

OFFICIAL ERL RULEBOOK
2022 SEASON

OFFICIAL ERL RULEBOOK 2022 SEASON **1**

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Introduction and Purpose

This document lays out Riot's rules which all tournaments operating under the "European Regional League" banner must abide by. These rules will apply to each of the Teams who have qualified to play in an ERLs. 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: http://lec.gg/rules.

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

The terms of engagement between Team Managers, Team Members and Teams are left to each of the Teams and its Team Managers/Members.

The rules contained in this Rulebook are not exclusive, and each League may add new ERL specific rules in a separate document, as long as these are approved by Riot Games and do not conflict with the rules contained in this Rulebook.

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.

Rulebook version 0.6 - 25.03.2022.

1. Eligibility Requirements

To be eligible to compete in the ERL and/or EM, each Player must satisfy all of the following:

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 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 EU Resident (IMP) and an LTR simultaneously.

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

1.2.2.1. 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.

1.2.2.2. The player has played or was on the roster of an ERL or LEC team the majority of applicable matches in an ERL in no less than two of the last three EM-qualifying ERL splits immediately 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 or LEC 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.

1.2.2.3. 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.

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 ERL 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:

1.2.7.1. **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.

1.2.7.2. **New Non-Residents:**
A New Non-Resident is a Player who was not on the 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 a 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. Work Eligibility

1.3.1. Each Player must submit proof, prior to being added to a Team's ERL and/or EM Roster, that they will be work-eligible in their respective jurisdiction and/or ERL host country/countries.

1.4. Player & Team Eligibility

1.4.1. All Players may only compete in one ERL at a time. If a player has participated in more than:

1.4.1.1. For League formats - 50% of the matches in an ERL regular split

1.4.1.2. For Tournament/Circuit formats - 50% of the tournaments in the circuit

They will be considered locked into that League. Players that are locked into a League may only transfer in between splits.

1.4.2. If a player has played more than 50% of eligible regular season games in a Professional League in at least two out of the last three completed splits, then they will be considered a "Veteran" player. An ERL starting lineup cannot include more than two Veteran players at a time.

1.4.3. Players who played in thirteen or more LEC Matches in the current split are ineligible to participate in any ERL Regular Season, Play-Offs and the EM event for the current Split.

1.4.4. Players contracted to a non-LEC organization in any Professional League, as defined by their ability to qualify for the World Championship Event (LCS, LCK, LPL, LMS etc.), are strictly forbidden from engaging in an ERL.

1.4.5. All players who played 50% or more matches in any 1st or 2nd Division ERL may not compete for any other Team in promotion/relegation tournament for that Split.

1.5. Account Vetting (All ERLs, 1st Division)

1.5.1. Prior to a Team Member being deemed eligible to participate in the ERL, Teams must submit details of all active League of Legends accounts used in the last 6 months, including user/summoner name and server region, to League Officials. Failure to do so may result in penalties.

1.5.2. The behaviour check will analyze the Team Member's behaviour record across all accounts on the live servers and determine whether or not they are in line with the standards we expect from Players in the ERL.

1.5.3. League Officials will inform Teams of their Team Members' eligibility upon completion of the vetting. This process may take up to 72 hours (96 hours for Non-Accredited Leagues).

1.5.4. If a Team Member is deemed ineligible, a report containing information on why the Team Member did not pass vetting will be compiled. League Officials may share this report with the Team upon receiving written permission from the Team Member. The Team Member may also receive further sanctions depending on the severity of the case.

1.5.5. Team Member deemed eligible may still be subject to official sanctions such as warnings, suspensions and/or fines based on the results of the behaviour check.

1.6. No Riot Employees

1.6.1. Team Owners and Team employees may not be employees of Riot Games Inc., Riot Games Limited, League of Legends European Championship LLC, or their affiliates (“Riot Entities”); or employees of the Tournament Organizer 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 Organizer. “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.

1.7. Eligibility & Release form

1.7.1. Team Members will be sent a player eligibility and release form by League 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 European Regional League or/and European Masters, 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 Organization or Team may only own one ERL Team across all European Regional Leagues. The scope of ERL is defined as the 1st and 2nd Division of an ERL region.

2.1.3. Organizations 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 Organization or Team must receive approval from both the future ERL Officials and Riot Officials for the change to occur.

2.1.4. Unless otherwise permitted in writing by LEC Officials, from the Organizations or Teams belonging to the Professional Esports Leagues (cf. section 11 below, Glossary & Exhibits), LEC Organizations or Teams are the only Organizations 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 Organization 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 lineup or Organization to ERL officials.

3. Rosters

3.1. Roster Requirements (1st and 2nd Division)

3.1.1. Each ERL Team is required to maintain at least five Players across their Roster during the entirety of each ERL Split.

3.1.2. **For Accredited Leagues:** Additionally to the five Players, each team is required to maintain a Substitute Player and a Coach for the entirety of the split.

3.1.3. An LEC Secondary Team Player cannot be part of their Team's LEC and ERL Roster at the same time. As an exception to this, Teams will be allowed to designate up to two Players from their ERL Roster for their LEC Roster if those Players are not considered Veterans.

3.1.4. A Team's ERL Roster can have a maximum of ten Players.

3.1.5. **For Accredited Leagues:** Teams will be required to have a minimum of two Locally-Trained Representatives (LTR) and three EU Residents (IMP) on their Starting Line-up at all times. Teams will also be required to have a minimum of three LTRs and four EU Residents (IMP) on their Roster.

3.1.6. LEC Secondary Teams are required to maintain at least four EU Residents on their ERL Roster, resulting in at least seven EU Residents across both LEC and ERL Rosters.

3.1.7. **For Non-Accredited Leagues:** Teams will be required to have a minimum of two Locally-Trained Representatives (LTR) and three EU Residents (IMP) on their Starting Line-up at all times. Teams will also be required to have a minimum of three LTRs and four EU Residents (IMP) on their Roster if the Roster has six or more Players.

3.1.8. A Team's ERL Starting Line-up cannot include more than two Veterans at any given time.

3.1.9. A Team will be allowed a Roster of six to seven Players as their Play-Offs-Roster and are required to maintain four EU Residents and three LTRs in their Play-Offs-Roster.

3.1.10. A team shall maintain their Summer Split roster for their relegation tournament. This applies both to Division 1 and Division 2 rosters which teams declared for the Summer Split roster lock.

3.1.11. **Pro Am Roster:** Teams shall keep three out of five players in their Pro Am Starting Lineup at all times from their Summer Split roster who played in the most recent match the Team participated in.

3.1.12. A Team Member will not be allowed to compete for more than one Organization simultaneously and cannot be listed on the Roster of more than one Team.

As an exception to this rule, ERLs which have Academy Teams in their 2nd division may allow 1st division teams to designate players from their 2nd Division roster to play in 1st division. If a Player played 50% of matches in ERL 1st division in a split (Regular Season), he is not allowed to play in 2nd division for that split. This rule applies only to 2nd division players. 1st division players are not allowed to be used in 2nd division.

3.1.13. Teams may request to modify their ERL Roster. The request must be submitted to a League Official at least 72 hours before the start of the first game of their ERL in any given Competition Week and its approval is at the sole discretion of the League. As an exception to the above, shifts between the LEC and ERL Roster of an LEC Team may be requested up until 24 hours before the start of the Competition Week.

3.1.14. A Team Member cannot have a contractual or financial arrangement with another Team unless explicitly allowed by the League in writing. Team Coaches may be allowed to work with other teams - subject to Riot's approval. Team Coaches may only seek to work with Teams outside of 1st and 2nd Division, if written permission is given by the League.

3.1.15. A Team Member is only allowed to compete for the one Organization they have a contract with. A Team Member can only be contracted to one Team globally, and if the Team Member currently has a contract with a Team in another region, the Team Member must disclose that information to ERL Officials. A Team Member cannot have a contractual or financial arrangement with another Team unless explicitly allowed by the League in writing. To clarify, loans are not allowed.

3.1.16. **For Accredited Leagues:** To verify that these Team Members are officially under contract, each Team must submit the Summary Sheet from their Team Member Agreement for each Team Member they wish to designate as under contract. The Summary Sheet is itself not a Team Member Agreement but rather a summary of some key terms needed by the League to verify eligibility and confirm agreement by the Team Member and the Team. In all instances of conflict between the Summary Sheet and the Team Member Agreement, where the Team Member Agreement is compliant with the requirements outlined in the Team Participation Agreement, the League reserves the right to interpret the Summary Sheet as superseding.

3.1.17. All Team Member Agreements have to adhere to the following:

- They must not include any non-compete, right of first refusal or other similar provision that restricts a Team Member from joining another esports team, organization or company after the expiration or termination of the Team Member Agreement.

- They must include an option to terminate the Team Member Agreement on the part of either party in the event that the other party commits a material breach of the Team Member Agreement that is not cured within thirty days of written notice from the non-breaching party.

- They must not include any automatic, deemed renewal, or “renewal by silence” provisions that extend the term of the Team Member Agreement without the express written approval of the Team Member.

- They must include an option to immediately terminate the Team Member Agreement on the part of the Team Member in the event that the respective Team’s Team Participation Agreement is terminated by the League; or the Team Member is officially removed from the Team as triggered by removal from the Global Contract Database.

- They must not have a term or duration that is fewer than seven days, and in the event that the term or duration extends beyond the LEC Summer Split Roster Lock for the 2022 season, will have an expiration date that ends the term of the agreement on any of: 22nd of November 2022, or 21st of November 2023. Any agreement or contract, other than the Team Member Agreement, shall not have a duration longer than the expiration date of the Team Member Agreement. All contractual obligations between the Team Member and the Team must end on said expiration date with the exception of ongoing financial obligations.

- They must include an exception to any confidentiality restrictions in the Team Member Agreement allowing disclosure of the agreements, and any summary sheet of the agreements, to the League.

3.1.18. All Players on a Team’s Roster must have held a peak rating of Diamond 3 or above in 5v5 Summoner’s Rift Ranked Solo/Duo or Ranked Flex at the end of the last ranked Season or in the current Season.

3.1.19. In the case of extenuating circumstances, such as temporary visa issues, a competitive suspension or a medical emergency the roster requirements may be waived temporarily. Grant of this waiver is at the sole discretion of the League.

3.2. Non-Competitive Language

3.2.1. Teams may not enter into any agreements, arrangements or conduct that have as their object or effect any non-compete, right of first refusal or other similar provision that restricts the Team Member from joining another esports team, organization, or company after the expiration or termination of the Team Member Services Agreement.

3.2.2. Teams may not enter into an agreement with another team or other third party that results in any party acquiring the ability to influence in employment, performance, or Team Member transfer related matters the independence of any team.

3.3. Roster Modification

3.3.1. At a time designated by League Officials before the start of each Split, each Team must submit their ERL Rosters. If a Team Manager intends to modify a Roster, the Team Manager must submit requests in compliance with these rules. The request must be submitted in advance of the proposed effective date of any such

change, at the earliest possible date and time. A Team will not be allowed to start a Player for the first week of the respective Split that is not on a Roster that was declared on this date.

3.3.2. The Team Member designated by the Team will be responsible for Roster management and document submissions. The Team Member is authorized to make changes to the Roster using one of the following methods: (1) Trading Players with other Teams; (2) Signing Free Agents; (3) Releasing Players from the Roster.

3.3.3. **For Accredited Leagues:** For a Player to be removed from a Team's Roster, the respective Player's Player Agreement must be terminated.

3.3.4. **For Accredited Leagues:** For a Team Member to be removed from a Team Roster, the respective Team Member's Team Member Agreement must be terminated.

3.3.5. **For Accredited Leagues:** The Team's Rosters will be displayed in the Global Contract Database. The Global Contract Database will be updated once authorized Roster changes have been confirmed by League Officials. The Roster in the Global Contract Database will be considered the most up-to-date roster and Teams are responsible to notify League Officials if their current Roster is not accurately reflected.

3.3.6. **For Accredited Leagues:** Any Team Member who is dropped from a Team's Roster may not rejoin that Team's Roster until a minimum of three weeks have elapsed after the effective date of the Team Member's prior removal from the Team's Roster.

3.4. Substitutions

3.4.1. Player substitutions have to result in Teams having eligible Rosters.

3.4.2. A team may substitute a player within a match (i.e. between games of a best-of-three or best-of-five) or between games in the best-of-one rounds given any of the teams participating is playing back to back games. The team must notify a League Official and have the substitution approved immediately following the previous game, no later than 5 minutes after the explosion of the Nexus. For example, if a team wishes to substitute a player for game 2, then the point of contact must notify a League Official no later than 5 minutes following Game 1.

3.4.3. In the event of an emergency, a Team may be given extra time to find an immediate Substitute from their Roster for a Game. If a replacement cannot be found, the Team will forfeit. League Officials will determine if an event qualifies as an emergency.

3.4.4. For any offline stages (if applicable), teams must have at least one substitute present at all times.

3.5. Coaches

3.5.1. **For Accredited Leagues:** Teams are required to register a Head Coach with the League. In addition Teams may register up to three other Coaches as either Strategic Coaches, Assistant Coaches or Performance Coaches.

3.5.2. **For Non-Accredited Leagues:** Teams are not required to register any Coaches, but are allowed to register a Head Coach with the League. In addition Teams may register up to three other Coaches as either Strategic Coaches, Assistant Coaches or Performance Coaches.

3.5.3. The Coach can either be a registered Coach or a substitute for the Team.

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

3.6. Free Agents & Free Agency

3.6.1. The League has established limited periods of time during which new Team Members or Free Agents can be signed. Signings of any kind outside of these specified dates are strictly prohibited outside of the exceptions below. The start of the Free Agency period for the next Season will commence on the 16th November 2021:

	Free Agent Signing Opening (00:00:00 UTC)	Free Agent Signing Deadline (16:00:00 UTC)
Spring Split	16th November 2021	72h prior first match of the last week of the respective ERL's Regular Season
Summer Split	The day after EM Spring Finals	

3.6.2. Free Agency period for the 2023 Season will start on 22nd November 2022.

3.6.3. **Pro Am Roster:** As an exception Players that have played less than 50% of an ERL, have not played in any Professional league in the most recent Split, and are not veterans are allowed to be signed for the Pro-Am Tournament, as long as their contracts do not extend past the upcoming Free Agent Signing Opening.

3.6.4. A Free Agent is a Player eligible to participate in the LEC or an ERL and who either has not yet signed a valid written Player Agreement with a Team or has been released from a Team or has had a contract expire without renewal.

3.6.5. **For Accredited Leagues:** If a Team intends to drop a Team Member from the Roster during the Split, the Team has to submit the Drop Form for that Team Member at least 72 hours before the Free Agent Signing Deadline of that Split. Contract expirations after the Free Agent Signing Deadline are allowed.

3.6.6. **For Non-Accredited Leagues:** If a Team intends to drop a Team Member from the Roster during the Split, the Team has to inform the League at least 72 hours before the Free Agent Signing Deadline of that Split. Contract expirations after the Free Agent Signing Deadline are allowed.

3.6.7. Team Members who have participated in any aspect of a Professional or Accredited League in the most recent Split cannot enter into any new oral or verbal commitment, financial arrangement, or contractual arrangement after the Summer Split Free Agency Signing Deadline closes and before the Global Contract Window opens with any Organization owning a Professional or Accredited Team if that commitment extends past the Global Contract Window, or otherwise impacts the Player's status once the Global Contract Window opens.

3.6.8. As an exception to the Free Agency restrictions Teams are able to sign Players to their Reserve Roster between the Spring Split Free Agent Signing Deadline and the Summer Split Free Agent Signing Opening if the respective Player is not participating in an ERL or EM. Players who are added to a Team's Roster in this timeframe are ineligible to play for the Team until the Summer Split Free Agent Signing Opening.

3.6.9. No official ERL Match may occur between the Spring Free Agency opening and January 1st of the following year.

3.7. Summoner Names

3.7.1. Summoner Names may include upper-case letters, lower-case letters, digits, underscores, or single spaces between words only. Summoner Names must not exceed 11 characters including spaces. No additional special characters will be allowed for team names, Summoner Names, or tags. Summoner Names and team names may not contain: vulgarities or obscenities; League of Legends Champion derivatives or other similar character names; or derivatives of products or services that may create confusion.

3.7.2. Teams will be permitted a team tag of 2-4 characters to be added to the front of each Player's Summoner Name on the Tournament Realm. These team tags must be a combination of uppercase letters and/or digits.

3.7.3. Team tri-codes and Summoner names must be unique globally.

3.7.4. All team tags, team names and Summoner Names must be approved by League Officials in advance of use in play. Name changes must be approved by League Officials prior to use in-game. Any cosmetic change to team tags, team names, etc. must be made 96 hours in advance of the first Game of the Split of the respective ERL. League Officials reserve the right to deny a team name if it does not reflect the professional standards sought by the League and the Team will be required to change their name.

3.8. Trades

3.8.1. Teams may trade Players on their Team Roster with other Teams. Trades are not limited in quantity, can be asymmetrical and can involve cash or other considerations as part of the trade.

3.8.2. Trades may be made effective as early as the Free Agent Signing Opening and must become effective no later than the Free Agent Signing Deadline. As an exception, see 3.7.7.

3.8.3. European Players may be traded for any Players within any region and vice-versa.

3.8.4. Trade requests must be submitted to League Officials by a Team in advance, in writing, using the Trade Approval Request Form. Trade requests must be approved by the League, in writing, before becoming effective.

4. Competition Format

4.1. Accredited Leagues

4.1.1. The Competitive season for Accredited Leagues will consist of Spring and Summer Splits which will end with respective split Play-Offs.

4.1.2. 1st Division Regular Season

4.1.2.1. 10 teams will participate in the league. In the Regular Season, Teams will face every other Team in a Best-of-1 double round robin format every Split.

4.1.2.2. The right for side selection during the Regular Season will be pre-selected by the League ensuring each Team will have side selection against every opposing Team once.

4.1.2.3. The Top 6 Teams at the end of the Split will qualify for Play-offs.

4.1.2.4. Standings in the league will be determined by the amount of Matches won. Each position on the standings will be awarded with Championship points.

4.1.2.5. Championship points will be used to determine seedings for Pro-Am Tournament at discretion of the League.

4.1.2.6. Championship points shall be used to determine bottom 2 Teams for the promotion/relegation Tournament as well as seeding for the promotion/relegation tournament.

4.1.2.7. Championship points are awarded based on Play-off results for Teams participating in Play-offs, while remaining Teams will receive Championship Points based on their regular Season standings.

4.1.3. 1st Division Play-Offs

4.1.3.1. The Play-Offs will take place after the Spring and Summer Split respectively. The Top 6 Teams will play in a Seeded Double Elimination Bracket, with each match being a Best-of-5.

4.1.3.2. In the Play-Offs the higher seed will have side selection for the first Game in a series. For all Games after the first, the losing Team of the previous Game will have side selection.

4.1.3.3. Round One:

- Match 1 (Bo5): Seed #3 vs. Seed #5/#6 (Seed #3 chooses Opponent).
- Match 2 (Bo5): Seed #4 vs Seed 5/#6 (Seed #4 faces remaining Opponent).

Seed #3 will be required to submit their choice of opponent no later

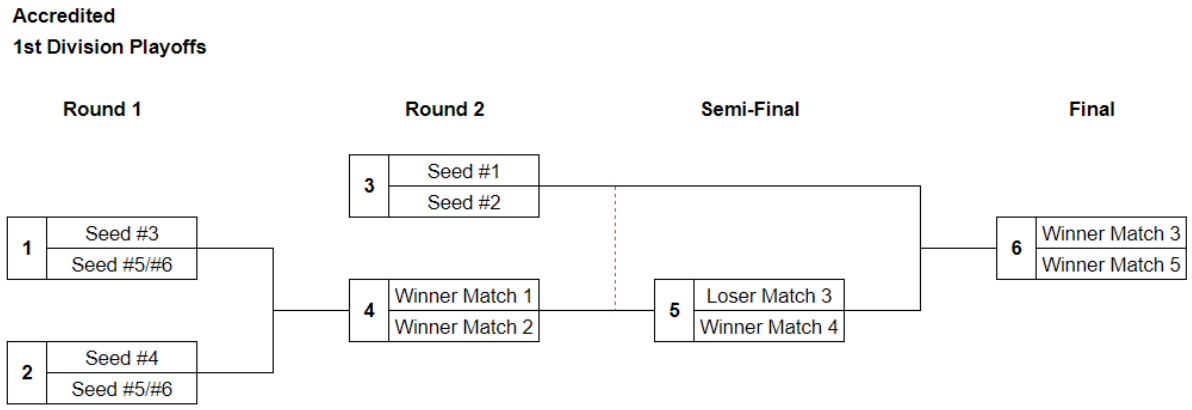
than five minutes after the conclusion of the final game of the Regular Season. If Seed #3 is playing in that final game, the deadline will be extended to 15 minutes after the conclusion of that game.

4.1.3.4. Round Two:
- Match 3 (Bo5): Seed #1 vs. Seed #2
- Match 4 (Bo5): Winner Match 1 vs. Winner Match 2.

4.1.3.5. Semi-Final (Bo5):
- Loser Round 2, Match 1 vs Winner Round 2, Match 2.

4.1.3.6. Final (Bo5):
- Winner Round 2, Match 1 vs Winner Semi-Final.

Graphical presentation



4.1.4. 2nd Division Regular Season

4.1.4.1. 10 teams will participate in the league. In the Regular Season, Teams will face every other Team in a Best-of-1 double round robin format every Split.

4.1.4.2. The right for side selection during the Regular Season will be pre-selected by the League ensuring each Team will have side selection against every opposing Team once.

4.1.4.3. The Top 6 Teams at the end of the split will enter the Playoffs.

4.1.4.4. Standings in the league will be determined by the amount of Matches won. Each position on the standings will be awarded with Championship points.

4.1.4.5. Championship Points shall be used to determine the top 2 and bottom 2 Teams for the promotion/relegation tournament as well as seeding for the promotion/relegation tournament.

4.1.4.6. The top 2 Teams will enter the promotion tournament after the conclusion of the Summer Split.
- In case where Academy Teams reach the playoffs - their spot will be given to the next eligible team in descending ranking order.
- In case both tied for 5th place teams in the Playoffs advance to the promotion tournament due to rules of succession, both teams must play a single Best-of-3 to determine higher seed. Side selection priority will be given to the team with the higher seeding from the Regular Season.

4.1.4.7. The bottom 2 Teams will enter the relegation tournament after the conclusion of the Summer Split.

4.1.4.8. Championship Points are awarded based on Play-off results for Teams participating in Play-offs, while remaining Teams will receive Championship Points based on their regular Season standings.

4.1.5. 2nd Division Play-Offs

4.1.5.1. The Play-Offs will take place after the Spring and Summer Split respectively. The Top 6 Teams will play in a Seeded Double Elimination Bracket, with each match being a Best-of-5.

4.1.5.2. In the Play-Offs the higher seed will have side selection for the first Game in a series. For all Games after the first, the losing Team of the previous Game will have side selection.

4.1.5.3. Round One:
- Match 1 (Bo5): Seed #3 vs. Seed #5/#6 (Seed #3 chooses Opponent).
- Match 2 (Bo5): Seed #4 vs Seed 5/#6 (Seed #4 faces remaining Opponent).

Seed #3 will be required to submit their choice of opponent no later than five minutes after the conclusion of the final game of the Regular Season. If Seed #3 is playing in that final game, the deadline will be extended to 15 minutes after the conclusion of that game.

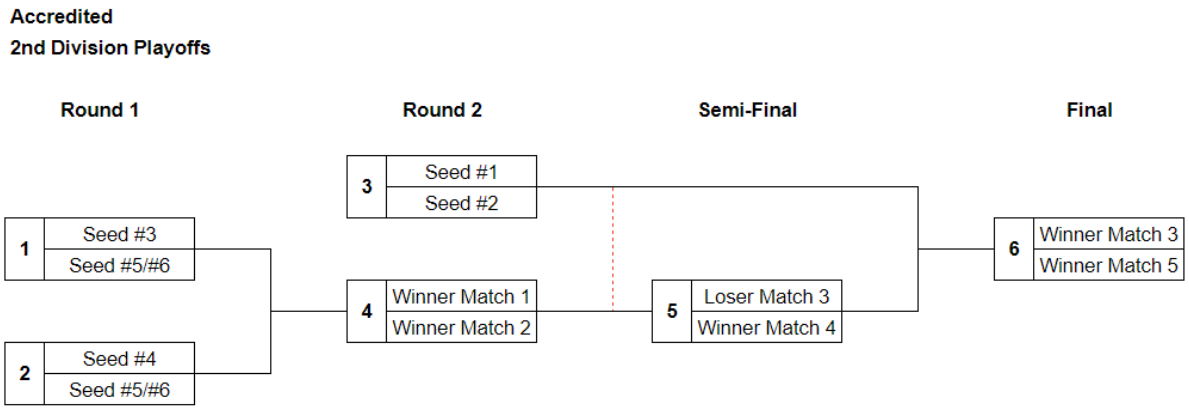
4.1.5.4. Round Two:
- Match 3 (Bo5): Seed #1 vs. Seed #2.
- Match 4 (Bo5): Winner Match 1 vs. Winner Match 2.

4.1.5.5. Semi-Final (Bo5):
- Loser Round 2, Match 1 vs Winner Round 2, Match 2.

4.1.5.6. Final (Bo5):

- Winner Round 2, Match 1 vs Winner Semi-Final.

Graphical presentation



4.1.6. Promotion/Relegation

4.1.6.1. **For 1st Division.** The tournament will take place after the Summer Split. **For 2nd Division.** The tournament will take place after the Summer Split. At League discretion, an additional promotion/relegation tournament can be organized after the Spring split.

4.1.6.2. **For 1st Division.** For promotion into 1st Division, use the format below. **For 2nd Division.** For promotion into 2nd Division, use the format below, regardless if top 2 teams come from a 3rd Division or Open Qualifiers.

4.1.6.3. The bottom 2 Teams from the higher division and the top 2 Teams from the lower division or qualifier will face each other in a Double Elimination format. Matches will be Best-of-5.

4.1.6.4. Teams from the higher division will have side selection priority. If teams from the same division match, the team with the higher seed will have side selection priority.

4.1.6.5. Round One:

- Match 1 (Bo5): Division 1 #9 vs. Division 2 #2.
- Match 2 (Bo5): Division 1 #10 vs. Division 2 #1.

4.1.6.6. Round Two:

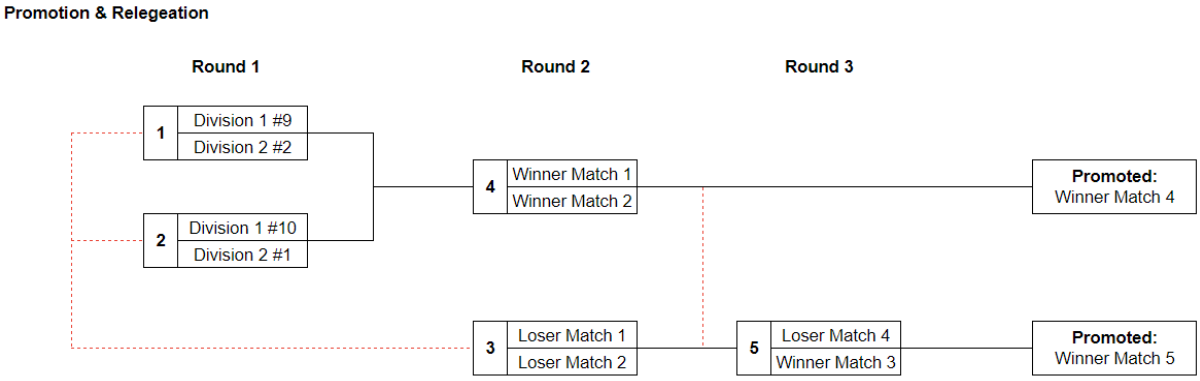
- Match 3, (Bo5): Loser Match 1 vs. Loser Match 2.
- Match 4 (Bo5): Winner from Match 1 vs Winner from Match 2.

4.1.6.7. Round Three:

- Match 5 (Bo5): Loser Match 4 vs. Winner Match 3

4.1.6.8. The winners from Match 4 and Match 5 are promoted into the higher division.

Graphical presentation



4.2. Non-Accredited Leagues

4.2.1. The Competitive season for Non-Accredited Leagues will consist of Spring and Summer Split which will end with respective split Play-Off.

4.2.2. 1st Division Regular Season

4.2.2.1. 8 teams will participate in the league. In the Regular Season, Teams will face every other Team in a Best-of-1 double round robin format every Split.

4.2.2.2. The right for side selection during the Regular Season will be pre-selected by the League ensuring each Team will have side selection against every opposing Team once.

4.2.2.3. The Top 4 Teams at the end of the split will enter the Playoffs.

4.2.2.4. Standings in the league will be determined by the amount of Matches won. Each position on the standings will be awarded with Championship points.

4.2.2.5. Championship points will be used to determine seedings for Pro-Am Tournament at discretion of the League.

4.2.2.6. Championship points shall be used to determine bottom 2 Teams for the promotion/relegation Tournament as well as seeding for the promotion/relegation tournament.

4.2.2.7. Championship points are awarded based on Play-off results for Teams participating in Play-offs, while remaining Teams will receive Championship points based on their regular Season standings.

4.2.3. 1st Division Play-Offs

4.2.3.1. The Play-Offs will take place after the Spring and Summer split respectively. The Top 4 Teams will play in the Page-McIntyre/Page-Playoff system, with each match being a Best-of-5.

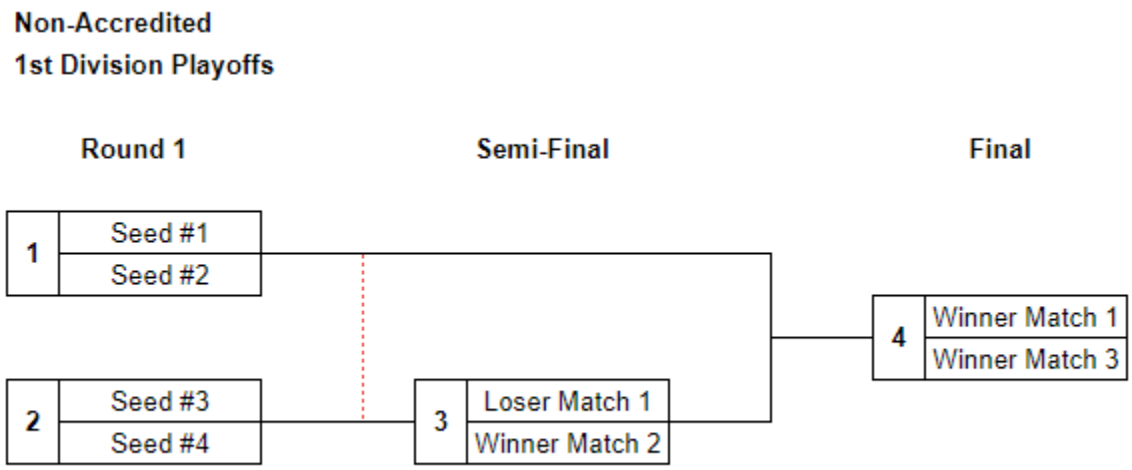
4.2.3.2. In the Play-Offs the higher seed will have side selection for the first Game in a series. For all Games after the first, the losing Team of the previous Game will have side selection.

4.2.3.3. Round 1
- Match 1 (Bo5): Seed #1 vs. Seed #2
- Match 2 (Bo5): Seed #3 vs. Seed #4

4.2.3.4. Semi-Final (Bo5)
- Loser Match 1 vs. Winner Match 2

4.2.3.5. Final (Bo5)
- Winner Match 1 vs. Winner Match 3

Graphical presentation



4.2.4. 2nd Division Regular Season (if applicable)

4.2.4.1. 8 teams will participate in the league. In the Regular Season, Teams will face every other Team in a Best-of-1 double round robin format every Split.

4.2.4.2. The right for side selection during the Regular Season will be pre-selected by the League ensuring each Team will have side selection against every opposing Team once.

4.2.4.3. The Top 4 Teams at the end of the split will enter the Playoffs.

4.2.4.4. Standings in the league will be determined by the amount of Matches won. Each position on the standings will be awarded with Championship points.

4.2.4.5. Championship Points shall be used to determine the top 2 and bottom 2 Teams for the promotion/relegation tournament as well as seeding for the promotion/relegation tournament.

4.2.4.6. The top 2 Teams will enter the promotion tournament after the conclusion of the Summer Split.

- In case where Academy Teams reach the playoffs - their spot will be given to the next eligible team in descending ranking order.
- In case both tied for 5th place teams in the Playoffs advance to the promotion tournament due to rules of succession, both teams must play a single Best-of-3 to determine higher seed. Side selection priority will be given to the team with the higher seeding from the Regular Season.

4.2.4.7. The bottom 2 Teams will enter the relegation tournament after the conclusion of the Summer Split..

4.2.4.8. Championship points are awarded based on Play-off results for Teams participating in Play-offs, while remaining Teams will receive Championship points based on their regular Season standings.

4.2.5. 2nd Division Play-Offs

4.2.5.1. The Play-Offs will take place after the Spring and Summer split respectively. The Top 4 Teams will play Best-of-5 matches in the Page-McIntyre/Page-Playoff system.

4.2.5.2. In the Play-Offs the higher seed will have side selection for the first Game in a series. For all Games after the first, the losing Team of the previous Game will have side selection.

4.2.5.3. Round 1

- Match 1 (Bo5): Seed #1 vs. Seed #2
- Match 2 (Bo5): Seed #3 vs. Seed #4

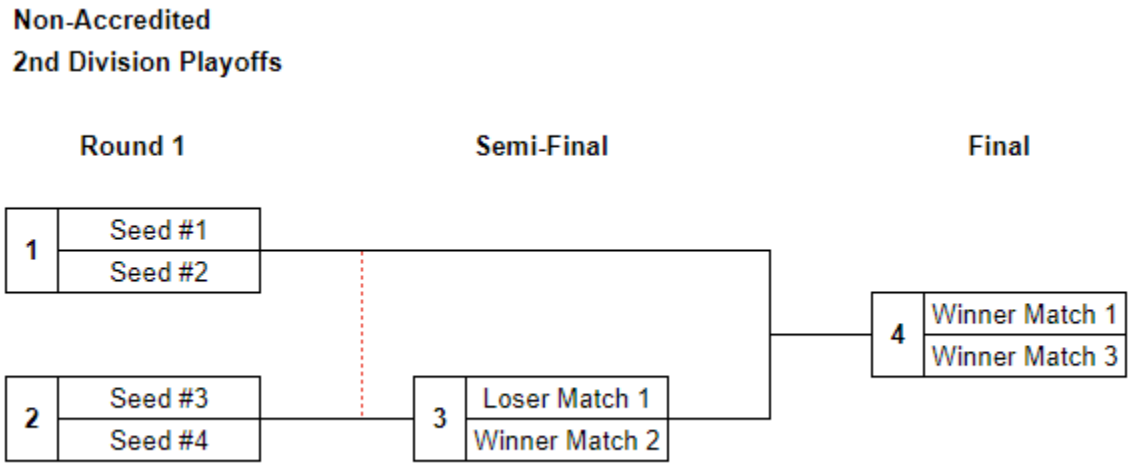
4.2.5.4. Semi-Final (Bo5)

- Loser Match 1 vs. Winner Match 2

4.2.5.5. Final (Bo5)

- Winner Match 1 vs. Winner Match 3
- Both finalists qualify to play promotion, while the winner has the higher seed

Graphical presentation



4.2.6. Promotion/Regulation

4.2.6.1. **For 1st Division.** The tournament will take place after the Summer split. **For 2nd Division.** The tournament will take place after the Summer split. At League discretion, an additional promotion/relegation tournament can be organized after the Spring split.

4.2.6.2. **For 1st Division.** For promotion into 1st Division, use the format below. **For 2nd Division.** For promotion into 2nd Division, use the format below, regardless if top 2 teams come from a 3rd Division or Open Qualifiers.

4.2.6.3. The bottom 2 Teams from the higher division and the top 2 Teams from the lower division or qualifier will face each other in a Double Elimination format. Matches will be Best-of-5.

4.2.6.4. Teams from the higher division will have side selection priority. If teams from the same division match, the team with the higher seed will have side selection priority.

4.2.6.5. Round One:

- Match 1 (Bo5): Division 1 #9 vs. Division 2 #2.
- Match 2 (Bo5): Division 1 #10 vs. Division 2 #1.

4.2.6.6. Round Two:

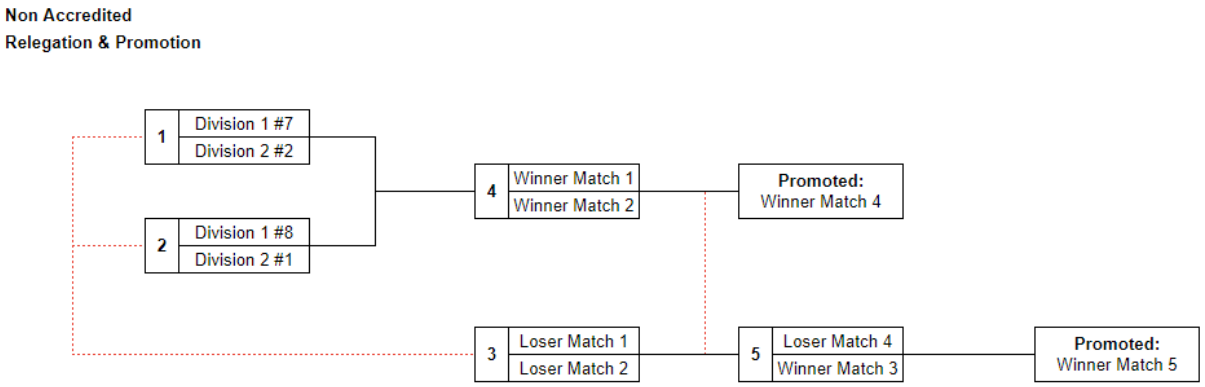
- Match 3, (Bo5): Loser Match 1 vs. Loser Match 2.
- Match 4 (Bo5): Winner from Match 1 vs Winner from Match 2.

4.2.6.7. Round Three:

- Match 5 (Bo5): Loser Match 4 vs. Winner Match 3

4.2.6.8. The Winners from Match 4 and Match 5 are promoted into the higher division.

Graphical presentation



4.3. Championship Points

4.3.1. A Team will be awarded Championship points based on the final placement of the Team after the Play-Offs for each ERL Split. If the placement within the Play-Offs between two Teams is the same, the team with the better placing in the Regular Season is placed higher in the final ranking of the Split. If a Team does not qualify for the Play-Offs, the Team's Regular Season placement will determine its final ranking of the Split instead. The Championship Points will be used for a variety of reasons, detailed below depending on Division. Points will be awarded in the following way:

4.3.2. Championship Points Distribution (Accredited Leagues):

Position	Spring Split	Summer Split
1st	180	240
2nd	135	180
3rd	105	140
4th	75	100
5th	60	80
6th	45	60
7th	30	40

8th	18	24
9th	12	16
10th	0	0

4.3.3. Championship Points Distribution (Non-Accredited Leagues):

Position	Spring Split	Summer Split
1st	105	140
2nd	75	100
3rd	60	80
4th	45	60
5th	30	40
6th	18	24
7th	12	16
8th	0	0

4.3.4. 1st Division

4.3.4.1. Championship points are used to determine the top 2 and bottom 2 after each ERL Season.

4.3.4.2. Championship points may be used as a determining factor for seeding in other regional tournaments, at the League's discretion.

4.3.4.3. The bottom 2 Teams with the least Championship points will be participating in the promotion/relegation Tournament to be held after the completion of the ERL Season. Championship points will be the determining factor for seeding.

4.3.5. 2nd Division

4.3.5.1. Championship points are used to determine the top 2 and bottom 2 after each ERL Season.

4.3.5.2. The top 2 Teams with the most Championship points will be participating in the promotion/relegation Tournament to be held after the completion of the ERL Season. Championship points will be the determining factor for seeding.

4.3.5.3. The bottom 2 Teams with the least Championship points will be participating in the promotion/relegation Tournament to be held, at the discretion of the League, at the end of each split or at the completion of the ERL Season. Championship points will be the determining factor for seeding.

4.4. Tiebreaker Rules

4.4.1. In the event that two Teams are tied in the standings at the conclusion of the Regular Season Split, the tie will be broken by their head-to-head record. If those Teams have an identical head-to-head record, the tie will be broken by wins in the second half of the Split, with the Team having more wins in the second half of the Split being granted the higher place. If after this the teams are still tied, the Teams will play a tiebreaker-game. Side selection will be awarded to the Team with the lower Victory Time in the Regular Season Games between those Teams.

4.4.2. If three or more Teams are tied, the head-to-head record of all Teams against all other Teams involved in the tiebreaker will be considered. Meaning that, if one or more Teams have won/lost more than 50% of the Matches in aggregate against every Team in the tiebreaker, they are automatically granted the higher/lower place(s) available in the tiebreaker, and a new tiebreaker is declared amongst the remaining Teams. If the Teams have an identical amount of Games won, the wins in the second half of the Split will be taken into account, with the Teams having more wins in the second half of the Split being granted the higher seeds. If after this the Teams are still tied, then the following structures will be used depending on the amount of Teams in the tiebreaker.

4.4.3. 2-way-tie:
See above 4.4.1.

4.4.4. 3-way-tie:
A single round-robin will be played among the three Teams. If this does not result in hierarchical standings of Teams, then the three Teams will be drawn into a single-elimination bracket where the Team with the lowest Victory Time from the single round-robin tiebreaker games has a bye into the finals.

4.4.5. 4-way-tie:
The Teams will be drawn into two first-round matches (Game 1 and Game 2) based on their Victory Time. The winners of Game 1 and Game 2 will then face off in Game 3 while the losers face off in Game 4. The winner of Game 3 will be awarded the highest standing being decided by the tiebreaker, and the loser of Game 3 will be awarded the next highest standing being decided by the tiebreaker. The winner of Game 4 will be awarded the next highest standing being decided by the tiebreaker and the loser of Game 4 will be awarded the lowest standing being decided by the tiebreaker.

4.4.6. 5-way-tie:
The Teams will be drawn into a single-elimination bracket based on their Victory Time, where there is a play-in between the two Teams with the highest Victory

Time for the fourth semi-final spot. The tournament will require a 3rd-place Game to determine 3rd/4th place.

4.4.7. 6-way-tie:
The Teams will be drawn into a single-elimination bracket based on their Victory Time, where the two Teams with the lowest Victory Time have a bye into the semi-final round. The tournament will require a 3rd-place Game to determine 3rd/4th place.

4.4.8. 7-way-tie:
The Teams will be drawn into a single-elimination bracket based on their Victory Time, where the Team with the lowest Victory Time has a bye into the semi-final round. The tournament will require a complete loser's bracket to determine seeding for all slots.

4.4.9. 8-way-tie:
The Teams will be drawn into a single-elimination bracket based on their Victory Time. The tournament will require a complete loser's bracket to determine seeding for all slots.

4.4.10. 9-way-tie:
The Teams will be drawn into a single-elimination bracket based on their Victory Time, where there is a play-in-game between the two Teams with the highest Victory Time. The tournament will require a complete loser's bracket to determine seeding for all slots.

4.4.11. 10-way-tie:
The Teams will be drawn into a single-elimination bracket based on their Victory Time, where there are two play-in-games between the four Teams with the highest Victory Time. The tournament will require a complete loser's bracket to determine seeding for all slots.

4.4.12. If multiple Teams are tied in Championship points at the conclusion of the Summer Split, then the Team which gained the most Championship points in the Summer Split will be considered the higher seed.

If two Teams gained the same amount of Championship points in the Summer Split, then their Summer Split Regular Season standings after the tiebreaker games will be used to break the tie.

4.4.13. All tiebreaker-games will be played as single Best-of-1 Games.

4.4.14. Tiebreaker-games will be scheduled at the sole discretion of the League.

4.4.15. For all tiebreaker-games the right for side selection will be determined by the lower Victory Time throughout the Regular Season of the applicable Split.

4.4.16. If the Victory Time is identical for multiple Teams, the hierarchy will be determined by a coin flip.

4.4.17. Tiebreaker games will not be played if their outcome will not have any competitive implications.

4.4.18. If exactly two Teams are tied for fifth place after the conclusion of the Regular Season no tiebreaker-game will be played and the fifth place will be awarded to the Team with the lower Victory Time.

4.5. Side Selection Rules

4.5.1. For the first Matchday of the week in Regular Season all Teams are required to submit their side selection 24 hours before the scheduled start of the first Match of the first broadcast day.

4.5.2. For the second and any other Matchday of the week in Regular Season all Teams are required to submit their side selection no later than 24 hours before the scheduled start of the first Match of the Matchday or no later than 15 minutes after the conclusion of the last Game on the previous day, whichever is later.

4.5.3. For the first Game of a Match in Play-offs Teams are required to submit their side selection 24 hours before the scheduled start of the first scheduled Match of the broadcast day. In case an ERL Match occurs on the day on which the side selection is due, the side selection deadline will shift to 15 minutes after the conclusion of the last Game on that day.

4.5.4. For all other Games of a Match the Teams must notify a League Official of their side selection no later than 5 minutes after the conclusion of the previous Game.

4.5.5. For all tiebreaker-games side selection must be submitted five minutes after the conclusion of the game which determined the tiebreaker scenario.

4.5.6. Tournament Officials can shift these deadlines at their discretion by informing affected Teams. If no decision is submitted in time, selection will default to blue side.

5. Competition Schedule

5.1.1. All Accredited leagues start at the same date, while Non-Accredited leagues start one week after for Regular Season Games. Play-Off time frame defines a window where ERLs will hold Play-Off competitions. Each ERL will communicate on their respective playoff dates.

5.2. Accredited ERLs

5.2.1. Spring Split start: January 10, 2022

5.2.2. Spring Split Play-Off: March 1-31, 2022

5.2.3. Summer Split start: May 30, 2022

5.2.4. Summer Split Play-Offf: August 1-21, 2022

5.3. Non-Accredited ERLs

5.3.1. Spring Split start: January 17, 2022

5.3.2. Spring Split finals: March 07-27, 2022

5.3.3. Summer Split start: June 06, 2022

5.3.4. Summer Split finals: July 18-August 14, 2022

5.4. Promotion / Relegation

5.4.1. Relegation matches will happen on September 12, 13, 14, 19, and 22, 2022.

5.5. Pro-Am Tournament

5.5.1. Pro-am earliest start: October 12, 2022

5.5.2. Pro-am latest end: November 20, 2022

6. Finance

6.1. Sponsors

6.1.1. 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 finalized. 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.

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

6.1.3. 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 Organization may sponsor a Team of a different Organization through themselves, a direct connection, another Organization they represent, or a proxy.

6.1.4. 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.

7. Additional Provisions

7.1. Publishing

7.1.1. The League shall have the right to publish a declaration stating that a Team Manager, Team Member and/or Team has been penalized. 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.

7.2. Finality of decisions

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

7.3. Right of modification

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

8. Match Process

8.1. Clothing & Apparel

8.1.1. Players must wear official approved Team jerseys during all ERL Matches and approved Team branded apparel during all pre-/post-match interviews.

8.1.2. All Players on the Starting Line-up must wear closed-toe shoes and matching jerseys & pants. The attire will require approval from the League.

8.1.3. Jerseys may have a collar, a hood, short or long sleeves and need to be polyester-based. Cotton-based or cotton-blend materials are not acceptable. Exceptions to this rule for legitimate medical reasons will be granted at the discretion of the League on a case-by-case basis.

8.1.4. Outerwear, including hoodies and jackets may only be worn onstage if they are official Team gear, have official Team branding on the front, are the same colours as all other outerwear being worn on stage by the Team and only use official Team colours represented on the Team's approved jersey. A jersey with a hood can be considered a jersey and not outerwear.

8.1.5. Team Members may wear apparel with multiple logos, patches or promotional language. All decisions in regard to apparel are at the sole discretion of the League. Objectionable or offensive examples below are listed for illustrative purposes only:

8.1.5.1. Containing any false, unsubstantiated, or unwarranted claims for any product or service, or testimonials, the League considers unethical.

8.1.5.2. Advertising any non-"over the counter" drug, tobacco product, firearm, handgun or ammunition.

8.1.5.3. Containing any material constituting or relating to any activities which are illegal in any League region, including but not limited to, a lottery or an enterprise, service or product that abets, assists or promotes gambling.

8.1.5.4. Containing any material that is defamatory, obscene, profane, vulgar, repulsive or offensive, or that describes or depicts any internal bodily functions or symptomatic results of internal conditions, or refers to matters which are not considered socially acceptable topics.

8.1.5.5. Advertising any pornographic website or pornographic products.

8.1.5.6. Containing any trademark, copyrighted material or other element of intellectual property that is used without the owner's consent

or that may give rise to, or subject the League or its affiliates to, any claim of infringement, misappropriation, or other form of unfair competition.

8.1.5.7. Disparaging or libeling any opposing Team or Player or any other person, entity or product.

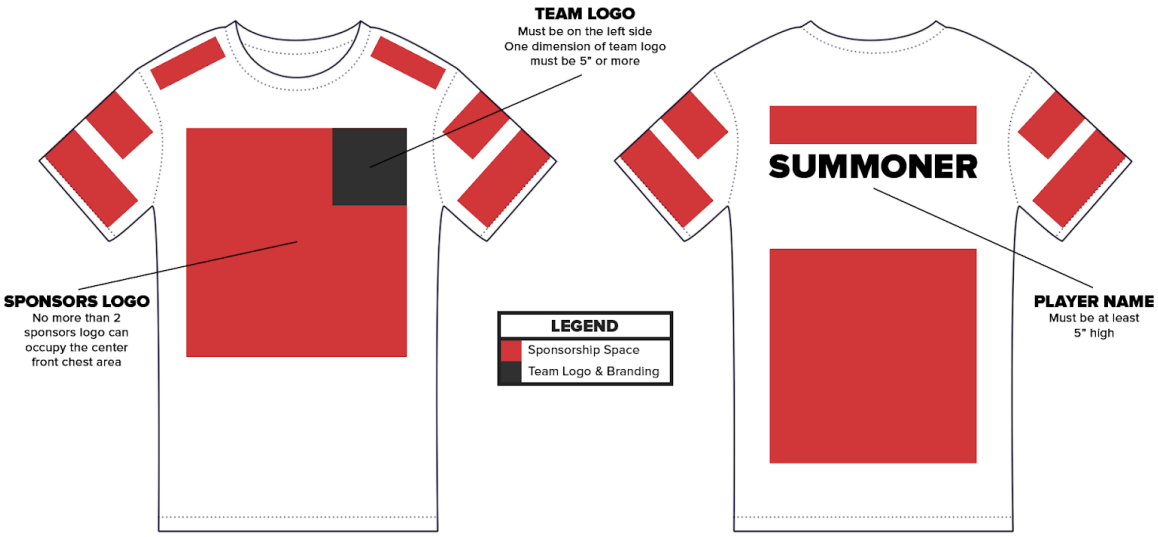
8.1.6. Jersey Guidelines:

8.1.6.1. All ERL jerseys shall comply with all of the following.:

- **Red - Sponsorship Space**
- **Black - Team Logo & Branding**

Legend:

- **Team Logo:** Must be on the left side. One dimension of the team logo must be 5” or more.
- **Sponsors Logo**: No more than 2 sponsors logo can occupy the center front chest area.
- **Player Name**: Must be at least 5” high.



ERL Jersey visual sample

8.1.7. The chest area of the jersey needs to feature the team name/logo and can feature up to two sponsors. The equivalent area on the back of the jersey is reserved for team branding and Summoner Name.

8.1.8. Sponsor logos may be placed on the shoulders, sleeves, collar bones as well as the area below the chest and the corresponding area on the back of the jersey. No ERL or Riot Games logos may be used on jerseys except for the spaces dictated by the League.

8.1.9. Long-sleeved shirts of cotton or athletic material may be worn underneath the Team jerseys. The under-jersey apparel must be either Team colors or a neutral color. Sponsors will only be allowed on this attire if the design has been previously submitted and approved by the League.

8.1.10. The above regulations are specifically for match jerseys, or jerseys used in official matches.

8.1.11. Teams must have their jersey designs approved prior to use by the League. Teams are expected to adhere and follow the regulations above.

8.1.12. Coaches must wear, at a minimum, business casual attire while at the studio. Business casual is defined as clothing suitable for the environment. Examples of this include simple polo t-shirts with a 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.

8.1.13. All apparel must conform to the League Branding and Style Guide.

8.1.14. Hats or any headwear that would block the headset covering the ears are not allowed without prior written approval of the League..

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

8.1.16. The League reserves the right to refuse entry or continued participation in the Match to any Team Member who does not comply with the apparel rules.

8.1.17. Headphones must be placed directly on a Player’s ears, and must remain there for the duration of the Game. Players shall not obstruct the placement of headphones by any method. This includes placing any item, excluding glasses, between the headphones and the Player’s ears.

8.1.18. Tournament Realm Accounts

8.1.19. Players will be provided with Tournament Realm Accounts by the League. It is the Players' responsibility to configure their account to their preferences. The Account's Summoner Name must be set to the Player's Official Tournament Handle as approved by the League.

8.2. Patch

8.2.1. Matches during the 2022 Season will be played on the respective patch available on the Live Server, once a sufficient testing period has occurred. Changes to the competitive patch and champion availability will be at the sole discretion of the League.

8.2.2. Champions which have not been available on the live server for more than two weeks will be automatically restricted. A Champion will not be made available if a Competitive Week has started. Champions that have undergone reworks will be enabled at the sole discretion of the League.

8.3. Scheduling

8.3.1. The League may, at its sole discretion, modify the schedule of Matches. In the event of a schedule modification the League will notify all Teams at the earliest convenience.

8.4. Punctuality

8.4.1. During the regular season 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.

8.4.2. 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.

8.4.3. If a Team is not fully ready at the aforementioned times, the following penalties apply:

- Not ready at Game Time - Loss of first Ban
- Not ready 5 minutes after Game Time - Loss of second Ban
- Not ready 10 minutes after Game Time - Loss of third Ban
- Not ready 15 minutes after Game Time - Forfeit of the Game
- Not ready 30 minutes after Game Time - Forfeit of the following Game (if applicable)
- Not ready 45 minutes after Game Time - Forfeit of the following Game (if applicable)

8.4.4. 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 League Officials immediately. League Officials may postpone, suspend or cancel the Game or Match at their sole discretion.

8.4.5. 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 League Officials. The exact Match date will be communicated by League Officials at the earliest convenience.

8.5. Pause

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

8.5.2. League Officials may order or execute a pause of a Game at the sole discretion of the League Officials.

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

8.5.4. 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 a League 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 League Official, but not to exceed a few minutes. If the League Official determines that the Player is not able to continue playing within such reasonable period of time, then the Player's Team shall forfeit the Game unless a League Official determines that the Game is subject to an Awarded Game Victory at the League's discretion.

8.5.5. Players are not permitted to resume the Game after a pause. After clearance from a League 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.

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

9. ERL Streaming Regulations

9.1. Team Streaming Rights

9.1.1. Teams' other staff that currently is or has at any point been directly involved with League of Legends in a professional capacity are prohibited from streaming League of Legends, or co-commentating on the ERL broadcast on any platform during the ERL Broadcast unless approved by the League in writing at its sole discretion.

9.1.2. League shall seek approval for any sublicensing from Riot.

9.1.3. League shall have the right to provide streaming rights for 1st Division and 2nd division Teams to broadcast the ERL competition, using the following regulations:

9.1.3.1. Teams shall be able to stream on a Team's channel; Streaming channel to be approved by the League, and can be changed by the Team provided that they inform the League and the League approves it

9.1.3.2. Division 2 only - Team Member's can stream their games provided that they receive a) approval from the League in advance, b) stream with at least a 4 minute delay on gameplay and c) follow any other rules that are highlighted to them by the League in relation to such a stream.

9.1.3.3. Teams can only stream matches that they are playing in.

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

9.1.3.5. Teams shall not alter, blur or cover ERL sponsor logos/placements.

9.1.3.6. Teams shall co-stream in the official language(s) of their ERL only.

9.1.3.7. Teams can start streaming once the previous match is finished or 15 minutes before their 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).

9.1.3.8. League shall have the right to define any hosting/raiding rules.

9.1.3.9. League shall have the right to define reporting structures and intervals.

9.1.3.10. Teams shall have the right to invite guests. Co-streaming on-air talents need approval by League and Riot.

9.1.3.11. League can allow Teams to show Teams Sponsors during the 15 minute pre- and postgame portion if they so choose. These sponsors must be vetted (i.e. Permitted or Conditional Category). Teams cannot show their Team Sponsors during the match itself.

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

9.2. Permitted languages:

La Ligue Française:	French, English
Northern League of Legends Championship:	Swedish, Norwegian, Danish, Finnish, Icelandic, English
Prime League:	German, English
Superliga:	Spanish, English
Ultraliga:	Polish, English, Latvian, Lithuanian, Estonian
Benelux:	Dutch, French
Esports Balkan League:	Romanian, Serbian, Hungarian, Bosnian, Bulgarian, Croatian, Albanian, Slovenian, Macedonian, Montenegrin
Greek Legends:	Greek
Hitpoint Masters:	Czech, Slovakian
Liga Portuguesa League Of Legends:	Portuguese
PG Nationals:	Italian

10. 3rd Party Event Participation

10.1. For Accredited Leagues:

10.1.1. Any players registered in any Semi-Professional Regional Leagues are not allowed to participate in any events outside of the events which are part of ERL Scope (1st, 2nd or Pro-Am) without prior approval from local League officials and Riot.

10.2. For Non-Accredited Leagues:

10.2.1. Any players registered in these ERLs are not allowed to participate in any events outside of the events which are part of ERL Scope (1st, 2nd or Pro-Am) without prior approval from local League officials.

11. Code of Conduct

11.1. Competitive Integrity

11.1.1. Teams are expected to play at their best at all times within any League Match, and to avoid any behavior that potentially threatens the actual or perceived integrity of competition or that is otherwise inconsistent with the principles of good sportsmanship, honesty, or fair play. Violating this rule will be subject to penalties at the discretion of League Officials. All decisions in regard to violations are at the sole discretion of the League. Examples below are listed for illustrative purposes only:

11.1.2. Collusion, which is defined as cooperation or conspiracy to cheat or deceive others. The cooperation or conspiracy can occur among Team Members, Teams, and/or Organizations, and can be done to the sole benefit of the parties involved in the cooperation or conspiracy. The list of conspirators is not exhaustive. Collusion includes, but is not limited to, acts such as:

- Soft play, which is defined as any agreement among Team Members to not play at a reasonable standard of competition in a Game.
- Pre-arranging to split prize money and/or any other form of compensation
- Sending or receiving signals, electronic or otherwise, from outside sources to/from a Team Member.
- Deliberately losing a Game for compensation, or for any other reason, or attempting to induce another Team Member to do so.
- Conspiring to predetermine locations for Free Agents and/or conspiring to fix the salaries of contracts for Team Members and/or potential Team Members.

11.1.3. Hacking, which is defined as any modification of the League of Legends game client.

11.1.4. Exploiting, which is defined as intentionally using any in-game bug to an advantage.

11.1.5. Looking at spectator monitors.

11.1.6. Ringing, which is defined as playing using another Player's account or solicitation to do so.

11.1.7. The use of any kind of cheating device and/or cheat program, or any similar cheating method.

11.1.8. Intentional disconnect without a proper and explicitly-stated reason.

11.1.9. Any other act which violates these rules and/or standards established by the League.

11.1.10. A Team Manager/Member may not use language that is obscene, foul, vulgar, insulting, threatening, abusive, libelous, slanderous, defamatory or otherwise

offensive or objectionable; or promote or incite hatred or discriminatory conduct, in or near the Match Area, at any time. A Team Manager/Member may not use any facilities, services or equipment provided or made available by the League or its contractors to post, transmit, disseminate or otherwise make available any such prohibited communications. A Team Manager/Member may not use this type of language on social media or during any public-facing events.

11.1.11. A Team Manager/Member may not take any action or perform any gesture directed at an opposing Team Manager/Member, fan, or official, or incite any other individual(s) to do the same, which is insulting, mocking, disruptive or antagonistic.

11.1.12. Abuse of League Officials, opposing Team Managers/Members, or audience members will not be tolerated. Repeated etiquette violations, including but not limited to touching another Player's computer, body or property will result in penalties. Team Managers/Members and their guests (if any) must treat all individuals attending a Match with respect.

11.1.13. No Team Manager/Member may touch or otherwise interfere with lights, cameras or other studio equipment. Team Managers/Members may not stand on chairs, tables or other studio equipment. Team Managers/Members must follow all instructions of League Officials.

11.1.14. During the Match, communication by a Player on the Starting Line-up shall be limited to the other Players on their Starting Line-up and League Officials. In addition the Players are allowed to communicate with their on-stage Coach during the Pick-&-Ban Phase.

11.2. Responsibility under Code

11.2.1. Unless expressly stated otherwise, offenses and infringements of these rules are punishable, whether or not they were committed intentionally or successfully. Attempts to commit such offenses or infringements are also punishable.

11.2.2. Harassment is forbidden. Harassment is defined as systematic, hostile and repeated acts taking place over a considerable period of time, or a singular egregious instance, which is/are intended to isolate or ostracize a person and/or affect the dignity of the person.

11.2.3. Sexual harassment is forbidden. Sexual harassment is defined as unwelcome sexual advances. The assessment is based on whether a reasonable person would regard the conduct as undesirable or offensive. There is zero tolerance for any sexual threats/coercion or the promise of advantages in exchange for sexual favors.

11.2.4. Team Managers/Members may not offend the dignity or integrity of a country, private person or group of people through contemptuous, discriminatory or denigrating words or actions on account of race, skin color, ethnic, national or

social origin, gender, language, religion, political opinion or any other opinion, financial status, birth or any other status, sexual orientation or any other reason.

11.2.5. Team Managers/Members may not give, make, issue, authorize or endorse any statement or action having, or designed to have, an effect prejudicial or detrimental to the best interests of the League, Riot Games or its affiliates, or League of Legends, as determined in the sole and absolute discretion of the League.

11.2.6. Teams may receive or may be asked to submit paperwork for approval or visibility throughout the League Season. This paperwork is necessary for maintaining expectations throughout the League. Early announcements can disrupt the competitive scouting a Team would use to create strategies for upcoming Matches. For this reason, if a Team Manager/Member has been told not to release information, as it may undermine the competitive process, and the Team Manager/Member proceeds to release said information, then the Team Manager, Team Member and/or Team will be subject to penalties.

11.2.7. If the League or Riot Games determine that a Team, Team Manager or Team Member has violated the Summoner's Code, the League of Legends Terms of Use, or other rules of League of Legends, League Officials may assign penalties at their sole discretion. Furthermore, if a Team Manager/Member has committed rules violations, League Officials reserve the right to impose additional sanctions on that Team Manager/Member's Team if it determines the Team was complicit or otherwise associated with the misconduct in question. If a League Official contacts a Team Manager/Member to discuss the investigation, the Team Manager/Member is obligated to tell the truth. If a Team Manager/Member withholds information or misleads a League Official creating an obstruction of the investigation then the Team Manager, Team Member and/or Team is subject to punishment.

11.2.8. A Team Manager/Member may not engage in any activity which is prohibited by common law, statute, or treaty and which leads to or may be reasonably deemed likely to lead to conviction in any court of competent jurisdiction.

11.2.9. A Team Manager/Member may not disclose any confidential information provided by the League or any affiliate of Riot Games, by any method of communication.

11.2.10. No Team Manager/Member may be involved with the offering, giving, acceptance, or receipt of a bribe, gift, or any type of consideration, financial or otherwise, that could result in the improper influencing or manipulation of any esports tournament or match globally or any portion or aspect of such competition. Performance-based compensation paid to a Team Manager/Member by a Team's official sponsor or owner is permitted under this rule.

11.2.11. No Team Manager/Member or Affiliate of a Team may solicit, lure, or make an offer of employment to any official Coach or Player who is signed to any League Team, nor encourage any such Coach or Player to breach or otherwise terminate a contract with said League Team. A Coach or Player may not solicit a Team to violate this rule. A Coach or Player may express publicly their desire to leave the Team and encourage any and all interested parties to contact their Manager. But the Coach or Player may not entice a Team directly to reach out to their Team Manager or attempt to violate their contractual obligations. Violations of this rule shall be subject to penalties, at the discretion of League Officials. To inquire about the status of a Coach or Player from another Team, Team Managers must contact a Team Manager of the Team that the Player and/or Coach is currently contracted with. The inquiring Team must provide visibility to League Officials before being able to discuss the contract with a Player. Contracts for Players can be found in the Global Contract Database.

11.2.12. No Team Manager/Member may refuse or fail to apply the reasonable instructions or decisions of League Officials.

11.2.13. No Team Manager/Member may engage in any action that could improperly influence or manipulate any esports tournament or esports match globally or any portion or aspect of such competition. Additionally, no Team Manager/Member or League Official may instruct, permit, cause, or enable other individuals to engage in such actions.

11.2.14. Documentation or other reasonable items may be required at various times throughout the League Season as requested by League Officials. If the documentation is not completed to the standards set by the League, then a Team may be subject to penalties. Penalties may be imposed if the items requested are not received and completed at the required time.

11.2.15. No Team Manager/Member may engage, nor attempt to engage, in any legal or illegal gambling activity relating in any way to any global esports tournament or event. This rule applies to all esports gambling activities including, without limitation, those available in any physical retail location or those conducted via the internet. Gambling activity is defined as placing anything of value – including real currency, virtual currency, or other digital assets – at risk in connection with a bet or wager. Additionally, no Team Manager/Member, League Official, or Riot Games employee may instruct, permit, cause, or enable other individuals to engage, nor attempt to engage, in any legal or illegal gambling activity relating in any way to any global esports tournament or event.

11.2.16. No Team Manager/Member may take part, either directly or indirectly, in any legal or illegal season-long or daily fantasy contests related to any esports tournament or match globally which rewards anything that has real-world value, monetary or otherwise. Fantasy contests or daily fantasy contests are defined as any online or peer-to-peer contests in which the real-world performance of esports participants determines the virtual performance and/or point total of a fictional team assembled by game participants.

11.2.17. No Team Manager/Member may request or disclose, directly or indirectly, any non-public information that could potentially provide an advantage in gambling activities to any person that does not have a legitimate need to know such non-public information. Individuals may violate this provision whether they know or reasonably should know that the non-public information in question could be used for the purposes of gambling activity. Examples of such information include, but are not limited to, team lineups, transactions, team strategy, schedule changes, and the results of pre-recorded matches that are broadcast or live streamed to audiences at a later date. Similarly, no Team Manager/Member, League Official, or Riot Games employee may request or support any such provision of knowledge or other information, whether for their own gain or for the gain of others.

11.2.18. All individuals subject to these rules are under a duty to report to Riot Games and the League, without undue delay and unprompted at the first available opportunity, via email, any witnessed, attempted, suspected, or known violation of these rules. Individuals are obligated to report such activity whether they were directly involved in the matter or should have reasonably been aware of the matter. Failure to report such information constitutes a rules violation in itself. Retaliation against any individual who, in good faith, reports such a matter is strictly prohibited.

11.3. Penalties

11.3.1. Any person found to have engaged in or attempted to engage in any act that the League believes, in its sole and absolute discretion, constitutes unfair play, will be subject to penalty. The nature and extent of the penalties imposed due to such acts shall be in the sole and absolute discretion of the League.

11.3.2. Upon discovery of any Team Manager/Member committing any violations of the rules, the League may issue the following penalties:

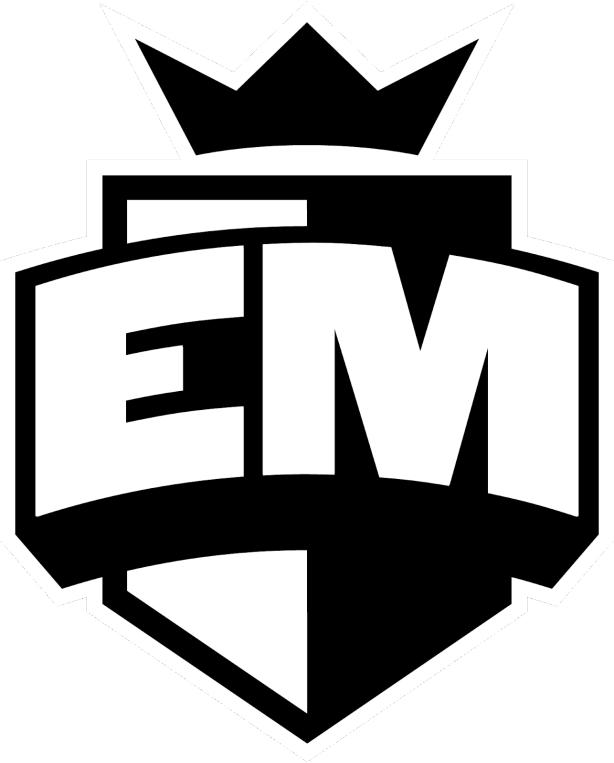
- Verbal Warning
- Loss of Side Selection for current or future Game(s)
- Loss of Ban(s) for Current or Future Game(s)
- Fine(s) and/or Prize Forfeiture(s)
- Game and/or Match Forfeiture(s)
- Suspension(s)
- Disqualification(s)

11.3.3. Repeated infractions are subject to escalating penalties, up to, and including, disqualification from future participation in the League. It should be noted that penalties may not always be imposed in a successive manner. The League, in its sole discretion, can disqualify a Team Manager, Team Member or Team for a first offense if the action of the Team Manager, Team Member or Team is deemed egregious enough to be worthy of disqualification by the League. Penalties that state a listed amount of time for discipline will only apply to competitive months. Competitive months are defined as the months in which League of Legends' professional competition is taking place.

11.3.4. Infractions will be governed by the ERL Penalty Index, the LEC Penalty Index and/or the Global Penalty Index for major infractions.

* * *

12. EUROPEAN MASTERS RULEBOOK



2022 European Masters Spring
Official Rules

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Introduction and Purpose

These official rules of the European Masters apply to each of the Teams who have qualified to play in the European 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: http://lec.gg/rules.

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.

European Masters Rulebook is not a standalone document and all applicable rules in the ERL rulebook (including but not limited to Eligibility Requirements, Ownership, Finance, Additional Provisions, Code of Conduct) apply to all European Masters participants.

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. Eligibility & Release Forms

1.1.1. Team Members will be sent a player eligibility and release form by League 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.

1.1.2. ERL Regions and their EM slots:

ERL	Main	Play-in
LFL	2	2
Ultraliga	2	2
Prime League	2	1
Superliga	2	1
NLC	1	1
EBL	1	1
PG Nationals	1	1
GLL	1	1
LPLOL	/	2
Hitpoint Masters	/	2
ESLOL	/	2

2. Roster

2.1. Roster Requirements

2.1.1. A Team's EM Roster will be allowed a minimum of six to a maximum of seven Players as their EM Roster and are required to maintain four EU Residents and three LTRs in their EM Roster during the entirety of the event.

2.1.2. A Team's EM Starting Line-up cannot include more than two Veterans at any given time.

2.2. Roster Modification

2.2.1. Teams will be required to complete a team sheet with information on their roster three days prior to the official kickoff date (deadline for Spring 2022: 01 April 2022 6:00pm) at the latest. The roster submitted at this time will be considered the eligible roster for the EM event. In the case of a verified emergency, a team may add a substitute after this deadline, however, the substitute must meet all of the conditions below:

2.2.1.1. Must not have been on a professional or ERL roster four days prior to kickoff.

2.2.1.2. Must have been eligible to participate in EM four days prior to kickoff.

2.2.2. Determination of what constitutes an emergency is at the discretion of EM officials.

2.2.3. Each team must appoint a single point of contact which is responsible for the communication between the EM Officials and the Team.

2.2.4. Requests to modify a starting lineup for the team's first match on the first day of the **Play-In Group Stage** may not be submitted any later than 6:00pm CET on 03. April 2022. Requests must be made by the designated Team point of contact. Requests to modify a Starting Lineup for a Team's first match on any other day of that stage must be submitted no later than 11:00pm CET or ten minutes after the conclusion of the final game of the day prior to the team's match, whichever is the latest.

2.2.5. For the **Play-In Knockout Stage**, teams must submit any changes to their starting lineup by 6:00pm CET on the day prior to their match.

2.2.6. For the **Group Stage**, requests to modify a starting lineup for the team's first match on the first day may not be submitted any later than 6:00pm CET on 13. April 2022. Requests must be made by the designated Team point of contact. Requests to modify a Starting Lineup for a team's first match on any other day of that stage must be submitted no later than 11:00pm CET or ten minutes after the conclusion of the final game of the day, whichever is latest, the day prior to the team's match, unless there are no games the next day. If that's the case then the starting lineup submission is due on the day prior to the match, at 6:00pm CET.

2.2.7. For the **Knockout Stage** (Quarterfinals, Semifinals and Finals), teams will be required to submit their starting lineup for Game 1 no later than 6:00pm CET one day prior to their match. For example, if a team is playing a Knockout stage game on Tuesday, their roster is due on Monday night at 6:00pm CET.

2.3. Substitutions

2.3.1. Player substitutions have to result in Teams having eligible Rosters.

2.3.2. 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 process. To be clear, the next scheduled game means the next game scheduled to be broadcast, not the next game scheduled for the team wishing to make the change.

2.3.3. A Team may substitute a player within a Match (i.e. between games of a best-of-three or best-of-five) or between Games in the best-of-one rounds given any of the teams participating is playing back to back Games. The team must notify an EM official and have the substitution approved immediately following the previous game, no later than 5 minutes after the explosion of the Nexus. For example, if a team wishes to substitute a player for game 2, then the point of contact must notify an EM official no later than 5 minutes following Game 1.

2.3.4. In the event of an emergency, a Team will be given up to one hour to find an immediate Substitute from their Roster for a Game. If a replacement cannot be found, the Team will forfeit. League Officials will determine if an event qualifies as an emergency.

2.4. Coaches

2.4.1. Teams participating in EM can have a Coach for every Game that the Team participates in.

2.4.2. The Coach can either be a registered Coach or a substitute for the Team.

2.4.3. In the event of a verified emergency, the Team can designate an interim coach. Whether or not an event qualifies as an emergency is determined at the sole discretion of the League.

2.5. EM Implications

2.5.1. An ERL Team must retain at least three players from the starting lineup that played the most recent match in their respective ERL Play-Offs in order to claim any slot in the European Masters event.

2.5.2. 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 Roster. If the number of Starters is equal between those Teams, the Team with the higher amount of Substitutes from the qualifying Roster will be granted the slot. If the number of Substitutes is also equal, the total amount of Games all Players played in the respective qualifying event will be the tiebreaker.

2. Competition Format & Schedule

2.6. Schedule:

- Play-In Groups (04. & 05. April 2022)
- Play-In Knockout (07. April 2022)
- Group Stage (14, 15, 16, 17, 21, 22, 23 & 24. April 2022)
- Quarter Finals (28, 29, 30. April & 01. May 2022)
- Semi Finals (03. & 04. May 2022)
- Finals (07. May 2022)

2.7. Play-In Group Stage

2.7.1. Draw process: Teams are split into three predetermined pools:

- Pool 1: 3# LFL, 3# UL, #3 SL, #3 PRM
- Pool 2: 4# LFL, 4# UL, #2 NLC, #2 PGN
- Pool 3: 2# GLL, 1# HM & 2# HM, 1# LPLOL & 2# LPLOL, 1# ESLOL & 2# ESLOL, 2# EBL

2.7.1.1. Teams within each pool will be assigned a number from 1 to 4 and 1 to 8 for Pool 3, these numbers will be drawn using random.org.

2.7.1.2. 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 3.

2.7.1.3. 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).

2.7.1.4. Graphical representation is available in Exhibit I, point A.

2.7.2. The first round of the EM event will be a best-of-one double round robin amongst the four play-in groups. The sixteen qualified play-in teams will be split into four groups of four teams each prior to EM. Each team will play the other three teams in their group twice, non-consecutively.

2.7.3. Each team will play on each side once against each opponent.

2.7.4. Tiebreaker games will be played immediately following the final game of the Play-In Stage for the respective group. Side selection for all tiebreaker games will be determined by cumulative times of all the victories for the individual teams, even in a two-way tiebreaker. The Team with the lowest cumulative victory time will be considered the superior seed, and will be given the selection.

2.7.5. Two-way tie: If two teams are tied within their group after the Play-In Group Stage, head to head record will be used as the first tiebreaker. If the two teams have an identical head-to-head record, then the teams will play one tiebreaker game to determine the final standings. No tiebreaker game will be played if the tiebreaker would not decide either the first or second place position in the group (i.e. if the third and the fourth place teams in a group are in a two-way tie with

each other, no game will be played).

2.7.6. Three-way tie: If three Teams are tied, the head-to-head record of all teams involved in the tie against all other teams involved in the tiebreaker will be considered. There are five possible combinations of records in a three-way tiebreaker, each of which are considered below:

2.7.6.1. Each team in the tiebreaker has a combined record of 2-2 against each of the other teams in the tie. In this case, the teams with the two slowest cumulative victory times based on all victories in the Play-In Group Stage will play one tiebreaker game. The loser of that game will be awarded the lowest standing being decided by the tiebreaker and the winner of that game will play a single tiebreaker game against the team with the fastest cumulative victory time based on all victories in the Play-In Group Stage. The winner of that second tiebreaker game will be awarded the highest standing being decided by the tiebreaker, and the loser of the game will be awarded the remaining standing.

2.7.6.2. One team has an aggregate record of 3-1, the next team is 2-2 and the third team is 1-3. In this case, the teams with the 2-2 and 1-3 records will play one tiebreaker game. The loser of that game will be awarded the lowest standing being decided by the tiebreaker and the winner of that game will play a single tiebreaker game against the 3-1 team. The winner of that second tiebreaker game will be awarded the highest standing being decided by the tiebreaker, and the loser of the game will be awarded the remaining standing.

2.7.6.3. Two teams have an aggregate record of 3-1 and the third team has an aggregate record of 0-4. The team that is 0-4 is awarded the lowest standing being decided by the tiebreaker and a new tiebreaker is declared amongst the two teams with an aggregate record of 3-1 utilizing the two-way tie procedure set forth above.

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

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

2.7.7. Four-way tie: The teams will be drawn into a single elimination bracket based on the cumulative times of all the victories for the individual teams. Teams play Bo1 matches throughout the bracket. The seeds will be given in order to the teams that won their games in the shortest amount of game time. The four teams will be split into two first-round matches; the #1 seed will face the #4 seed, while the #2 seed will face the #3 seed. The winners of the first round matches will face off in Game 3, and the winner will be declared the winner of the group and will advance to the Play-In Knockout Stage.

2.7.8. Tiebreaker games for 3rd and 4th position in the Main Event Group Stage will not be played. In the event that the third and fourth place teams in any particular group in the Main Event Group Stage are tied, the head-to-head record will be used as the first tiebreaker. If their head-to-head record is tied, such that a clear division cannot be made between the third and fourth place team in any group, the teams that are tied will have their Prize Pool totalled and split evenly between both teams (when applicable).

2.7.8.1. For example, in the Main Event Group Stage, if the 3rd place team in Group B is 1-5 (one win and 5 losses) and the 4th place team in Group B is also 1-5 (one win and 5 losses), these two teams will each receive a total Prize Pool of EUR 3250 ((4000+2500)/2).

2.7.8.2. For the Play-In Group Stage: After head-to-head record, teams will end the tournament tied for 3rd of their Group.

2.8. Play-In Knockout Stage

2.8.1. The top two teams in each of the four groups will advance to the Play-In Knockout Stage.

Teams will be drawn according to the same process as in 2.10.1. These matches will be best-of-three.

2.8.2. Graphical representation is available in Exhibit I, point B.

2.9. Group Stage

2.9.1. The four teams advancing from the Play-In stage will join the 12 pre-qualified teams in the Group stage. This stage will be a best-of-one, double round robin. The sixteen Group stage teams will be split into four groups of four teams each upon completion of the Play-In stage. Each team will play the other three teams in their group twice, non-consecutively.

2.9.2. Draw process: Teams are split into four predetermined pools.

- Pool 1: #1 seeds from Prime, Superliga, LFL & Ultraliga
- Pool 2 : #2 seeds from Prime, Superliga, LFL & NLC
- Pool 3: #1 seeds from GLL, Ultraliga, EBL & PG Nationals
- Pool 4: 4 teams advancing from the Play-In stage

2.9.2.1. Teams within each pool will be assigned a number from 1 to 4, these numbers will be drawn using random.org.

2.9.2.2. 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 4.

2.9.2.3. Teams from the same region cannot be placed into the same group. In case they are drawn in the same group, instead they will be moved to the next eligible group (A>B>C>D). In a case where no group is eligible, a Team will be placed in the first group they were drawn in initially.

2.9.2.4. Graphical representation is available in Exhibit I, point C.

2.9.3. Each team will play on each side once against each opponent.

2.9.4. Tiebreaker scenarios will follow the same process as for the Play-In stage. Please refer to section 2.7.4. for details.

2.10. Knockout Stage

2.10.1. Draw process: Teams are split into two pools.

- Pool 1: #1 seeds from Groups A - D
- Pool 2 : #2 seeds from Groups A - D

2.10.1.1. Teams within each pool will be assigned a number from 1 to 4, these numbers will be drawn using random.org.

2.10.1.2. Teams will be placed into the bracket in the order they are drawn, one pool at a time. Pools will be drawn from starting with the #1 seed.

2.10.1.3. Teams from the same Group from the Group Stage, cannot meet in the Knock-out phase before the finals.

For example, #2 seed from Group A gets placed into a matchup with the #1 seed from group A resulting in an ineligible draw. Thus, #2 seed from Group A moves over to the next eligible matchup to ensure they don't face #1 seed from Group A until the Finals.

The next draw would be placed into the original matchup, in this case vs #1 seed from group A.

2.10.1.4. Teams from the same region will not face each other in Quarter Finals where possible. This rule will be disregarded where it creates an invalid draw. The priority will always be Teams from the same Group not facing until Finals over Teams from the same region not facing in Quarter Finals.

2.10.1.5. The remainder of the tournament will progress as a single elimination bracket, no more draws will take place.

2.10.2. Quarter Finals: Each of the four quarterfinal matches will be played as best-of-five matches. The winners of the Quarterfinal matches on each side of the bracket will face off in the Semifinals.

2.10.3. Semi Finals: The Semi finals will consist of two best-of-five matches between the winners of the Quarter finals matches. The winners of each Semi final match will face off in the Finals.

2.10.4. Finals: The final round of the tournament will consist of one best-of-five match between the winners of the Semifinals. The winner of the Finals will be considered the European Masters Summer Champion for the current split.

2.10.5. Graphical representation is available in Exhibit I, point D.

3. Prize Money

2.11. Prize distribution

3.1.1. The total prize pool for the event is €150,000. The distribution is as follows (per team)

1st	2nd	3rd - 4th	5th - 8th	9th - 12th	13th - 16th
€40,000	€25,000	€13,500	€8,000	€4,000	€2,500

4. EM Streaming Regulations

4.1. 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 League in writing at its sole discretion.

5. Match Process

5.1. Side Selection

5.1.1. Play-In Knockout Stage

5.1.1.1. The higher seed will be required to submit their decision for side selection for Game 1 by 6:00pm CET on the day prior to their match.

5.1.1.2. Side selection for Game 1 for all Play-In Knockout Matches will belong to the #1 seed from Groups.

5.1.2. Knockout Stage

5.1.2.1. Side Selection for Quarterfinals must be submitted by the higher seed by 6:00pm CET prior to match day. Side Selection for Semifinals and Finals is due 5 minutes after the coin toss has been performed by the EM Officials.

5.1.2.2. **Quarterfinals:** Side selection for Game 1 for all Quarterfinal games will belong to the #1 seed from groups in each match. That team will have side selection for game 1, for all Games after the first, the losing Team of the previous Game will have side selection.

5.1.2.3. **Semifinals:** Side selection for each Semifinals will be determined by coin flip, once the winners of a Quarter Finals bracket has been determined. The team winning the coin toss will need to provide their side selection to EM officials 5 minutes after winning the coin toss. That team will have side selection for game 1, for all Games after the first, the losing Team of the previous Game will have side selection.

5.1.2.4. **Finals:** Side selection for the Finals will be determined by coin flip, once the winners of the Semi Finals bracket has been determined. The team winning the coin toss will need to provide their side selection to EM officials 5 minutes after winning the coin toss. That team will have side selection for Game 1, for all Games after the first, the losing Team of the previous Game will have side selection.

5.1.3. Side selection for best of Matches will be decided between Games after Game 1, and will belong to the Team who lost the previous Game. Teams with side choice for the next game will have 5 minutes after the nexus explodes to select their side for the next game. This will be at the same time as the substitution declaration. The team point of contact will inform the EM officials of their selection.

5.1.4. Failure to designate Side Selection before the respective deadline will result in a default selection of blue side.

5.2. Equipment

5.2.1. For all online matches, 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.

5.2.2. League 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.

5.3. Clothing & Apparel

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

5.3.2. Regulations which cover clothing, apparel and jerseys are covered in the respective section in the ERL Rulebook.

5.4. Tournament Realm and Live Accounts

5.4.1. Players will use accounts previously provided to them by the League 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.

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

5.5. Patch

5.5.1. The European Masters Spring 2022 event will be played on patch 12.5b & 12.6. The Play-In stage will be played on 12.5b and the Main and Knockout Stage will be played on 12.6.

5.5.2. Champions which have not been available on the live server for more than two weeks will be automatically restricted. Champions that have undergone reworks will be enabled at the sole discretion of the League. Champions or Champion-reworks released on the Patch utilized during Play-offs will be restricted, even if that Patch is also utilized during the Regular Season.

5.6. Scheduling

5.6.1. The League may, at its sole discretion, modify the schedule of Matches. In the event of a schedule modification the League will notify all Teams at the earliest convenience.

5.7. Match Area

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

5.7.2. 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 League.

5.7.3. 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.

5.7.4. 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.

5.7.5. 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.

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

5.7.7. 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.

5.8. Setup Time

5.8.1. 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:

5.8.1.1. Ensuring the quality of all equipment
5.8.1.2. Connecting and calibrating peripherals
5.8.1.3. Ensuring the proper function of the voice chat system
5.8.1.4. Setting up rune pages
5.8.1.5. Adjusting in-game settings
5.8.1.6. Limited in-game warm-up

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

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

5.8.4. 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.

5.8.5. 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.

5.8.6. Once all ten Players in a Match have confirmed completion of setup, Players may not enter a warm-up game.

5.8.7. 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.

5.9. Pick-&-Ban Phase

5.9.1. 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. Coaches will be granted on-stage access and will be allowed to communicate with the Players during the pick-and-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.

5.9.2. 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.

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

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

5.9.5. 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.

5.9.6. Draft mode proceeds in a snake draft as follows:
Blue Team = A; Red Team = B
Bans: ABABAB
Picks: ABBAAB
Bans: BABA
Picks: BAAB

5.9.7. If a Player picks or bans a Champion by mistake in the Pick-&-Ban Phase, the player must notify an EM Official of their intended selection before the other Team has locked in their next selection. In this case, the Pick-&-Ban Phase will be restarted with the same Picks and Bans up until the mistake occurred and the

Player may correct the mistake. In the case the other Team has locked 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.

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

5.10. Game Start

5.10.1. A Game will start immediately after the Pick-&-Ban Phase is complete, unless otherwise stated by an EM Official. At this point, EM Officials will remove any printed materials from the Match Area, including any notes written by Team Members. Players are not allowed to quit a Game after the completion of the Pick-&-Ban Phase.

5.10.2. 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.

5.10.3. 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.

5.11. Pause

5.11.1. 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 by an EM Official or a Referee and accompanied by another League Official or Referee.

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

5.11.3. 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.

5.11.4. 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 League's discretion.

5.11.5. If applicable - If an EM Official observes a condition or behavior, is notified by a Team or otherwise has a good faith belief that leads the official to believe that a

Player is medically unfit to play or continue play, the League Official may, in his/her sole discretion, grant a pause, not to exceed ten minutes, in order to evaluate the identified Player.

If League 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 a League Official, at their sole discretion, determines that the Game is subject to an Awarded Game Victory.

5.11.6. 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.

5.11.7. 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.

5.11.8. For the fairness of all competing Teams during offline play, 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, in order to discuss the Game's conditions.

5.12. Chronobreak

5.12.1. Chronobreak. The Deterministic Disaster Recovery Tool.

5.12.2. 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.

5.12.3. 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.

5.12.4. 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.

5.12.5. 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.

5.12.6. 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.

5.12.7. 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.

5.12.8. 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).

5.12.9. “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 prioritized (for example, going too far back

could potentially remove setup a team has done, including wards, lane pressure and flanking).

5.12.10. 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.

5.12.11. 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:

5.12.11.1. Pausing the game through the /pause command
5.12.11.2. Asking a teammate to pause over audible voice communications
5.12.11.3. 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.

5.12.12. 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).

5.13. Chronobreak Availability and Use

5.13.1. 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, EM officials must next determine whether the bug is a minor bug, critical bug or terminal situation.

5.14. Minor Bug

5.14.1. 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.

5.14.2. 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.

5.14.3. 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 utilized. If both teams are significantly disadvantaged, either team requesting a Chronobreak will trigger the use of Chronobreak.

5.14.4. If any significantly disadvantaged team requests a Chronobreak, EM officials will utilize Chronobreak to restore the game to the appropriate dead-ball state. If an appropriate dead-ball state does not exist, players may still be placed back to a recovered spot prior to the bug occurring at the discretion of EM officials.

5.15. Critical Bug

5.15.1. 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.

5.15.2. 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.

5.15.3. 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.

5.16. Terminal Situation

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

5.17. Remakes Before GOR

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

5.17.2. 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.).

5.17.3. 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).

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

5.18. Remakes After GOR

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

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

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

5.19. Remake Procedure

5.19.1. 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.

5.19.2. 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.

5.19.3. 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.

5.20. Hardware Malfunction

5.20.1. In the case of any hardware malfunctions, EM officials shall determine whether the hardware malfunction constitutes a minor bug (i.e. a monitor loses power and a player walks directly into an enemy turret), a critical bug (i.e. a keyboard stops working, causing a player death) or a terminal situation (i.e the game server crashes) and follow the appropriate standard above.

5.21. EM Discretion

5.21.1. EM officials may utilize 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 EM. This power is not constrained by the lack of any specific language in this document.

5.22. Awarded Game Victory

5.22.1. 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.

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

5.22.3. Gold Differential. The difference in gold between the teams is more than 33%.

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

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

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

5.22.7. 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.

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

5.23. Post-Game Process

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

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

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

5.23.4. 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.

5.23.5. 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.

5.24. Post-Match Process

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

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

5.24.3. 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.

5.25. Scheduling

5.25.1. The League may, at its sole discretion, modify the schedule of Matches. In the event of a schedule modification the League will notify all Teams at the earliest convenience.

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

5.26. Referees

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

5.26.1.1. Checking the Team’s Starting Line-up before the Match.

5.26.1.2. Checking and monitoring Player peripherals and Match Areas.

5.26.1.3. Announcing the beginning of a Game.

5.26.1.4. Ordering pause/resume during a Game.
5.26.1.5. Issuing penalties in response to rule violations during the Match.
5.26.1.6. Confirming the end of a Match and its results.

5.26.2. 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.

5.26.3. If a referee makes an incorrect judgment, the judgment 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.

6. Online Matches

6.1. Readiness

6.1.1. 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.

6.1.2. 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.

6.2. Lateness Penalties

6.2.1. Teams that are not ready at the ten 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 ten 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 ten 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.

6.3. Pause Allowance

6.3.1. 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 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.

6.4. 5v5 Play

6.4.1. 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.

6.5. Player Equipment Responsibility

6.5.1. All players are responsible for ensuring the performance of their chosen setup, including computer hardware and peripherals, internet connection, and power. 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.

6.5.2. Players are not permitted to stream their games publicly or privately on any platform or service.

* * *

13. Glossary & Exhibits

Academy Team*	A Secondary Team in the ERL under the same Organization that competes in a Division below the First Division. Starting 2023, Academy Teams will not be allowed in ERLs.
Availability Declaration Form	Exhibit F.
Accredited League*	Accredited Leagues are official Riot-recognized competitions which adhere to the necessary global policies and standards of professionalism but do not qualify into a Professional League.
Coach Agreement*	The contract between an Organization and their Coach.
Competition Week	A Competition Week is defined as 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 timeframe for any given competitive week due to special circumstances.
Drop Form	Exhibit E.
EM	Stands for European Masters, the championship for top ERL teams.
ERL	European Regional Leagues, including the following Leagues: Prime League (Germany, Austria, Switzerland), NLC (UK, Ireland, Iceland, Sweden, Denmark, Finland, Norway), Elite Series (Netherlands, Luxembourg, Belgium), EBL (Albania, Serbia, Croatia, Bosnia and Herzegovina, Montenegro, Slovenia, Hungary, Romania, Bulgaria, North Macedonia), Hitpoint Masters (Czech Republic and Slovakia), Ultraliga (Poland, Lithuania, Estonia, Latvia), LFL (France), Superliga (Spain), PG Nationals (Italy), LPLOL (Portugal), Greek Legends League (Greece).
ERL Penalty Index	Exhibit G.
EU Competitive Region	The EU Competitive Region is defined as: Albania, Andorra, Austria, Belgium, Bosnia and Herzegovina, Bulgaria, Croatia, Cyprus, Czech Republic, Denmark, Estonia, Finland, France, Germany, Greece, Hungary, Iceland, Ireland, Israel, Italy, Kosovo, Latvia, Liechtenstein, Lithuania, Luxembourg, North Macedonia, Malta, Monaco, Montenegro, Netherlands, Norway, Poland, Portugal, Romania, San Marino, Serbia, Slovakia, Slovenia, Spain, Sweden, Switzerland, United Kingdom (UK), Vatican City (Holy See).
Free Agent	A Free Agent is a Player eligible to participate in the League 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: 16th of November 2021, 22nd of November 2022, 21st of November 2023, 19th of November 2024.

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 European Championship. The highest level of professional competition in Europe.
LEC Penalty Index	To be announced
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.
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.
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 taking place after the Summer Split. ERLs may agree to organize this competition alone or together. Tournament is not part of the Regular ERL Season, nor does it have any impact on EM qualifications.
Professional Esports Leagues	League of Legends European 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) ● Non-beer/wine Alcohol products (including non-alcoholic beverages marketed by alcohol companies) or other intoxicants the sale or use of which is regulated by Applicable Law ● Sellers of or marketplaces for virtual items known to be counterfeit or illegal ● Seller of or marketplaces for goods or services that violate the 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 League 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 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.
Roster	The sum of a Team's Active Rosters, Substitute Rosters and Reserve Roster.
Season	Defined as the entirety of the year between the start of the Free Agency Window in a given year and the start of Free Agency in the year that follows.
Secondary Team*	An LEC team’s respective ERL team.
Semi-Professional Esports Leagues	Any league which qualifies directly into any of the Professional Esports Leagues.
Semi-Professional Regional Leagues	Official Riot-recognized competitions which adhere to the necessary global policies and standards of professionalism but do not qualify into a Professional League. In the ERL context, we also call these leagues Accredited 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 on a Team's Substitute Roster.
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	All Team Members registered to a team in the Global Contract Database.
Trade Approval Request Form	Exhibit D.
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 in at least two out of the last three completed Splits.
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.
*	ERL related Glossary terms

TEAM MEMBER AGREEMENT

SUMMARY SHEET

Team Member Name	Last, First		**Summoner Name**	**Date Signed:**
Address	Street		City	Prov/State/Code / Country
Personal / Contact	Date of Birth: (dd/mm/yyyy)	Age	Phone: ( ) -	Email

European Regional League		**Tournament Operator**	
Team Name		**Team Owner Representative**	Last, First
Team Address	Street	City	Prov/State / Postal/Zip Code
	City / Prov/State/Code / Country	Phone: ( ) -	Email
Team Member Agreement Signature Page	☐ Signed and attached ☐ Not attached	**Team Member Eligibility & Release Form**	☐ Signed and attached ☐ Not attached

Term: Note that all Team Member Agreements must have a Start Date and an End Date, which must be added below. The term of a Team Member Agreement may not be less than seven (7) days. In the event that the term extends beyond the League of Legends World Championship for the 2022 Season, such term must end on any of November 21, 2022, or November 20, 2023 at 23:59 UTC.

Start Date (dd/mm/yyyy):		**End Date (dd/mm/yyyy):**	

Team Member Termination Rights	Can the Team Member terminate the agreement without cause by paying the team owner a buyout fee?	☐ Yes ☐ No
Team Owner Termination Rights:	Can the team owner release or cut the Team Member without cause and without paying the Team Member a buyout fee?	☐ Yes ☐ No
	Can the team owner terminate the agreement without cause by paying the Team Member a buyout fee?	☐ Yes ☐ No
Trades and Assignment:	Can the team owner trade the Team Member and assign their agreement to another team?	☐ Yes ☐ No
	Can the team owner trade the Team Member without Team Member's consent?	☐ Yes ☐ No
Supplemental Provisions:	Are there any other agreements between the team owner and the Team Member relating to the release, trade, termination, trade or assignment of the Team Member?	☐ Yes ☐ No

If the answer to any of the above question is YES, please explain:

_____

_____

_____

_____

Team Member Termination Rights *cont.*	Can the Team Member terminate the agreement if the team is no longer in the League due to expiration or termination of the Team Participation Agreement?	☐ Yes ☐ No
	Can the Team Member terminate the agreement if the team drops him or her from the roster?	☐ Yes ☐ No
Noncompetition *cont.*	Is the Team Member restricted from joining another esports team or company after termination or expiration of the agreement?	☐ Yes ☐ No
	Does the team retain a right of first refusal for the Team Member's services after the expiration of the agreement?	☐ Yes ☐ No
Material Breach	Is there any restriction that prevents a party from terminating in the event of material breach after a 30 day cure period (to the extent breach is curable)?	☐ Yes ☐ No

Automatic Renewal	Does the term of the agreement renew automatically or without express approval of the Team Member?	☐ Yes ☐ No

Compensation Summary			
Type of Compensation		Please describe (i) amounts and/or percentages and (ii) cadence (i.e., per month, per Split, etc.)	Guaranteed or not guaranteed?
Base Compensation	☐ None		☐ Y / ☐ N
Sponsorship Money:	☐ None		☐ Y / ☐ N
Streaming Revenue	☐ None		☐ Y / ☐ N
Prize Money	☐ None		☐ Y / ☐ N
Other:	☐ None		☐ Y / ☐ N

If any of the compensation above is listed as NOT guaranteed, please explain under what circumstances such compensation is paid out:

_____

_____

_____

_____

_____

Agent Information		
Is the Team Member represented by an agent?	☐ Y / ☐ N	If the answer is "No", leave the rest of this table blank
Name of the agent		
Agent's compensation (will be kept confidential by the League)		
Law applicable to the agency agreement		
Is the agent contractually bound to comply with the applicable law?	☐ Y / ☐ N	

Any other significant contract terms (optional):

_____

_____

_____

_____

_____

Instructions: Please sign the form in the space provided below to acknowledge the foregoing and send a PDF of it by email to ADD ERL RECIPIENT HERE. The team owner must submit the Summary Sheet to the League for acceptance before the Team Member can participate in tournament events.

The undersigned Team Member and Team Manager each represents and warrants to the League that they have read this Summary Sheet and that it accurately reflects the terms and conditions of their binding Team Member services agreement.

IMPORTANT: In the event of a conflict between any term of this Summary Sheet and the terms of the Team Member Agreement between the parties, this Summary Sheet shall prevail and control for the purposes of the League (except with respect to "Supplemental Provisions" above)**.**

Team Member

Team Member's Signature: _____

Name (printed): _____

Parent or Guardian Signature*: _____

** If the Team Member is under 18*

Name (printed): _____

I am the parent or legal guardian of the minor named above. I have the legal right to consent to and, by signing above, I hereby do consent to the terms and conditions of this Summary Sheet and applicable corresponding Team Member agreement.

Team Manager

Team Name: _____

Owner's Signature: _____

Name (printed): _____

Mobile Telephone Number: _____

TEAM MEMBER ELIGIBILITY AND RELEASE FORM

Name	Last, First		**Summoner Name**	Date:
Address	Street		City	Prov/State/Code / Country
	Date of Birth: (DD/MM/YYYY)	Age	Phone: ( ) -	Email
Team Member	☐ **Player** ☐ **Coach**			
Residency Status (Players only)	☐ **EU** ☐ **Other** (*See Section 1.2 of the Rules*)			
LTR Status (Players only)				
Starting Season				
ERL				
Tournament Operator				

PLEASE READ CAREFULLY -- THIS IMPACTS YOUR CERTAIN LEGAL RIGHTS

1. PURPOSE: I have agreed to join a professional esports team (**"Team"**) and to play for or coach the Team in the Starting Season and subsequent seasons as agreed upon in the respective Team Member Agreement with the Team (such Starting Season and subsequent Seasons of participation in the ERL referred to in this Eligibility and Release Form as the "**Seasons**") of the ERL, operated by Tournament Operator (the "**Tournament Operator**") under a license and in partnership with Riot Games Limited ("**Riot**" and together with the Tournament Organizer, the "**League**"). I would like the opportunity to participate in League-sponsored competitions, tournaments, exhibitions and related events (including associated marketing, advertising sponsorship and promotional activities) (all of which together form the **"League Events"**) as a member of the Team and to have the right to access the League of Legends online video game (the **"Game"**). I understand that the Team will not be eligible to participate in the Seasons, and I will not have the right to participate in the League Events, unless I agree to be bound by the terms and conditions in this Eligibility and Release Form (**"Eligibility Form"**).

2. PLAY BY THE RULES: I agree to: (a) abide and be bound by all League Event rules, the ERL Rules, the Summoner's Code, the Game's Terms of Service and all League policies (collectively, the **"Rules"**); (b) observe and comply with all written and verbal instructions of the League or its affiliates regarding my conduct during and immediately before and after League Events and access to, and use and security of, any related facilities, hardware, software and equipment; and (c) avoid any conduct or arrangements that are inconsistent with applicable law, this Eligibility Form, the Rules and/or the standards of good conduct, fair play and good sportsmanship. I acknowledge that I have access to the Rules (the ERL Rules are viewable at https://lolesports.com/article/lec-and-regional-leagues-ruleset/blt810b4a120ec4ecda) and understand that they are subject to change in accordance with their terms.

3. ELIGIBILITY: I represent and warrant to the League on an ongoing basis that: (a) I am and will remain an eligible entrant, as defined in the Rules; (b) I have entered into a binding Team Member Agreement with the Team Owner, in compliance with all League requirements and which has been countersigned by my parent or legal guardian if I was under 18 or otherwise a minor at the time of signing; (c) my residency status as described above is true and accurate; (d) I am and will remain legally able to travel to the countries where the League Events are held and remain and work in such countries for the entire duration of my participation in the League Events; and (e) any statements made by me to the League, whether written or oral, will be true, accurate, complete and not misleading.

4. LIMITATION OF LIABILITY: I agree that the aggregate liability of the Tournament Organizer, Riot, their affiliates and each of their respective sponsors, officers, directors, shareholders, employees, agents, representatives, assigns and successors-in-interest (individually, a "**League Party**" and jointly or collectively, the "**League Parties**") to me for all harm, damages, injury or loss of any kind shall not exceed twenty-five thousand Euros (EUR25,000.00), and this shall be my only remedy regardless of what legal theory is used to determine that any League Party was liable for the harm, damages, injury or loss. I further agree the League Parties will not be liable to me for any loss of profits, charges or expenses, any loss of business opportunity, reputational loss or harm, or any special, indirect or consequential loss or damage or disruption of any kind, in any case, whether based on breach of contract, tort (including negligence or breach of statutory duty), misrepresentation, restitution or otherwise whether or not I have been advised of the possibility of such damage. I understand and agree that: (a) this Eligibility Form, and particularly this Section 4, shall apply to and protect the League Parties and shall be binding on my heirs, administrators, custodians, trustees, agents and successors; (b) the Team Owner is not an agent, partner or employee of any League Party; (c) no League Party has any fiduciary obligations to me; and (d) compensation and prize money, if any, will come directly from the Team Owner and not from any League Party. Nothing in this Eligibility Form purports to limit or exclude any party's liability for fraud, fraudulent misrepresentation or willful misconduct or exclude or limit liability for death or personal injury caused by that party's negligence or to the extent otherwise not permitted by law.

I AM AWARE OF THE RISKS, DANGERS AND HAZARDS ASSOCIATED WITH GAME PLAY AND THE LEAGUE EVENTS AND I FREELY ACCEPT AND FULLY ASSUME ALL SUCH RISKS, DANGERS AND HAZARDS.

5. USE OF MY NAME AND LIKENESS:

5.1 Licence Rights. I hereby grant to the League and its affiliates a worldwide, non-exclusive, royalty-free, transferable, sublicensable and irrevocable licence during the Seasons to use, alter, edit, modify, display, publish, distribute and otherwise exploit my Biographical Materials (defined below), each in whole or in part in any and all present and future media, worldwide, in connection with: (a) the ERL, the Game, any League Events and any print or online advertising or promotional activities of any of the foregoing; (b) exploitation of League Events media rights, including in relation to the broadcast, stream, webcast or other distribution and advertising of League Events footage or content; (c) the creation and exploitation of additional content featuring myself and/or the Team, including POV streaming, reality or documentary-style programming and training sessions; (d) team, player and other team member destination pages created by or on behalf of the League Parties and/or their commercial partners; (e) websites and mobile apps (including without limitation standalone video games or fantasy league or collectible card apps) and associated social media outlets (e.g. Facebook, Twitter and YouTube); (f) press releases, newsletters, email alerts, online announcements and postings and other editorial content together with general advertising, marketing and promotion of the League Parties and their partners, the Game, the ERL and the League Events; (g) League merchandise; (h) in-Game items and digital products released by or on behalf of the League Parties, including fantasy games, premium viewership offerings or league companion applications; (i) outdoor and indoor posters, signs and displays; (j) sponsorships in relation to the League Parties, the Game, ERL and League Events; (k) product catalogues, point-of sale materials, hang-tags and product packaging; and (l) any other activities related to the League Parties, the Game, ERL, League Events and any other activities conducted under or otherwise in connection with the Rules ((a) through (l) together forming the "**Marketing**"). If the League proposes additional use cases for the Biographical Materials then I will not unreasonably withhold my approval of such proposed uses and upon such approval such use cases will be included in the term "Marketing" and be fully licensed hereunder. The above licence will remain in effect indefinitely to the extent necessary so that: (i) the League Parties may continue to sell merchandise created prior to the end of the Seasons; and (ii) the League Parties are able to create new derivative works or compilations of any works of authorship or copyrighted materials that were created prior to the end of the Seasons (e.g. a new video that features past champions); and (iii) League Parties are able to create new works featuring or documenting ERL, League Events, Team or Team Member life (e.g. collectibles, almanacs, documentaries).

5.2 Good Ideas. I may from time to time provide suggestions, comments or other feedback to the League Parties regarding new features or functionality for the Game and/or improvements to the League Events or competitive Game play (**"Feedback"**). I acknowledge and agree my Feedback, even if I designate it as confidential, shall not create any confidentiality obligation for the League Parties. Furthermore, the League Parties shall be free to use, disclose, reproduce, license or otherwise distribute and exploit my Feedback as it sees fit, entirely without obligation (financial or otherwise) or restriction to me of any kind on account of intellectual property rights, moral rights, confidentiality obligations or otherwise.

5.3 Ownership. I agree that the League will own all: (a) Marketing, together with the results of any such Marketing (including all assets, documents, videos, photographs, products, software, apps and materials of any kind and in any form), including all intellectual property rights, exploitation rights and economic rights in the same but excluding the Biographical Materials which I will continue to own ("**Marketing Property**"); and (b) Feedback (including all intellectual property rights, exploitation rights and economic rights in it), and I hereby assign (by way of future assignment where necessary) to the League absolutely with full title guarantee all right, title and interest I have or may have in the Marketing Property and Feedback. In addition, I permanently and irrevocably waive and release any claim (whether existing or future and whether known or unknown) in respect of, and agree not to assert, any moral, personal, publicity or other equivalent rights anywhere in the world in relation to the Marketing, Marketing Property and Feedback, including without limitation the right to be identified, the right of integrity and the right against false attribution. If for any reason the Marketing Property and/or Feedback is not assignable to the League then I hereby grant to the League an exclusive, royalty-free, permanent, irrevocable, sub-licensable, transferable and worldwide right and licence over the Marketing Property and/or Feedback as applicable and I agree not to carry out any exploitation, usage or enforcement of the same without the League's prior written consent.

5.4 No Approval Rights. I hereby release the League Parties from any and all liability associated with any Marketing, Marketing Property and Feedback. I agree that I will have no right to inspect or approve any Marketing, Marketing Property or Feedback and I understand and agree that I will not receive compensation, fees, royalties, or any other form of payment for use of my Biographical Materials or Feedback. Nothing herein requires the League to make use of any of the rights granted above.

In this section "**Biographical Materials**" means my name, tag, nickname, aliases, initials, likeness, image (including graphic, photographic or digital depictions), picture, animation, persona, autograph/signature, voice, voice line, statistics, avatars, emojis, biographical information, life story, backstory and/or any and all other personal indicia, identifying characteristics or information supplied by me, in each case to the extent capable of constituting property.

6. PROMOTIONAL RESTRICTIONS AND COMMITMENTS:

6.1 Other Gaming Events. I agree that during the Seasons I will not participate or compete in any video gaming competitions, tournaments, exhibitions, demonstrations or other video gaming events anywhere in the world other than the League Events without first obtaining the League's prior written consent.

6.2 Personal Sponsorships. I agree that I have not and will not enter into any agreement or arrangement with any person or entity under which the name, logo or trademark of such person or entity or a third party will be used or displayed in connection with, or otherwise associated or identified with, myself, the Game, the League, the ERL or any League materials, League Events, or Marketing ("**Sponsorship Agreement**") without the prior written consent of the League in each instance (which may be subject to, or contingent upon, the satisfaction by me of conditions or stipulations specified by the League); provided however that for Sponsorship Agreements that relate to products or services on 'Permitted Categories' list, only prior notice to the League shall

be required, subject to Section 6.3 below. Copies of the League's 'Permitted Categories' list are made available by the League to the Team Owner on request and may be updated by the League from time to time.

6.3 Sponsorship Restrictions. In addition to the provisions of Section 6.2 above, in order to preserve the business reputation of the League, ERL and the Game, I agree that I will not without first obtaining the League's prior written consent: (a) enter into any Sponsorship Agreement with any person or entity that the League reasonably determines conducts business in any product or services category that is on the League's 'Prohibited Categories', 'Protected Categories' or 'League Exclusive Categories' lists; or (b) market or promote products or services within the categories on the League's 'Prohibited Categories', 'Protected Categories' or 'League Exclusive Categories' lists; or (c) Sponsorship Restricted List made available to Team Owner by the League, as may be updated from time to time upon notice to me. In order to preserve the integrity of competition in the ERL, I will not enter into any Sponsorship Agreement with any sponsor engaged in the business of sports betting, bookmaking or gambling (whether related to the on Game gameplay, Game competition (including fantasy esports). The above restrictions apply even if the Sponsorship Agreement does not involve or explicitly refer to the Game, the League, or any League materials, League Events, or Marketing. Copies of the League's 'Prohibited Categories', 'Protected Categories' and 'League Exclusive Categories' lists are made available by the League to the Team Owner on request and may be updated by the League from time to time. In addition, all Sponsorship Agreements must: (a) comply with the Rules, including the 'League Branding and Style Guide'; (b) not conflict with or breach the terms of any Team sponsorship agreement; and (c) not suggest any official sponsorship or endorsement between a sponsor and the Game, the League or League Events.

6.4 Breach Consequences. I hereby understand and agree that if I breach any provision of this Section 6 I will at the League's discretion: (a) be required to immediately terminate the applicable Sponsorship Agreement at the League's request (without obligation or liability to the League); (b) be subject to fines/penalties; and/or (c) need the League's prior written consent for any future Sponsorship Agreements of any kind.

7. BE NICE: I agree that I will not: (a) make, publish or communicate to any person or entity in any online or other public forum any defamatory or disparaging remarks, comments or statements; or (b) act in any manner which adversely impacts the image or reputation of, in each case in relation to the ERL, the League Parties and their commercial partners, the Team (including myself), other teams (including their players, coaches and other personnel), the Game or any other software, products or services of the League Parties.

8. LIMITATIONS ON MY REMEDIES: To the extent permitted by law, I agree that: (a) no lawsuit or any other legal proceeding against the League Parties relating to or arising out of the Seasons, ERL, Marketing, Marketing Property, Feedback, League Events, the Game or this Eligibility Form shall be brought or filed by me or my guardians or representatives more than one (1) year after the incident giving rise to the claim occurred; and (b)t I will not bring any class action lawsuit or collective legal action or similar proceedings (or authorize my guardians or representatives bring any class action lawsuit) against any League Party or be a representative plaintiff or plaintiff class member in any such lawsuit.

9. TAXES AND BENEFITS: I acknowledge and agree that I am solely responsible for any and all taxes in relation to my involvement with the Team and participation in the ERL, including any income tax, national and social security contributions, withholding taxes, unemployment and similar taxes imposed on me as a consequence of the payments I may receive from the Team Owner or otherwise. I further acknowledge that: (a) I am not an employee of any League Party and accordingly I am not entitled to participate in any of their employee benefit plans, including any retirement or health insurance plan of any League Party; and (b) I have joined the Team and wish to participate in the ERL as a business and not as a consumer.

10. BEING A GOOD TEAM MEMBER; FINES AND SUSPENSIONS: I acknowledge that, in order to maintain the integrity of the Game and ERL, the League has the right to impose fines, suspensions, disqualifications, and other disciplinary action on myself and the Team as detailed in the Rules.

11. USE OF OTHER PEOPLE'S STUFF: As a professional player of the Game or coach in connection with the ERL, I acknowledge that I may have access to confidential information of the League Parties, including information relating to the ERL and the Game. I agree not to: (a) disclose any confidential information to any other person or entity (other than my professional advisors) without the League's prior consent; and (b) use any such confidential information for any purpose, other than for the purpose of carrying out my obligations as a professional player or coach in the ERL. In addition, I agree that I will not use or display the League Materials (as defined below) on or in connection with any products, services or otherwise without the prior written consent of the League in each instance. As used herein, the term "**League Materials**" means (a) the name, logos and trade marks of the League Parties, the Game and the ERL, including the marks LEAGUE OF LEGENDS®, RIOT GAMES®, and their associated logos; and (b) the Game, including all versions, improvements, derivatives and sequels thereof.

12. TEAM MEMBER AGREEMENT: I acknowledge that I will not be permitted to play in League Events unless I have a written agreement with my Team Owner, in compliance with all League requirements ("**Team Member Agreement**"). I acknowledge that the Team Member Agreement is legally binding on me and that it is my responsibility to ensure that the Team Member Agreement meets my particular business needs and complies with applicable law.

13. OTHER TERMS: (a) I agree to the collection, storage and use of my data as detailed in the Team Member Privacy Statement at Exhibit C below. I also explicitly consent to the collection, storage and use of any special category data (such as medical information – e.g. allergies and medical conditions) as further detailed in such Team Member Privacy Statement. (b) This Eligibility Form and any dispute or claim in connection with it will be governed by the law of the Republic of Ireland, without giving effect to its principles or rules of conflicts of laws, and under the exclusive jurisdiction of the High, Circuit or District courts of the Republic of Ireland (depending on the value of the dispute). Each party waives, to the fullest extent permitted by applicable law, any objection to such choice of exclusive governing law and jurisdiction and any claim that any such action or proceedings brought in such court has been brought in an inconvenient forum. (c) This Eligibility Form shall be effective and binding upon my heirs, next of kin, executors, administrators, assigns and representatives. (d) If any provision of this Eligibility Form or the application of any such provision to any person, entity or circumstance shall be held invalid, illegal, or unenforceable in any respect, such invalidity, illegality, or unenforceability shall not affect any other

provision of this Eligibility Form. I intend that all grants of rights, limitations of liability and exclusions of damages in this Eligibility Form shall be upheld and applied to the maximum extent permitted by law. (e) No failure or delay by a party to exercise any right under this Eligibility Form or at law will be a waiver of that right. (f) In entering into this Eligibility Form I am not relying on any oral or written statements or representations made by any person with respect to the Seasons, the League Events, the Game or this Eligibility Form. (g) This Eligibility Form may not be amended except by a written amendment signed by both parties.

I HAVE READ THIS ELIGIBILITY AND RELEASE FORM. I UNDERSTAND ITS CONTENTS AND LEGAL SIGNIFICANCE, AND I AGREE TO BE BOUND BY ITS TERMS. IF I AM UNDER 18 YEARS OF AGE, I UNDERSTAND THAT MY PARENT OR LEGAL GUARDIAN MUST SIGN.

Team Member's Signature: _____

Date: _____

Parent or Guardian Signature: _____

I am the parent or legal guardian of the minor named above. I have the legal right to, and, by signing above, I hereby do consent to, the terms and conditions of this Eligibility and Release Form

Riot Games: Team Members Privacy Statement

Last Modified: [15th of November 2019]

Riot Games Limited ("**Riot**", "**we**", "**us**") is committed to protecting the privacy and security of your personal information. This document ("**Privacy Statement**") describes how we collect and use personal information about you during and after your working relationship with us as a professional player or coach ("**Professional(s)**", "**you**") in the European Regional League indicated in the Eligibility Form ("**ERL**"). We are only describing our own practices, including Riot affiliates. This statement does not apply to third parties we don't own or control, including other companies you might interact with during your time as Professionals, including the teams you are contracted to.

The Riot Games Privacy Notice (https://euw.leagueoflegends.com/en/legal/privacy) also applies to you and information collected under this Privacy Statement, so please ensure you have reviewed it in full too. If you have any questions or concerns about this Privacy Statement, please contact us at: dpo@riotgames.com.

1. Information We Collect and How We Collect It.

In addition to the information detailed in the Riot Games Privacy Notice, we need to collect some extra information from you because of your participation in the ERL. We will collect some of this information from you directly, but we may also obtain information about you from third parties (e.g. your team). You don't have to share info when we ask you for it, but if you decline you might not be able to participate in the ERL. The additional information we collect may include:

- Personal details which you submit to us as part of your Team Member Summary Sheets and Eligibility and Release Forms (e.g. your name, address and date of birth).
- Documentation needed to determine your identity or eligibility to be a Professional (e.g. your passport, bank statements, utility bills, letter of registration, visa information).
- Information about you contained within your contractual arrangements with your team (e.g. compensation, prize money).
- Information about your performance as a professional (e.g. game statistics).
- Photographs and video footage of you in your capacity as a Professional (e.g. from tournament streams).
- Information linked to any disciplinary, grievance or other action.
- Communication data sent to us or provided to us, such as emails, Skype logs or other communications between you and us or other third parties (e.g. when we carry out investigations).
- Medical information (e.g. allergies or other medical conditions for catering in the studio or during roadshows).

2. How We Use and Share Information.

In addition to the examples detailed in the Riot Games Privacy Notice, we may use and share your info to fulfil obligations such as: (a) running the ERL and other tournaments and events; (b) carrying out background checks; (c) providing organisational, technical and administrative support; (d) making travel and accommodation arrangements; (e) monitoring and enforcing compliance with the ERL rules; (f) defending or pursuing legal or regulatory action, including litigation; (g) obtaining and maintaining insurance; (h) ensuring compliance with governmental agencies, including tax agencies; and (i) improving the ERL and our services more generally.

The legal bases for us doing so include: (i) as is necessary to perform our obligations to you under our contractual obligations; (ii) with your consent; (iii) in your and our legitimate interests (such as safety and security); (iv) to comply with legal obligations; (v) to protect your vital interests, or those of others; (vi) when necessary in the public interest; and (vii) where necessary for the purposes of Riot's or a third party's legitimate interests. If we process any of your special category data (e.g. health data), this will be done with your explicit consent.

We're a global gaming company with operations around the world. As a result, during and after your time as a Professional, your info may be processed anywhere we (including via our different affiliates and subsidiaries) or our partners and service providers do business, including the United States. You can find further details regarding international data processing in the Riot Games Privacy Notice.

Any info you provide to us will be retained as long as is necessary to perform any contracts with you and for our legitimate interests, including complying with our legal obligations, resolving disputes, enforcing our contracts and terms, preventing fraud and managing internal books and records.

3. Your Rights and Choices.

If you're concerned with the way we're handling your info, or would like to update or delete any personal info, then please contact us at the address below. You can also request to have a copy of the personal information we hold on you.

4. Updates and Revisions.

We may need to update this Privacy Statement from time to time to make sure it reflects changes in technology, law, business operations or any other reason we determine is necessary or appropriate (e.g. changes in the ERL). When we do make changes, we'll update the "Last Modified" date at the top of the policy and these changes will become automatically effective. Where we make material changes we'll also send you a copy of the updated Privacy Statement.

5. Other Terms.

Please make sure you review in particular the Riot Games Privacy Notice terms on International Data Processing and Security which are also applicable to information collected under this Privacy Statement. Medical information, if any, obtained from you is subject to heightened security measures and is deleted when no longer necessary.

6. Contact Us.

If you have any questions or concerns about this Privacy Statement, please contact us at: dpo@riotgames.com.

European Regional League - (ERL NAME HERE)

Trade Approval Request Form

Teams Involved in Trade 1. 2.	Date Submitted to Riot

Trade Request Description

Player	Current Team (Pre-Trade)	LEC Starter/ERL Starter/Reserve/Not Applicable	Future Team (Post-Trade)	LEC Starter/ERL Starter/Reserve/Not Applicable	Requested Trade Effective Date
Player 1 (name):		□ LEC □ ERL □ R □ N/A		□ LEC □ ERL □ R □ N/A	
Player 2 (name):		□ LEC □ ERL □ R □ N/A		□ LEC □ ERL □ R □ N/A	
Player 3 (name):		□ LEC □ ERL □ R □ N/A		□ LEC □ ERL □ R □ N/A	
Player 4 (name):		□ LEC □ ERL □ R □ N/A		□ LEC □ ERL □ R □ N/A	

General Managers

General Manager	Team Name	Mobile Phone	Email Address
GM 1 (Team 1):			
GM 2 (Team 2):			

Signoffs		
Player	Does Player Have Approval Rights Over Trade?	Has Player Approved the Trade?
Player 1 (name):	□ Yes □ No	□ Yes □ No □ N/A
Player 2 (name):	□ Yes □ No	□ Yes □ No □ N/A
Player 3 (name):	□ Yes □ No	□ Yes □ No □ N/A
Player 4 (name):	□ Yes □ No	□ Yes □ No □ N/A

Trade Request Resolution		
Trade Request Decision □ Approved □ Denied	Decision Date	Trade Effective Date
Decision Made By (name)	Reason for Decision (if denied)	

Authorized Signatures of General Managers or Other Authorized Party

Each General Manager, by signing below, confirms that the proposed trades specified in this Trade Approval Request Form comply with the terms and conditions of the league they are participating in and it's rules, any agreements between the teams and players identified above, and applicable law.

Authorized Signature: _____	Authorized Signature: _____
Name/Title (printed): _____	Name/Title (printed): _____
Team Name (printed): _____	Team Name (printed): _____

Team Member Drop Form

This Player/Coach Drop Form (this "**Drop Form**") serves as a declaration from the Team identified below (the "**Team**") that the professional Team Member identified below (the "**Dropped Party**"), has been released from such Team. In addition, Team represents that any agreement between the Team and such Dropped Party has been validly terminated or has expired by its terms. Capitalized terms not otherwise defined herein shall have the meanings ascribed to them in the League of Legends Team Participation Agreement (the "**Team Agreement**") in effect between Team and the Tournament Organizer.

Team Name	
Dropped Party Name	

The undersigned Team Manager acknowledges and agrees, on behalf of the Team, to the following representations:

1. Team has had an enforceable written contract with the Dropped Party (for a Team Member, a Team Member Agreement) that, as of or prior to the effective date of this Drop Form, has been validly terminated or expired by its terms as further described below:_____
_____
_____

(E.g. buyout, mutual termination, termination for cause, termination for convenience. Please provide details.)

1. Team acknowledges that the Dropped Party is not subject to any non-compete or other restriction that restricts or otherwise impedes the Dropped Party from joining another esports team, organization, or company (i.e., in accordance with Section 2.5(a) of the Team Agreement with respect to Team Members).
2. Team waives and releases any and all potential claims it may have against any party that relies on this acknowledgment with respect to the Dropped Party.
3. Team acknowledges and agrees that nothing in this Drop Form shall be deemed to release Team from obligations to, or liabilities with respect to, the Dropped Party, and that the Dropped Party shall not be prejudiced in respect of any remedies to which it may be entitled against Team, in law or in equity.

In witness whereof, I hereby agree, on behalf of Team, to the foregoing acknowledgments in this Drop Form.

Signature: _____

Team Manager Name: _____

Team Manager Title: _____

Effective Date: _____

I, the undersigned Team Member or Team Coach named below, hereby acknowledge my agreement with Team's representations set forth in paragraphs 1 and 2 above.

Signature: _____

Name: _____

Date of Signature: _____

Availability Declaration Form

This Availability Declaration Form (this "**Declaration**") serves as a declaration from the Team Owner identified below that the professional Team Member or Team Coach identified below (the "**Available Party**"), is deemed eligible and available to receive all inquiries and solicitation by any other third parties (the "**Interested Parties**"), in respect of such Available Party's potential services as a professional LoL player or coach, as applicable (such services, the "**Services**"). Capitalized terms not otherwise defined herein shall have the meanings ascribed to them in the League of Legends Team Participation Agreement in effect between Team Owner and the **Tournament Organizer** (the "**League**").

Team Name		
Available Party Name		
Term of Availability (may not extend beyond term of Team Member Agreement)	From _____ To _____	
Team(s) player is free to talk to	☐ All Teams	☐ Only the team(s) listed below 1. _____ 2. _____ 3. _____ 4. _____ 5. _____

The undersigned representative of Team Owner hereby acknowledges and agrees to the following:

1. Team Owner has an enforceable Team Member Agreement with the Team Member.

2. Solely for the Term of Availability set forth above, (i) such Available Party shall be available for all inquiries and solicitation by any other third parties in respect of such Available Party's Services, (ii) such Interested Parties who desire to solicit such Available Party do not need to contact or obtain approval from the Team Owner in advance, and (iii) such Available Party who desires to solicit an Interested Party does not need to contact or obtain approval from the Team Owner in advance.

3. Team Owner waives and releases any and all potential claims or causes of action (if any) against the Available Party, the League, or any Interested Party, or their respective affiliates, with respect to the making of any inquiries of, or otherwise soliciting, directly or indirectly, such Available Party as described above, and Team Owner shall be estopped from bringing any such claims or alleging damages in relation therewith.

4. Nothing in this Declaration shall be construed to create, evidence, or imply: (i) any rights in favor of Team Owner with respect to an Available Party or against any Interested Parties or the League; or (ii) any rights in favor of an Available Party to terminate or disavow, or any rights in favor of an Interested Party to supersede, any terms of any existing Team Member Agreement or other agreement between an Available Party and Team Owner.

In witness whereof, I hereby agree to the foregoing Declaration.

[Enter Team Owner Entity Name here]

Signature: _____

Representative Name: _____

Representative Title: _____

Date: _____

ERL Penalty Index

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	Indefinite Suspension and/or Expulsion from League	Indefinite Suspension and/or Expulsion from League	36 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	Loss of Phase 2 Bans in the next Game	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
Attempting to tamper with, eavesdrop on, or otherwise obstruct League Officials' decisions.	Warning	Fine - League Discretion	Fine - League Discretion (up by at least 50% of previous fine)	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	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 Starter 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

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 Match day	Fine - League Discretion (up by at least 50% of previous fine) per Match day	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

TEAM MEMBER REGISTRATION FORM

Name	Last, First	**Official Summoner Name**	Date of birth: Email
Team Member	☐ **Player** ☐ **Coach**		
Main Role			
Residency Status (Players only)	☐ **EU** ☐ **Other** (*See Section 1.2 of the Rules*)		
LTR Status (Players only)			
League			
Starting Season			

PLEASE READ CAREFULLY -- THIS IMPACTS YOUR CERTAIN LEGAL RIGHTS

1. PURPOSE: I have agreed to join an esports team (**"Team"**) and to play for or coach the Team in the Starting Season and for the period defined in my agreement with the Team (such Starting Season and subsequent Seasons of participation referred to as the "**Seasons**") of the League indicated above ("**League**"). I understand that for the purposes of transparency and competitive integrity, the League and its affiliated parties, including Riot Games Limited, have an interest in tracking and publishing my Team affiliation and related information. The purpose of this Team Member Registration Form (**"Registration Form"**) is to provide the League and Riot with the necessary information to be able to track player mobility within the League of Legends European Regional League ("**ERL**") ecosystem and to inform me about the processing of my personal data, including publication thereof.

2. PLAY BY THE RULES: Without prejudice to any other forms and agreements I execute with the Team or the League, I agree to: (a) abide and be bound by all League rules, the ERL Rules, the Summoner's Code, the League of Legends game Terms of Service and all League policies (collectively, the **"Rules"**); (b) observe and comply with all written and verbal instructions of the League or its affiliates regarding my conduct during and immediately before and after League events and access to, and use and security of, any related facilities, hardware, software and equipment; and (c) avoid any conduct or arrangements that are inconsistent with applicable law, this Registration Form, the Rules and/or the standards of good conduct, fair play and good sportsmanship. I acknowledge that I have access to the Rules (the ERL Rules are viewable at https://lolesports.com/article/lec-and-regional-leagues-ruleset/blt810b4a120ec4ecda) and understand that they are subject to change in accordance with their terms.

3. OTHER TERMS: (a) I agree to the collection, storage and use of my data as detailed in the Team Member Privacy Statement provided in Exhibit A below. (b) This Registration Form and any dispute or claim in connection with it will be governed by the law of the Republic of Ireland, without giving effect to its principles or rules of conflicts of laws, and under the exclusive jurisdiction of the High, Circuit or District courts of the Republic of Ireland (depending on the value of the dispute).

I HAVE READ THIS TEAM MEMBER REGISTRATION FORM. I UNDERSTAND ITS CONTENTS AND LEGAL SIGNIFICANCE, AND I AGREE TO BE BOUND BY ITS TERMS. IF I AM UNDER 18 YEARS OF AGE, I UNDERSTAND THAT MY PARENT OR LEGAL GUARDIAN MUST SIGN.

Team Member's Signature: _____

Date: _____

Parent or Guardian Signature: _____

I am the parent or legal guardian of the minor named above. I have the legal right to, and, by signing above, I hereby do consent to, the terms and conditions of this Team Member Registration Form

Riot Games: European Regional League Team Members Privacy Statement

Last Modified: [11th of November 2021]

Riot Games Limited ("**Riot**", "**we**", "**us**") is committed to protecting the privacy and security of your personal information. This document ("**Privacy Statement**") describes how we collect and use personal information about you during and after your relationship with us as a player or coach in the non-accredited ERL ecosystem ("**Player(s)**", "**you**"). We are only describing our own practices, including various Riot Parties. This statement does not apply to third parties we don't own or control, including other companies you might interact with during your time as Players, including the teams you are contracted to.

The Riot Games Privacy Notice (https://euw.leagueoflegends.com/en/legal/privacy) also applies to you and information collected under this Privacy Statement, so please ensure you have reviewed it in full too. If you have any questions or concerns about this Privacy Statement, please contact us at: dpo@riotgames.com.

1. Information We Collect and How We Collect It.

In addition to the information detailed in the Riot Games Privacy Notice, we need to collect some extra information from you because of your participation in the League or ERL ecosystem. We will collect some of this information from you directly, but we may also obtain information about you from third parties (e.g. your team). You don't have to share info when we ask you for it, but if you decline you might not be able to participate in the League or other ERLs. The additional information we collect may include:

- Personal details which you submit to us as part of your Team Member Registration Form (e.g. your full name, official summoner name, and main role).
    - Contract End Date (if applicable)
- Information about you contained within your contractual arrangements with your team (e.g. compensation, prize money).
- Information about your performance as a professional (e.g. game statistics).
- Photographs and video footage of you in your capacity as a Professional (e.g. from tournament streams).
- Information linked to any disciplinary, grievance or other action.
- Communication data sent to us or provided to us, such as emails, Skype logs or other communications between you and us or other third parties (e.g. when we carry out investigations).

2. How We Use and Share Information.

In addition to the examples detailed in the Riot Games Privacy Notice, we may use and share your info for other purposes such as: (a) running the League and other tournaments and events; (b) providing organisational, technical and administrative support; (c) monitoring and enforcing compliance with the Rules; and (d) improving the League and our services more generally.

The legal bases for us doing so include: (i) as is necessary to perform our obligations to you under our contractual obligations; (ii) in your and our legitimate interests (such as transparency in ERL Player movement); (iii) to comply with legal obligations.

We're a global gaming company with operations around the world. As a result, during and after your time as a Player, your info may be processed anywhere we (including via our different affiliates and subsidiaries) or our partners and service providers do business, including the United States. While doing so, we will comply with applicable rules on cross border data transfers. You can find further details regarding international data processing in the Riot Games Privacy Notice.

Any info you provide to us will be retained as long as is necessary to perform any contracts with you and for our legitimate interests, to comply with our legal obligations, resolve disputes, enforce our contracts and Rules. Please note that your full name, Summoner name, Team affiliation, League, residency and LTR status, and player agreement end date will be made publicly available on [November 15-16, 2021.].

3. Your Rights and Choices.

If you're concerned with the way we're handling your info, or would like to update or delete any personal info, then please contact us at the address below. You can also request to have a copy of the personal information we hold on you.

4. Updates and Revisions.

We may need to update this Privacy Statement from time to time to make sure it reflects changes in technology, law, business operations or any other reason we determine is necessary or appropriate (e.g. changes in the ERLs or the Rules). When we do make changes, we'll update the "Last Modified" date at the top of the policy and these changes will become automatically effective. Where we make material changes we'll also send you a copy of the updated Privacy Statement.

5. Other Terms.

Please make sure you review in particular the Riot Games Privacy Notice terms on International Data Processing and Security which are also applicable to information collected under this Privacy Statement.

6. Contact Us.

If you have any questions or concerns about this Privacy Statement, please contact us at: dpo@riotgames.com.

European Masters Tournament Format - Visualisation

Exhibit I.A Play-in Group Stage
Double Round Robin - Best of 1

Group A	Group B
A1	B1
A2	B2
A3	B3
A4	B4

Group C	Group D
C1	D1
C2	D2
C3	D3
C4	D4

Exhibit I.B Play-In Knockout Stage
Best of 3

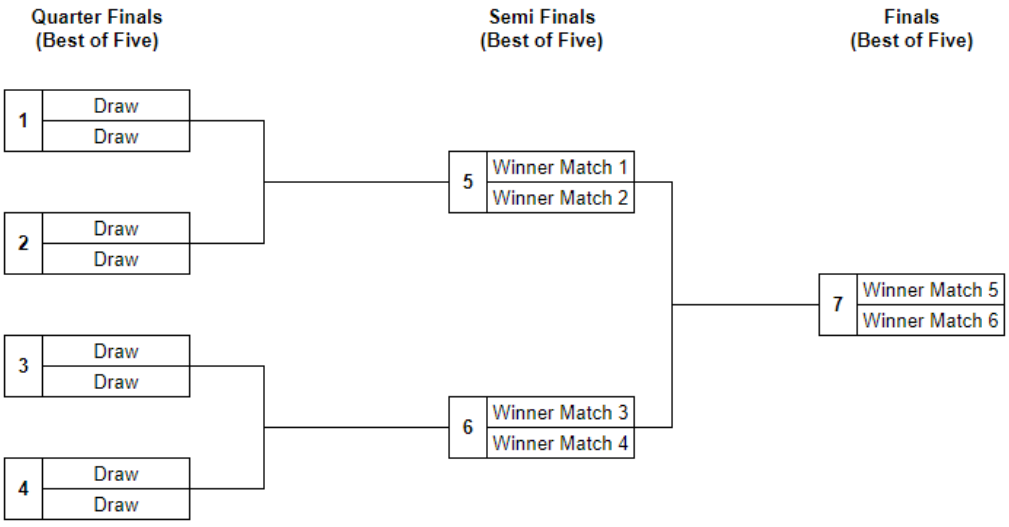
1	Draw Pool 1 Draw Pool 2	Winner - Qualified to EM Group Stage
2	Draw Pool 1 Draw Pool 2	Winner - Qualified to EM Group Stage
3	Draw Pool 1 Draw Pool 2	Winner - Qualified to EM Group Stage
4	Draw Pool 1 Draw Pool 2	Winner - Qualified to EM Group Stage

Exhibit I.C Group Stage
Double Round Robin - Best of 1

Group A	Group B
A1	B1
A2	B2
A3	B3
A4	B4

Group C	Group D
C1	D1
C2	D2
C3	D3
C4	D4

Exhibit I.D Knockout Stage



14. Change Log

Date	Section	Previous rule	Updated rule
12.11.2021.	Introduction and Purpose	This document lays out Riot's rules which all tournaments operating under the "European Regional League" banner must ~~**include in their individual rulesets. This document is not to be used as a standalone rulebook.**~~	This document lays out Riot's rules which all tournaments operating under the "European Regional League" banner must **abide by**.
12.11.2021.	3.1.15.	They must not have a term or duration that is fewer than seven days, and in the event that the term or duration extends beyond the LEC Summer Split Roster Lock for the 2022 season, will have an expiration date that ends the term of the agreement on any of: ~~**16. November 2021**~~, 22nd of November 2022, or 21st of November 2023. Any agreement or contract, other than the Team Member Agreement, shall not have a duration longer than the expiration date of the Team Member Agreement. All contractual obligations between the Team Member and the Team must end on said expiration date with the exception of ongoing financial obligations.	They must not have a term or duration that is fewer than seven days, and in the event that the term or duration extends beyond the LEC Summer Split Roster Lock for the 2022 season, will have an expiration date that ends the term of the agreement on any of: 22nd of November 2022, or 21st of November 2023. Any agreement or contract, other than the Team Member Agreement, shall not have a duration longer than the expiration date of the Team Member Agreement. All contractual obligations between the Team Member and the Team must end on said expiration date with the exception of ongoing financial obligations.
12.11.2021.	Glossary, ERL	European Regional Leagues, including the following Leagues: Esports Balkan League, Prime League, Ultraliga, Northern League Championship, Hitpoint Masters, Liga Portuguesa LOL, Superliga, La Ligue Française, PG Nationals, Greek Legends League, Belgian League, Dutch League, Baltic Masters.	European Regional Leagues, including the following Leagues: Prime League (Germany, Austria, Switzerland), NLC (UK, Ireland, Iceland, Sweden, Denmark, Finland, Norway), Elite Series (Netherlands, Luxembourg, Belgium), EBL (Albania, Serbia, Croatia, Bosnia and Herzegovina, Montenegro, Slovenia, Hungary, Romania, Bulgaria, North Macedonia), Hitpoint Masters (Czech Republic and Slovakia), Ultraliga (Poland, Lithuania, Estonia, Latvia), LFL (France), Superliga (Spain), PG Nationals (Italy), LPLOL (Portugal), Greek Legends League (Greece).
12.11.2021.	Glossary, Permitted Sponsorships		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
18.11.2021.	3.1.11.	.A Team Member will not be allowed to compete for more than one Organization simultaneously and cannot be listed on the Roster of more than one Team.	2.A Team Member will not be allowed to compete for more than one Organization simultaneously and cannot be listed on the Roster of more than one Team. **As an exception to this rule, ERLs which have Academy Teams in their 2nd division may allow 1st division teams to designate players from their 2nd Division roster to play in 1st division. If a Player played 50% of matches in ERL 1st division in a split (Regular Season), he is not allowed to play in 2nd division for that split. This rule applies only to 2nd division players. 1st division players are not allowed to be used in 2nd division.**
18.11.2021.	3.2.	n/a	Teams may not enter into any agreements, arrangements or conduct that have as their object or effect any non-compete, right of first refusal or other similar provision that restricts the Team Member from joining another esports team, organization, or company after the expiration or termination of the Team Member Services Agreement. Teams may not enter into an agreement with another team or other third party that results in any party acquiring the ability to influence in employment, performance, or Team

			Member transfer related matters the independence of any team.
18.11.2021.	4.1.4.6. and 4.2.4.6.	.The top 2 Teams will enter the promotion tournament after the conclusion of the Summer Split.	The top 2 Teams will enter the promotion tournament after the conclusion of the Summer Split. ● **In case where Academy Teams reach the playoffs - their spot will be given to the next eligible team in descending ranking order.** ● **In case both tied for 5th place teams in the Playoffs advance to the promotion tournament due to rules of succession, both teams must play a single Best-of-3 to determine higher seed. Side selection priority will be given to the team with the higher seeding from the Regular Season.**
18.11.2021.	4.5.2.	For the second and any other Matchday of the week in Regular Season all Teams are required to submit their side selection no later than 15 minutes after the conclusion of the last Game on the previous day.	.For the second and any other Matchday of the week in Regular Season all Teams are required to submit their side selection no later than **24 hours before the scheduled start of the first Match of the Matchday** or no later than 15 minutes after the conclusion of the last Game on the previous day, **whichever is later.**
18.11.2021.	Penalty Index		Added
18.11.2021.	Glossary, Academy Teams		A Secondary Team in the ERL under the same Organization that competes in a Division below the First Division. Starting 2023, Academy Teams will not be allowed in ERLs.
18.11.2021.	3.5.3.		The Coach can either be a registered Coach or a substitute for the Team.
14.12.2021.	1.2.1.	.Teams will be required to have a minimum of two Locally-Trained Representatives (LTR) and three IMP Residents on their starting lineup at all times. Also a minimum of three LTR and three IMP Residents on their Roster. A Player can be an IMP Resident and an LTR simultaneously.	A Player can be an EU Resident (IMP) and an LTR simultaneously.
14.12.2021.	3.1.5 & 3.1.6.	For Accredited Leagues: An Accredited League Team's Roster needs to include at least 6 Players	For Accredited Leagues: Teams will be required to have a minimum of two Locally-Trained Representatives

		and must include four EU Residents and three LTRs. For Non-Accredited Leagues: A Non-Accredited League Team's Roster needs to include at least 5 Players and must include three EU Residents and two LTRs.	(LTR) and three EU Residents (IMP) on their Starting Line-up at all times. Teams will also be required to have a minimum of three LTRs and four EU Residents (IMP) on their Roster. For Non-Accredited Leagues: Teams will be required to have a minimum of two Locally-Trained Representatives (LTR) and three EU Residents (IMP) on their Starting Line-up at all times. Teams will also be required to have a minimum of three LTRs and four EU Residents (IMP) on their Roster if the Roster has six or more Players.
14.12.2021.	11. Glossary - Competitive Week	A Competition Week is defined as the timeframe between the first scheduled LEC Match of a week and the first scheduled LEC Match of the next week.	A Competition Week is defined as 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 timeframe for any given competitive week due to special circumstances.
14.12.2021.	11. Glossary - EU Competitive Region	The EU Competitive Region is defined as: Albania, Andorra, Austria, Belgium, Bosnia and Herzegovina, Bulgaria, Croatia, Cyprus, Czech Republic, Denmark, Estonia, Finland, France, Germany, Greece, Hungary, Iceland, Ireland, Israel, Italy, Kosovo, Latvia, Liechtenstein, Lithuania, Luxembourg, Macedonia, Malta, Monaco, Montenegro, Netherlands, Norway, Poland, Portugal, Romania, San Marino, Serbia, Slovakia, Slovenia, Spain, Sweden, Switzerland, United Kingdom (UK), Vatican City (Holy See).	The EU Competitive Region is defined as: Albania, Andorra, Austria, Belgium, Bosnia and Herzegovina, Bulgaria, Croatia, Cyprus, Czech Republic, Denmark, Estonia, Finland, France, Germany, Greece, Hungary, Iceland, Ireland, Israel, Italy, Kosovo, Latvia, Liechtenstein, Lithuania, Luxembourg, North Macedonia, Malta, Monaco, Montenegro, Netherlands, Norway, Poland, Portugal, Romania, San Marino, Serbia, Slovakia, Slovenia, Spain, Sweden, Switzerland, United Kingdom (UK), Vatican City (Holy See).
14.12.2021.	11. Glossary - IMP	n/a	Interregional Movement Policy.
14.12.2021.	11. Glossary - IMP Resident*	Interregional Movement Policy. A Player is classified as a Resident of a region if the Player has obtained residency status as defined in the section Residency & Representation.	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.
14.12.2021.	9.3.1.	Teams shall be able to stream on a Team’s channel; Teams cannot stream on a Team Member’s channel. Streaming channel to be approved by the League.	Teams shall be able to stream on a Team’s channel; Streaming channel to be approved by the League, and can be changed by the Team provided that they inform the League and the League approves it

14.12.2021.	9.3.2.	n/a	Division 2 only - Team Member’s can stream their games provided that they receive a) approval from the League in advance, b) stream with at least a 4 minute delay on gameplay and c) follow any other rules that are highlighted to them by the League in relation to such a stream.
15.12.2021.	11. Glossary	n/a	Semi-Professional Regional Leagues - Official Riot-recognized competitions which adhere to the necessary global policies and standards of professionalism but do not qualify into a Professional League. In the ERL context, we also call these leagues Accredited Leagues.
15.12.2021.	3.9.2.	.Trades may be made effective as early as the Free Agent Signing Opening and must become effective no later than the Free Agent Signing Deadline. As an exception, see 3.6.7.	.Trades may be made effective as early as the Free Agent Signing Opening and must become effective no later than the Free Agent Signing Deadline. As an exception, see 3.7.7.
15.12.2021.	1.4.5.	n/a	.All players who played 50% or more matches in any 1st or 2nd Division ERL may not compete for any other Team in promotion/relegation tournament for that Split.
15.12.2021.	3.3.6.	.**For Accredited Leagues:** Any Team Member who is dropped from a Team's Roster may not rejoin that Team's Roster until a minimum of three weeks have elapsed after the effective date of the Team Member's prior removal from the Team's Roster.	.Any Team Member who is dropped from a Team's Roster may not rejoin that Team's Roster until a minimum of three weeks have elapsed after the effective date of the Team Member's prior removal from the Team's Roster.
15.12.2021.	1.5.1.	.Prior to a player being deemed eligible to participate in the ERL, Teams must submit details of all active League of Legends accounts used in the last 6 months, including user/summoner name and server region, to League Officials. Failure to do so may result in penalties.	Prior to a Team Member being deemed eligible to participate in the ERL, Teams must submit details of all active League of Legends accounts used in the last 6 months, including user/summoner name and server region, to League Officials. Failure to do so may result in penalties.
15.12.2021.	1.5.2.	The behaviour check will analyze the Player’s behaviour record across all accounts on the live servers and determine whether or not they are in line with the standards we expect from Players in the ERL.	The behaviour check will analyze the Team Member’s behaviour record across all accounts on the live servers and determine whether or not they are in line with the standards we expect from Players in the ERL.
15.12.2021.	1.5.3.	.League Officials will inform Teams of their Players’ eligibility upon completion of the vetting. This process may take up to 72 hours (96 hours for Non-Accredited Leagues).	.League Officials will inform Teams of their Team Members' eligibility upon completion of the vetting. This process may take up to 72 hours (96 hours for Non-Accredited Leagues).

15.12.2021.	1.5.4.	2.If a Player is deemed ineligible, a report containing information on why the Player did not pass vetting will be compiled. League Officials may share this report with the Team upon receiving written permission from the Player. The Player may also receive further sanctions depending on the severity of the case.	3.If a Team Member is deemed ineligible, a report containing information on why the Team Member did not pass vetting will be compiled. League Officials may share this report with the Team upon receiving written permission from the Team Member. The Team Member may also receive further sanctions depending on the severity of the case.
15.12.2021.	1.5.5.	4.Players deemed eligible may still be subject to official sanctions such as warnings, suspensions and/or fines based on the results of the behaviour check.	5.Team Member deemed eligible may still be subject to official sanctions such as warnings, suspensions and/or fines based on the results of the behaviour check.
25.03.2022.	3.8.3.	3.8.1. and 3.8.2. rules about Team tri-codes and Summoner names moved to 3.8.3.	6.Team tri-codes and Summoner names must be unique globally.
25.03.2022.	8.1.11. & 8.1.12.	n/a	The above regulations are specifically for match jerseys, or jerseys used in official matches. Teams must have their jersey designs approved prior to use by the League. Teams are expected to adhere and follow the regulations above.
25.03.2022.	9.3.6.	Teams shall broadcast in the permitted language(s) of the ERL only. English is not a permitted co-streaming/viewing party language.	Teams shall co-stream in the official language(s) of their ERL only.
25.03.2022.	10.1. & 10.2. 3rd Party Event Participation	n/a	For Accredited Leagues: Any players registered in any Semi-Professional Regional Leagues are not allowed to participate in any events outside of the of events which are part of ERL Scope (1st, 2nd or Pro-Am) without prior approval from local League officials and Riot. For Non-Accredited Leagues: Any players registered in these ERLs are not allowed to participate in any events outside of the events which are part of ERL Scope (1st, 2nd or Pro-Am) without prior approval from local League officials.
25.03.2022.	EM Rulebook	n/a	EM Rulebook added as a part of ERL rulebook.
25.03.2022.	ERL Rulebook	ERL	ERL and/or EM (language updated to specify that the specific rules applies to EM)

	1.6.1.	Team Owners and Team employees may not be employees of Riot Games Inc. (“RGI”) or League of Legends eSports Federation LLC or ERL ENTITY HERE any of their respective affiliates. “Affiliate” is defined as any person or other entity which owns or controls, is under the ownership or control of, or is under common ownership or control, with the named Riot entities above. “Control” shall mean the power, through any means, to determine the policies or management of an entity, whether through the power to elect, appoint or approve, directly or indirectly, the directors, officers, managers or trustees of such entity or otherwise	.Team Owners and Team employees may not be employees of Riot Games Inc., Riot Games Limited, League of Legends European Championship LLC, or their affiliates (“Riot Entities”); or employees of the Tournament Organizer 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 Organizer. “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.
25.03.2022.	2.1.4.	n/a	.Unless otherwise permitted in writing by LEC Officials, from the Organizations or Teams belonging to the Professional Esports Leagues (cf. section 11 below, Glossary & Exhibits), LEC Organizations or Teams are the only Organizations 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 Organization or Team, can also own and operate an ERL Team.
25.03.2022.	3.1.6. & 3.1.13.	Moved under Roster.	
25.03.2022.	3.6. EM Implications	Deleted (the rule lives under EM section 2.5. of the ERL rulebook)	
25.03.2022.	3.7.4. (previously 3.8.3.)	All team tags, team names and Summoner Names must be approved by League Officials in advance of use in play. Name changes must be approved by League Officials prior to use in-game. League Officials reserve the right to deny a team name if it does not reflect the professional standards sought by the League and the Team will be required to change their name.	.All team tags, team names and Summoner Names must be approved by League Officials in advance of use in play. Name changes must be approved by League Officials prior to use in-game. Any cosmetic change to team tags, team names, etc. must be made 96 hours in advance of the first Game of the Split of the respective ERL. League Officials reserve the right to deny a team name if it does not reflect the professional standards sought by the League and the Team will be required to change their name.
25.03.2022.	4.4.2.	If three or more Teams are tied, the head-to-head record of all Teams	.If three or more Teams are tied, the head-to-head record of all Teams

		against all other Teams involved in the tiebreaker will be considered. If one or more Teams have won/lost more than 50% of the Matches in aggregate against every Team in the tiebreaker, they are automatically granted the higher/lower place(s) available in the tiebreaker, and a new tiebreaker is declared amongst the remaining Teams. If the Teams have an identical amount of Games won, the wins in the second half of the Split will be taken into account, with the Teams having more wins in the second half of the Split being granted the higher seeds. If after this the Teams are still tied, then the following structures will be used depending on the amount of Teams in the tiebreaker.	against all other Teams involved in the tiebreaker will be considered. Meaning that, if one or more Teams have won/lost more than 50% of the Matches in aggregate against every Team in the tiebreaker, they are automatically granted the higher/lower place(s) available in the tiebreaker, and a new tiebreaker is declared amongst the remaining Teams. If the Teams have an identical amount of Games won, the wins in the second half of the Split will be taken into account, with the Teams having more wins in the second half of the Split being granted the higher seeds. If after this the Teams are still tied, then the following structures will be used depending on the amount of Teams in the tiebreaker.
25.03.2022.	4.4.3.	.n/a	.2-way-tie: *See above 4.4.1*
25.03.2022.	9.4.	n/a	Added table which shows regional permitted streaming languages
25.03.2022.	11.	Player	Team Member
25.03.2022.	8.2.2.	Champions which have not been available on the live server for more than two weeks will be automatically restricted. Champions that have undergone reworks will be enabled at the sole discretion of the League.	Champions which have not been available on the live server for more than two weeks will be automatically restricted. A Champion will not be made available if a Competitive Week has started. Champions that have undergone reworks will be enabled at the sole discretion of the League.