited to use League-provided computers to view or post on any social media or other communication sites.

10.2.10. It is prohibited to connect equipment not listed above to League-provided computers unless explicitly allowed by an EM Official.

10.3. **Match Area**

10.3.1. If applicable, the foregoing regulations shall apply to any Match venue a Team participates from.

10.3.2. Access for Teams to the restricted areas of venues for Matches is restricted to the Team only unless otherwise approved by the EM Officials. Permission to attend EM Matches is solely at the discretion of the EM Officials.

10.3.3. Team Managers are not allowed in the Match Area during the Match. They may be in the Match Area during the Match preparation process but must leave prior to the Pick-&-Ban Phase.

10.3.4. Players are not allowed to have wireless devices in the Match Area. The EM Officials will collect such devices in the Match Area and return them at the end of the Match.

10.3.5. Players must sit in the order in which they will join the game lobby: Top, Jungle, Mid, Bot, Support. This order should be considered from the vantage point of a viewer facing the Players, and read from left to right.

10.3.6. No food is allowed in the Match Area. Drinks are permitted in EM-provided re-sealable containers.

10.3.7. Access to other areas within the venue may be granted by the EM Officials. Access to these areas is also restricted to Teams and at the EM Officials' discretion.

10.4. **Setup Time**

10.4.1. Players will have a designated time frame prior to their Match to ensure they are properly prepared. EM Officials will inform Players and Teams of their scheduled preparation time frame as part of their Match schedule. EM Officials may change the schedule at any time. Setup time is considered to have begun once Players enter the Match Area, at which point they are not allowed to leave without permission of the on-site EM Official or referee and accompanied by another EM Official or referee. Setup is comprised of the following:

- Ensuring the quality of all equipment
- Connecting and calibrating peripherals
- Ensuring the proper function of the voice chat system
- Setting up rune pages
- Adjusting in-game settings

- Limited in-game warm-up

10.4.2. If a Player encounters any equipment issues during Setup Time, the Player must notify an EM Official immediately.

10.4.3. EM Officials will be available to assist with the setup process during the pre-Match setup period.

10.4.4. It is expected that Players will resolve any issues with the setup process within the allotted time and that Match will begin at the scheduled time. Delays due to setup issues may be permitted, at the sole discretion of EM officials. Penalties for tardiness may be assessed at the discretion of the EM Officials.

10.4.5. No fewer than two minutes before the match is scheduled to begin, an EM Official will confirm with each Player that their setup is complete.

10.4.6. Once all ten Players in a Match have confirmed completion of setup and have joined the Game lobby, Players may not enter a warm-up game.

10.4.7. EM Officials will decide how the official game lobby will be created. Players will be directed by EM Officials to join a game lobby, as soon as Setup Time has ended, in the following order of positions: Top, Jungle, Mid, Bot, Support.

11. Chronobreak & Remakes

11.1. **Chronobreak**

11.1.1. Chronobreak. The Deterministic Disaster Recovery Tool.

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

11.1.3. Minor Bug. A bug (including a hardware failure) that is, at worst, inconvenient to Players. This may include bugs that alter game stats or gameplay mechanics in a manner that, while not optimal, can be played through if necessary. For the absence of doubt, in a case where Chronobreak is not available, these bugs would not result in a remade Game.

11.1.4. Play Through Bug. A bug that does not significantly alter the competitive integrity of the game. This may mean that there are mitigation steps available for an otherwise difficult to play around bug (like restarting the game client or computer). Alternatively, this may include situations where the impact of the bug can be mitigated through other in-game functions.

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 Chronobreak or remake will be offered. These effects or interactions cannot be avoided or mitigated through any means other than disabling of the offending champions, skins or items and thus remakes are not available for these bugs, which must be played through.

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

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

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

11.1.8. Terminal Situation. A bug or other circumstance that requires that a game be remade. These circumstances include (i) instances of critical bugs where

Chronobreak is unavailable or unable to recover the game; (ii) bugs which cannot be remedied or avoided through the use of Chronobreak, including champion or skin bugs that may require that such champion or skin be disabled; or (iii) any other instance in the discretion of EM officials where the continuation of the game is untenable (including environmental concerns and catastrophic hardware failure).

11.1.9. “Dead-Ball” State. A point in a game when neither team is heavily engaged with one another, although some minor engagement may still constitute a dead-ball state.

In establishing a dead-ball state, every effort should be made to identify a time as close to the bug instance as possible while providing an approximate 2 second window before a potential engagement in situations where the game was wound back from a point where the teams were engaged. The goal is to locate a point in time where an engagement remains possible, but not inevitable.

A perfect dead-ball state may not exist, and in those situations, the overarching goal of identifying a state in which there is no major engagement as close as possible to the bug instance should be prioritised (for example, going too far back could potentially remove setup a team has done, including wards, lane pressure and flanking).

11.1.10. Cost. Any (i) player deaths; (ii) objectives (tower, inhibitor, dragon, herald or baron) taken that were not otherwise in progress at the dead-ball state (i.e. dragon was pulled or three players on the tower with a minion wave and no opposition); or (iii) ultimate, item or Summoner spell usage where such ultimate spell at Rank 1 (regardless of the ultimate rank or cooldown at the time of the bug) or base Summoner spell or item (i.e. without cooldown reductions from runes or items) has a cooldown of 110 seconds or longer. An ultimate or Summoner spell used, in the opinion of EM 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.

11.1.11. 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 EM Officials as to the bug. These methods are:

- Pausing the game through the /pause command
- Asking a teammate to pause over audible voice communications
- Requesting that a referee pause the game.

For the avoidance of doubt, if a player audibly requests that a referee pause the game, even if the game is not immediately paused, the player will be considered to have requested a pause as soon as is practical. In addition, it may not be practical to cause an immediate pause upon recognizing the bug if, for example,

the two teams are engaged with each other. In such cases, EM Officials may determine that it was not practical to pause the game until the engagement ended.

11.1.12. 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).

11.2. **Chronobreak Availability and Use**

11.2.1. If a game experiences a bug at any point during the match, EM officials must first determine whether the player followed the pause protocol (see Prompt Reporting). If the game was timely paused, EM officials must next determine whether the bug is a verifiable bug. If it is a verifiable bug, ERL officials must next determine whether the bug is a minor bug, critical bug or terminal situation.

11.3. **Minor Bug**

11.3.1. If the bug is a minor bug and is not a Play Through Bug, EM officials must determine what the appropriate dead-ball state would be and whether there is a cost associated with the use of 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.

11.3.2. In the case of a minor bug with no cost, EM 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.

11.3.3. If EM officials determine to the use of Chronobreak is appropriate, EM 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 utilised. If both teams are significantly disadvantaged, either team requesting a Chronobreak will trigger the use of Chronobreak.

11.3.4. If any significantly disadvantaged team requests a Chronobreak, EM officials will utilise 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 EM officials.

11.4. **Critical Bug**

11.4.1. In the case of a critical bug (where such critical bug is not a play through bug), EM 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.

11.4.2. 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.

11.4.3. In the case of a critical bug, EM 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, EM 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 EM officials.

11.5. **Terminal Situation**

11.5.1. In the case of a Terminal Situation, EM officials shall follow the remake procedure (below).

11.6. **Remakes Before GOR**

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

11.6.2. If a player notices that a player's rune, Summoner Spell or GUI settings have not applied correctly due to a bug between the game lobby and match, the player can pause the game to adjust these settings. If the settings cannot be correctly adjusted, then the game may be restarted. The Game will not be restarted if the settings have not applied correctly for game elements that have no significant competitive effect (e.g. ward skins, emotes, etc.).

11.6.3. If EM 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).

11.6.4. Any circumstance which would permit a restart after GOR.

11.7. **Remakes After GOR**

11.7.1. The following are examples of situations in which a game may be restarted after GOR has been established.

11.7.2. If a game experiences a Terminal Situation at any point during the match.

11.7.3. If EM officials determine that there are environmental conditions which are unfair (e.g. excessive noise, hostile weather, unacceptable safety risks).

11.8. **Remake Procedure**

11.8.1. Terminal Situation. EM officials will determine whether either or both teams were significantly disadvantaged by the bug, and any significantly disadvantaged team will be offered the opportunity to remake the game. If any significantly disadvantaged team accepts a remake, the game will immediately be restarted as per this section. Significant disadvantage is a prerequisite to a remake offer.

11.8.2. Controlled Environment. Certain conditions may be preserved in the event of a remade game that has not reached GOR, including, without limitation, picks/bans, runes or Summoner spells. If, however, a match has reached GOR then EM officials shall not retain any settings.

11.8.3. Champion and Skin Disables. If the remake occurred due to a champion bug, then settings no longer will be retained (including picks and bans) regardless of Game of Record status and the champion may be made ineligible for at least the remainder of the day's matches unless the bug can be conclusively tied to a specific game element that can be fully removed (i.e. a skin that can be disabled). For clarity, settings may be retained in situations where Game of Record has not been established and the bug can be conclusively tied to a specific game element that can be fully removed.

11.9. **Hardware Malfunction**

11.9.1. Online:

- 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.

11.9.2. Offline:

- 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.

11.10. **EM Discretion**

11.10.1. EM officials may utilise Chronobreak at any time or restart any game if EM officials, in their sole and absolute discretion, believe that such an action is

necessary to preserve the best interests of the ERL. This power is not constrained by the lack of any specific language in this document.

11.11. **Awarded Game Victory**

11.11.1. In the event of a technical difficulty which leads EM officials to declare a restart, EM officials may instead award a game victory to a Team. EM officials, at their sole discretion, may determine that a team cannot avoid defeat to a degree of reasonable certainty. The following criteria may be used (but are not required to be used) in the determination of reasonable certainty.

11.11.2. Game Time. If a game has been played for more than 15 minutes on the game clock (00:15:00).

11.11.3. 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.

11.11.4. Remaining Turret Differential. The difference in the number of remaining turrets between the teams is more than seven (7).

11.11.5. Remaining Inhibitor Differential. The difference in the number of standing inhibitors between the teams is more than two (2).

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

11.11.7. Champion Differential. The difference in alive champions between Teams is at least four (4) with the remaining death timers on all dead champions being at least 40 seconds or higher.

11.11.8. Straight Up GG. At the time of technical difficulty there is no scenario that in the opinion of ERL Officials could result in anything other than the victory of one Team.

12. Code of Conduct

12.1. 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.

12.2. 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 fines, 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.

12.3. 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.

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13. Glossary

Accredited ERLs	Official Riot-recognized competitions which adhere to the necessary global policies and standards of professionalism and qualify into EM. Accredited ERLs are: LFL 1st division, SL 1st division, Prime 1st division, TCL 1st division.
Non-Accredited ERLs	Official Riot-recognized competitions which qualify into EM (2nd Divisions do not qualify to EM) Non-Accredited ERLs are: LFL 2nd division, SL 2nd division, Prime 2nd division, TCL 2nd division & All divisions (1st and 2nd) of NLC, EBL, ESLOL, GLL, HM, AL, LPLOL, LIT and UL.
Coach Agreement	The contract between an Organization and their Coach.
Conditional Sponsorship	Exhibit K in the ERL Rulebook.
Competition Week	The timeframe between Friday 6:00 PM of any given week and Friday 5:59 PM of the next week. League Officials may, at their sole discretion, define a different time frame for any given competitive week due to special circumstances.
Competitive Half-Season	The grouping of the Winter and Spring Split or the Summer Split and the LEC Finals. If the professional league where the player has competed only has two splits per year, a Competitive Half-Season will be a single Split.
EM	Stands for EMEA Masters, the championship for top ERL teams.
ERL Player Database	EPD
ERL	EMEA Regional Leagues, including the following Leagues: EBL - Esports Balkan League (Albania, Bosnia and Herzegovina, Bulgaria, Croatia, Hungary, Moldova, Montenegro, North Macedonia, Romania, Serbia, Slovenia, Kosovo) ESLOL - Elite Series (Belgium, Luxembourg, Netherlands) GLL - Greek Legends League (Cyprus, Greece) HM - Hitpoint Masters (Czechia, Slovakia) AL - Arabian League (Algeria, Bahrain, Egypt, Iraq, Jordan, Kuwait, Lebanon, Libya, Morocco, Oman, Palestine, Qatar, Saudi Arabia, Tunisia, United Arab Emirates) LCL - LoL Continental League (Armenia, Belarus, Kazakhstan, Kyrgyzstan, Russia) LFL - La Ligue Française (France, Monaco) LPLOL - Liga Portuguesa (Portugal) NLC - Northern LoL Championship (Denmark, Finland, Iceland, Ireland, Norway, Sweden, United Kingdom, Malta) LIT - League of Legends Italian Tournament (Italy, Holy See (the), San Marino) PRM - Prime League (Austria, Germany, Liechtenstein, Switzerland) SL - Superliga (Spain, Andora) UL - Ultraliga (Estonia, Georgia, Latvia, Lithuania, Poland, Ukraine, Israel) TCL - Turkish Championship League (Azerbaijan, Mongolia, Tajikistan, Türkiye, Turkmenistan, Uzbekistan)
ERL Academy Team	A secondary team of the ERL under the same Organization that competes in amateur competitions outside ERLs.
ERL TO	Tournament Organizer of an EMEA Regional League
ERL Penalty Index	Exhibit A.
ERL Scope	Competitions which fall under any of ERL 1st and 2nd divisions, including Promotion & Relegation and Pro-Am.

EMEA Competitive Region	The EMEA Competitive Region is defined as: Albania, Algeria, Andorra, Armenia, Austria, Azerbaijan, Bahrain, Belarus, Belgium, Bosnia and Herzegovina, Bulgaria, Croatia, Cyprus, Czechia, Denmark, Egypt, Estonia, Finland, France, Georgia, Germany, Greece, Holy See (the), Hungary, Iceland, Iraq, Ireland, Israel, Italy, Jordan, Kazakhstan, Kosovo, Kuwait, Kyrgyzstan, Latvia, Lebanon, Libya, Liechtenstein, Lithuania, Luxembourg, Malta, Moldova, Monaco, Mongolia, Montenegro, Morocco, Netherlands, North Macedonia, Norway, Oman, Palestine, Poland, Portugal, Qatar, Romania, Russia, San Marino, Saudi Arabia, Serbia, Slovakia, Slovenia, Spain, Sweden, Switzerland, Tajikistan, Tunisia, Türkiye, Turkmenistan, Ukraine, United Arab Emirates, United Kingdom, Uzbekistan.
Force Majeure	An event that is unpredictable, extraordinary and that occurs with a force that is irresistible, making it materially impossible in the circumstances to perform the obligation. The event is beyond the affected party's control, the affected party has taken reasonable steps to avoid it and it is the only reason the obligation cannot be performed. Typical Force Majeure events include natural causes (fire, storms, floods), governmental or societal actions (war, invasion, civil unrest, labour strikes), infrastructure failures which are not reasonably foreseeable or fixable (transportation, energy), etc.
Free Agent	A Free Agent is a Player eligible to participate in ERLs, EM or LEC and either (1) has not yet signed a valid written Player Agreement with a Team or (2) has been released from a Team or has had a contract expire without renewal.
Game	An instance of competition on the Summoner's Rift map in League of Legends which is played until a winner is determined by whichever of the following occurs first: (1) Destruction a Nexus (2) Surrendering (3) Forfeiting (4) Awarded Game Victory
Gameplay Elements	Gameplay Elements include but are not limited to Items, Champions, Skins, Runes, Summoner Spells.
Global Contract Database	Link.
Global Contract Window	The date at which contracts need to expire if they extend past the current Season's World Championship. The Global Contract Window opens on the following dates: 2023: Tuesday, 21 November at 00:00 UTC 2024: Tuesday, 19 November at 00:00 UTC 2025: Monday, 18 November at 00:00 UTC
Global Penalty Index	Link.
Intentional Disconnect	A Player losing connection due to the Player's actions. Any actions of a Player leading to a disconnect are considered intentional, regardless of actual intent of the Player.
IMP	Interregional Movement Policy.
LEC	League of Legends EMEA Championship. The highest level of professional competition in the EMEA region.
LEC Secondary Team	An LEC team's respective ERL team.
League	The governing body of the LEC, ERL & EM.
LTR	Locally Trained Representative. A status that can be acquired by players as outlined in the section Residency & Representation. Currently available LTRs: EBL, ESLOL, GLL, HM, AL, LCL, LFL, LPLOL, NLC, LIT, PRM, SL, UL, TCL

Match	A set of Games which is played until one Team wins a majority of total Games. The winning Team will either receive a win tally in the League format or advance to the next round in the tournament.
Match Area	The area immediately surrounding any League-provided PCs for the competition. During Matches, presence in the Match Area is restricted to the Starting Line-up.
Organization	The entity owning the Team.
Official	A person of authority within the competition (referee, admin, or someone else appointed by the respective competition organizer) ● LEC Official - responsible for LEC operations ● EM - responsible for EM operations ● ERL - responsible for ERL operations (appointed by ERL TO) ● League - Riot Games competitive operations team
Permitted Sponsorship	Categories that have been pre-authorised and permitted in writing by the ERL Officials: ● Airline ● Automotive ● Beverages - Non-alcoholic ● Building & Construction ● Consumer Care ● Consumer Electronic ● Fashion & Jewellery ● Financial Services & Insurance ● Food & Snacks ● Household Goods ● Industrial Equipment & Systems ● IT&I - Information Telecommunications & Internet ● LO - Logistics ● M - Media ● PC - Personal Care ● PS - Professional Services ● RE - Retail ● SA&S - Sports Apparel & Supplier ● TT&L - Travel, Tourism & Leisure ● TY - Tyres ● U&E - Utilities & Energy
Player Agreement	The contract between an Organization and their Player.
Pro-Am Tournament	A Tournament (including any qualifiers) organized by an ERL TO, taking place after the Summer Split, and scheduled within the specified Pro-Am competition window. ERL TOs may agree to organize this competition alone or together. The tournament is not part of the Regular ERL Season, nor does it have any impact on EM qualifications.
Professional Esports Leagues	League of Legends EMEA Championship, the North American League of Legends Championship Series, the Garena Premier League/League of Legends Master Series, League of Legends Champions Korea, and the Tencent LoL Professional League, and any other league that represents the highest tier in the region that is eligible to qualify a Team to the League of Legends World Championships are considered Professional Esports Leagues.
Prohibited Sponsorship	The following is a non-exhaustive list of prohibited sponsors: ● Any other video game, other video game developer, or publisher ● Any video game consoles ● Any esport or other video game tournament, league, or event

	● Any other esports team, owner, or affiliate thereof ● Any prescription drugs ● Firearms, ammunition or firearm accessories ● Pornography or pornographic products ● Tobacco products or paraphernalia ● Betting or gambling providers (bookmakers and betting sites) ● Alcohol products (except alcoholic beverages included in the Conditional Category) or other intoxicants the sale or use of which is regulated by applicable law ● Sellers of or marketplaces for virtual items known to be counterfeit or illegal ● Seller of or marketplaces for goods or services that violate the LoL Game Terms of Use ● Fantasy esports operators (including daily fantasy) ● Political campaigns or political action committees ● Charities that endorse particular religious or political positions, or are not reputable (by way of example, Red Cross, Stand-Up to Cancer and other similar mainstream charities would be considered reputable) ● Cryptocurrencies, or any other unregulated financial instruments or markets ● Businesses & platforms engaged in offering Contracts for Difference (CFD) trading, or similar trading on margin products ● Beer and wine products
Referee	Referees are Officials who are responsible for making judgments on every match-related issue, question and situation which occurs before, during, and immediately following a Match.
Reserve Player	A Player on the Reserve Roster.
Reserve Roster	Players on a Team's Roster who are in the process of becoming eligible to be on the LEC or ERL Team Roster but are not yet (e.g.: Players who are 16, Players who have applied for a visa but have not received it yet, Players currently banned competitively.)
Resident	A Player is classified as a Resident of a region if the Player has obtained residency status as defined in the section Residency & Representation.
Season	Defined as the entirety of the year between the start of the Global Contract Window in a given year and the start of Global Contract Window in the year that follows.
Player	Any player currently registered and participating in the EMEA Regional Leagues.
Server Crash	All Players losing connection due to an issue with a game server, Tournament Realm or venue internet instability.
Splits	Spring and Summer Split.
Spring Split	The period from the first Match of a Season until the end of the first Play-Offs/Promotion Tournament (extending to any international League-Events).
Starter	A Player on the Starting Line-up.
Starting Line-up	The five Players actively participating for a Team in a given Game.
Substitute	A Player who is part of a Team Roster, but not on the Starting Line-up.
Summer Off-Season	The period between Spring & Summer Split.
Summer Split	The period from the first Regular Season Match after Spring Play-Offs until the start of Free Agency.

Team Manager	A Team's Owner, Co-Owner, General Manager or other Manager.
Team Member	A Player or Coach of a Team.
Team Member Transfer Agreement	An agreement between two or more teams who compete in any League or Competition regarding the transfer of a Team Member that occurs prior to the expiration or termination of that Team Member's Team Member Agreement.
Team Roster	For Accredited ERLs: All Team Members registered to a team in the Global Contract Database. For Non-Accredited: All Team Members registered to a team in the ERL Player Database. This includes the Starting Line-up, Substitutes, Coaches and the Reserve Roster.
Unintentional Disconnect	A Player losing connection due to issues with the game client, platform, network or PC.
Veteran	A Player who played more than 50% of eligible Regular Season Games in a Professional League (LCS, LPL, LCK etc.) in at least two out of the last three completed Splits. Participation in LCL or TCL does not count towards Veteran status. A Player who has played more than 13 games in a Professional League (LEC) during 2 out of the previous 3 Competitive Half-Seasons. For clarity, one best-of series counts as one Game.
Victory Time	The time it took a Team to win their Games in aggregate against all other Teams in the tiebreaker.
Winter Off-Season	The period between one Season's Summer Split & Spring Split of the following Season.

Exhibit A

EM Penalty Index

The EM Penalty Index shall be used as a non-exhaustive penalty guideline for EM Officials.

General Penalties				
Offense	Minimum Penalty	Max Penalty (1st Off.)	Max Penalty (2nd Off.)	Limitation Period
Conduct Unbecoming of an ERL Team Member (e.g. in Game Toxicity, Making an Obscene Gesture on Stage, Etc).	Warning	Fine - League Discretion and/or Up to 2 Game Suspension	Fine - League Discretion (up by at least 50% of previous fine) and/or Up to 4 Game Suspension	12 Calendar Months
Account Sharing (A Single Instance, and Not Done For Personal Gain; Includes the Usage of Botted Accounts; This is Distinct from Elo Boosting)	Warning	Fine - League Discretion and/or 1 Game Suspension	Fine - League Discretion (up by at least 50% of previous fine) and/or Up to 2 Game Suspension	12 Calendar Months
Major Misconduct (e.g. Assaulting an Opponent, Attempt to Bribe a Referee, etc)	Fine - League Discretion and/or 1-10 Game Suspension	Permanent Suspension and/or Expulsion from League	Permanent Suspension and/or Expulsion from League	36 Calendar Months
Refusing to participate in Required Marketing and Promotion Activities and Post-Match Obligations	Warning	Fine - League Discretion Per Instance (Team)	Fine - League Discretion (up by at least 50% of previous fine) Per Instance (Team)	12 Calendar Months
Shuttle Fines (i.e. Team Arrives More Than 30 Minutes Late)	Fine - League Discretion	Fine - League Discretion based on impact and significance of the delay.	Fine - League Discretion (up by at least 50% of previous fine) & forfeiture	12 Calendar Months

Failing to Follow Operational Procedures (e.g. going on stage without going through metal detection, not wearing masks in required areas, etc.)	Warning	Fine - League Discretion	Fine - League Discretion (up by at least 50% of previous fine)	12 Calendar Months
Failure to comply with Peripheral Regulations	Warning	Fine - League Discretion	Fine - League Discretion (up by at least 50% of previous fine)	12 Calendar Months

Competition Penalties				
Offense	Minimum Penalty	Max Penalty (1st Off.)	Max Penalty (2nd Off.)	Limitation Period
Unauthorized Communication During a Pause (During a Single Game)	Warning	Fine - League Discretion and/or Loss of Phase 2 Bans in the next Game	Forfeit and/or 1 Game Suspension	End of Competitive Split
Unauthorized Removal of Headset Prior to Completion of Game	Warning	Fine - League Discretion and/or Loss of Phase 2 Bans in the next Game	Forfeit and/or 1 Game Suspension	End of Competitive Split
Refusing to Follow Reasonable Instructions of League Officials (e.g. To Get Into Game Lobby to Start a Match)	Warning	Fine - League Discretion and/or Loss of Phase 2 Bans in the next Game	1 Game Suspension	End of Competitive Split
Unauthorized Pause	Warning	Fine - League Discretion and/or Loss of Phase 2 Bans in the next Game	Forfeit and/or 1 Game Suspension	End of Competitive Split
Exploitation of a Bug Despite Having Received Specific Notice From League Officials Beforehand Not To Do So	Warning	Forfeit and/or 1 Game Suspension	Forfeit and/or 4 Game Suspension	End of Competitive Split
Usage of restricted Gameplay elements	Warning	Fine - League Discretion and/or Forfeit and/or 1 Game Suspension	Fine - League Discretion (up by at least 50% of previous fine) and/or Forfeit and/or 4 game Suspension	End of Competitive Split
Studio Interference (Tampering or Destruction of Lights, Cameras, or other ERL/EM Studio Equipment	Warning	Fine - League Discretion	Fine - League Discretion (up by at least 50% of previous fine)	End of Competitive Split
Attempting to tamper with, eavesdrop on, or otherwise obstruct	Warning	Fine - League Discretion	Fine - League Discretion (up by at least 50% of previous fine)	End of Competitive Split

League Officials' decisions.				
Failing to swap champions prior to the 20-second mark.	Warning (only when the roles for each champion were obvious to the enemy team, for example)	The team that failed to swap within the rules is forced to play with the champions as they were at the 20-second countdown mark.	Fine - League Discretion and the team that failed to swap within the rules is forced to play with the champions as they were at the 20-second countdown mark.	End of Competitive Split

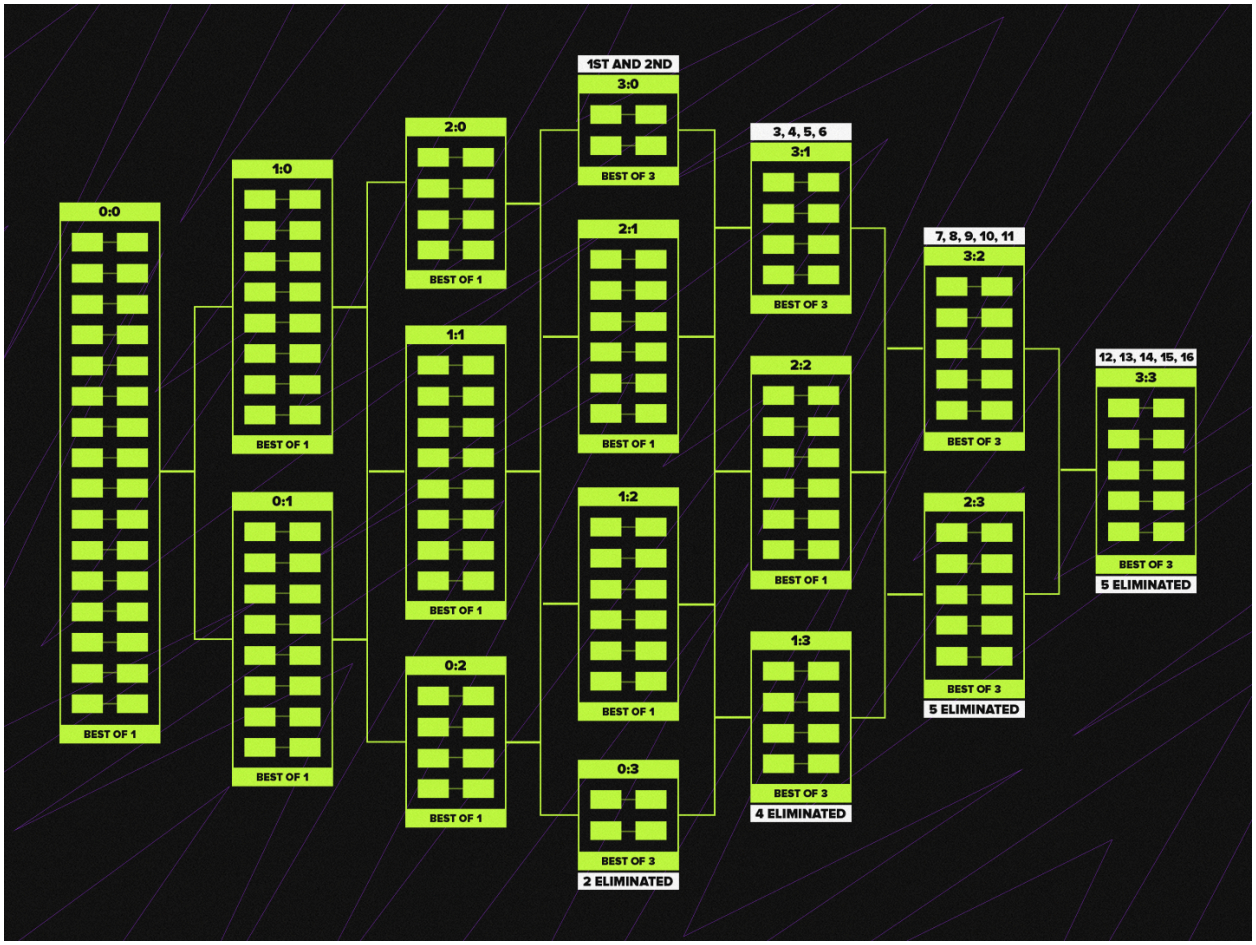
Administrative Penalties				
Offense	Minimum Penalty	Max Penalty (1st Off.)	Max Penalty (2nd Off.)	Limitation Period
Failure to Have a Team Member under Contract (For Accredited Leagues or if applicable)	Warning	Fine - League Discretion per instance	Forfeit	12 Months
Lying to or Misleading League Officials About Eligibility During Entry Screening to Join the ERL (e.g. Submitting False Information about residency or age)	Warning	Fine - League Discretion and/or Forfeit	Fine - League Discretion (up by at least 50% of previous fine)	36 Months
Amending an Eligible Starting Roster After the Declaration Deadline (Acceptable only at League Discretion)	Warning	Fine - League Discretion and/or Loss of Phase 2 Bans in the next Game	Fine - League Discretion (up by at least 50% of previous fine) and/or Loss of Phase 2 Bans	24 Months
Signing a Team Member After the Relevant Roster Declaration Deadline (Acceptable only at League Discretion)	Warning	Fine - League Discretion and/or Loss of Phase 2 Bans in the next Game	Fine - League Discretion (up by at least 50% of previous fine) and/or Loss of Phase 2 Bans	24 Months
Announcing a Player has joined an ERL Team Roster before they have passed entry screening	Warning	Fine - League Discretion	Fine - League Discretion (up by at least 50% of previous fine)	24 Months
Failure to submit relevant League documentation within 72 hours of a Roster change	Warning	Fine - League Discretion	Fine - League Discretion (up by at least 50% of previous fine)	24 Months

Failure to field an eligible roster by the Roster Declaration Deadline (only 4 players, no sub)	Warning	Fine - League Discretion	Fine - League Discretion (up by at least 50% of previous fine)	24 Months

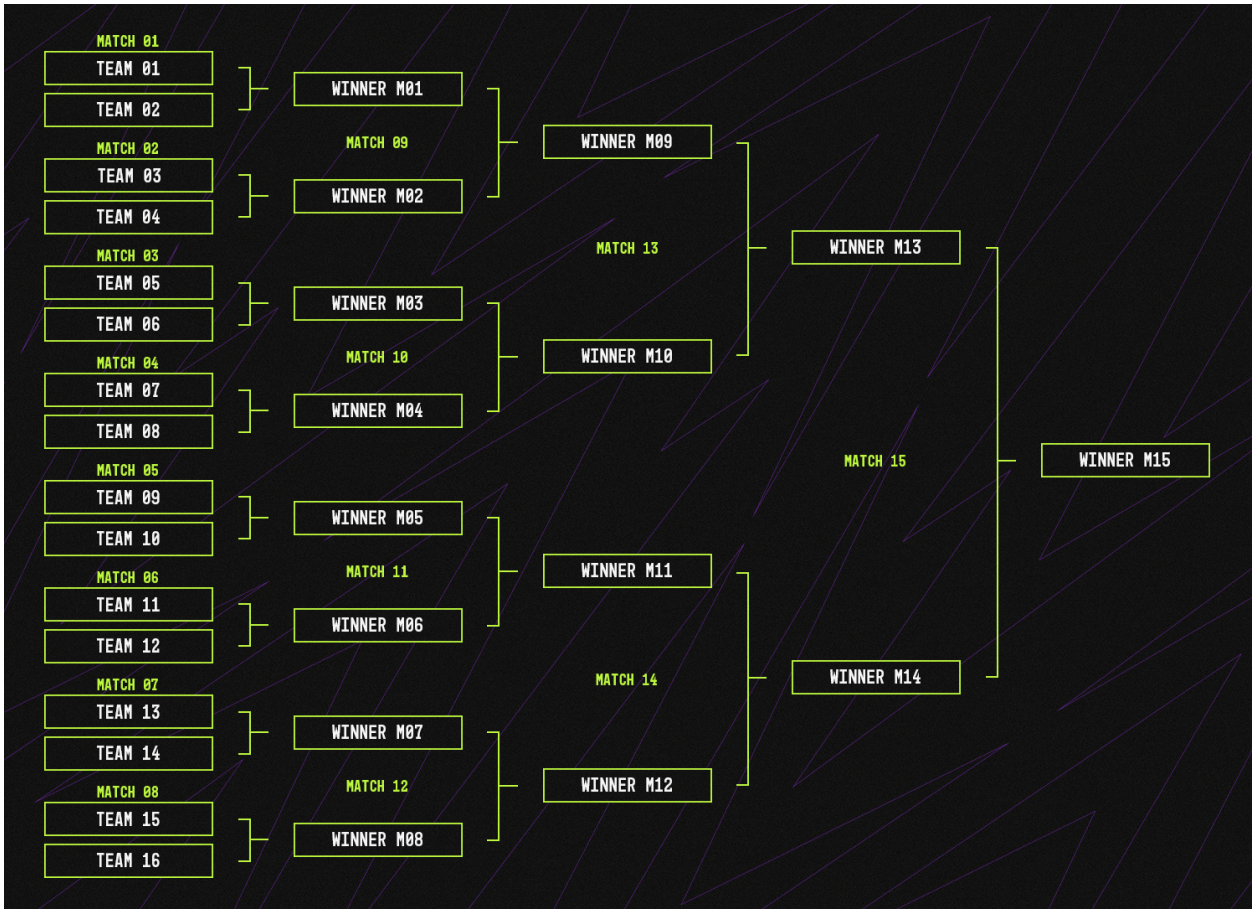
Team Operation Penalties				
Offense	Minimum Penalty	Max Penalty (1st Off.)	Max Penalty (2nd Off.)	Limitation Period
Team Forfeiting a Game Without Prior Consent from the League	Warning	Fine - League Discretion	Indefinite Suspension or Expulsion from the League	48 Months
Failing to Adhere to ERL Uniform Policy	Warning	Fine - League Discretion per Matchday	Fine - League Discretion (up by at least 50% of previous fine) per Matchday	12 Months
On-Broadcast Commercial Logo Violation (e.g. Putting on a Hat With an Impermissible Logo Immediately Following a Game)	Warning	Fine - League Discretion	Fine - League Discretion (up by at least 50% of previous fine)	12 Months
Failure to Have a Coach On-Site Without Permission From the League (For Accredited Leagues)	Warning	Fine - League Discretion	Fine - League Discretion (up by at least 50% of previous fine)	12 Months

Last Chance Qualifier Brackets

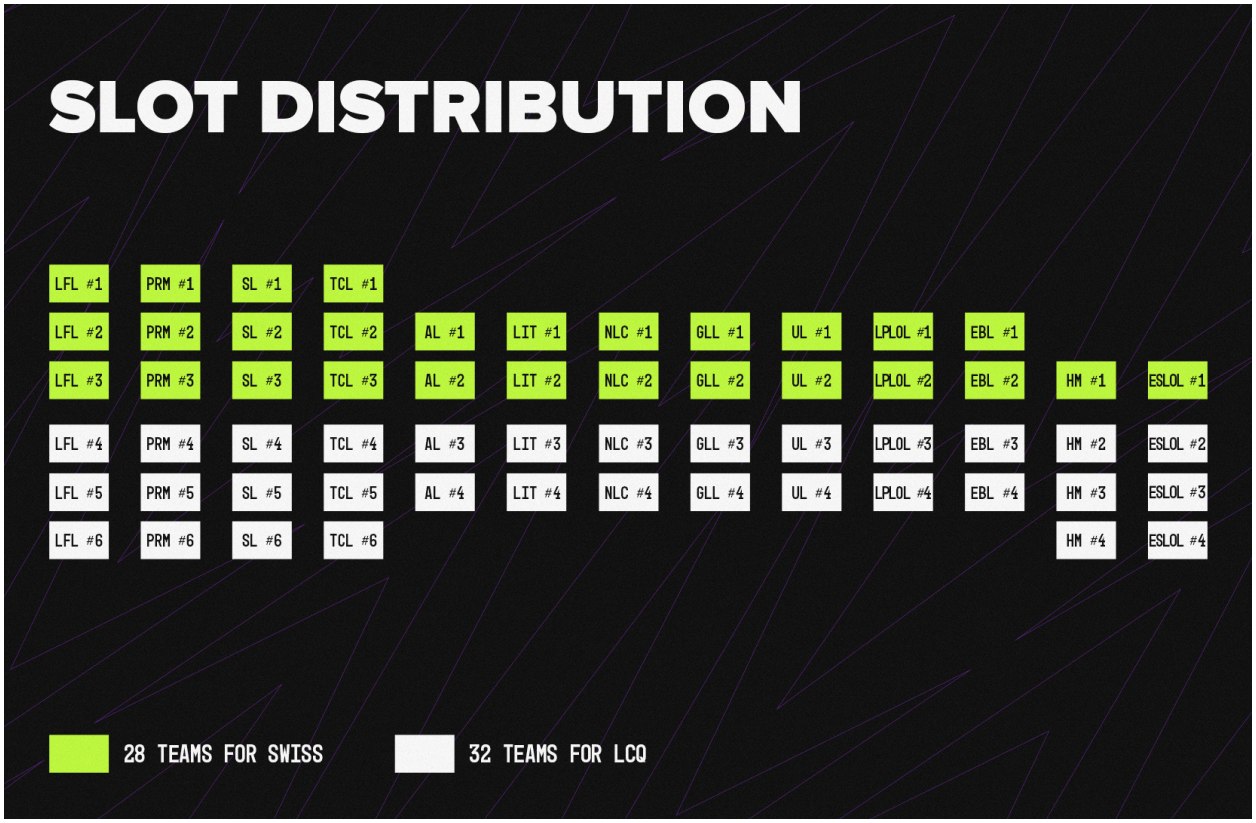
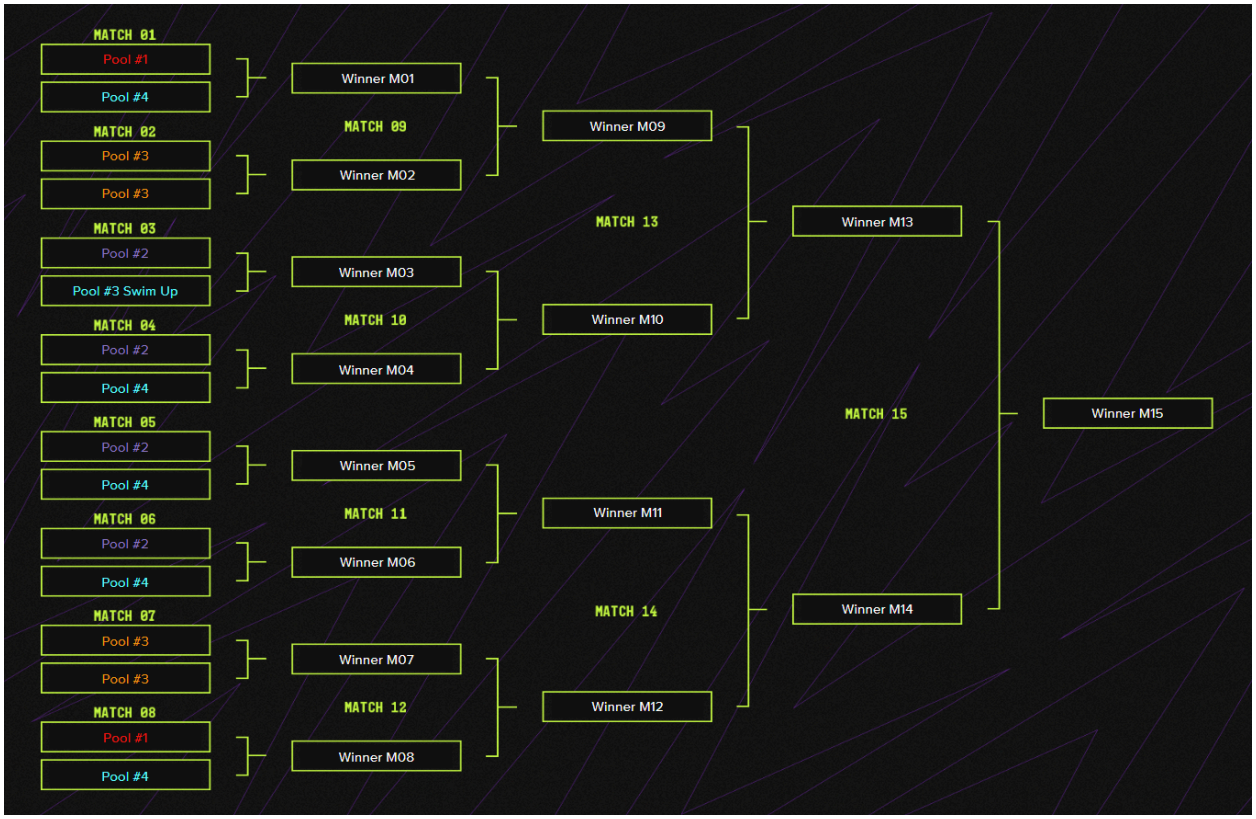
Swiss Stage Bracket



Playoffs Bracket



EM Slot Distribution



Playoffs Draw