



Greek Legends League

Championship Rules
(Winter Season)

2019

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Presentation and Purpose

This document is the official rulebook of the Greek Legends League (GLL). For this file, staff, head coach, active players, substitute players, managers, owners and other employees of all teams involved in the GLL are required to know.

The GLL consists of three phases:

- Qualifying Period (Open Qualifiers / Close Qualifiers)
- Regular Season
- Playoffs

PVP MEDIA has established these rules for the competitive League of Legends game in order to ensure transparency and the successful conduct of GLL.

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Article 1: Requirements for player participation and ownership rules, team, roster

In order for a player to compete in the GLL, the following must be fulfilled:

1. Age

- a. In order for a player to compete in the GLL he must be 16 years of age.
- b. If a player has not reached the age of 18, his / her guardian is required to obtain a written permission to participate in the championship.

2. Locality

- a. The active roster of participating teams in the GLL is required to consist of at least three (3) locally trained representatives (LTRs). LTRs are defined as players who meet at least one of the following criteria:
 - i. Has been a resident of Greece or Cyprus for at least 36 months from the day he reached the age of 13 and has not participated in another European Regional League (ERL) in the past.
 - ii. He is a resident of Greece or Cyprus and has participated in the local ERL for at least 36 of the last 60 months before the start of the GLL. The launch of GLL Winter Split 2019 is set for 4/10/2019.
 - iii. Has competed in the majority of competitions in at least two of the last three local ERLs (LGL, GLL Summer 2019)
- b. A player can only hold the LTR for one ERL at any given time.
- c. Any player who has participated in ERLs during 2018 but has not acquired LTR status in any ERL has the opportunity to acquire this property in the most recent ERL played.
- d. Teams are required to provide evidence to confirm the LTR status of its players. Such evidences are documents bearing the seal of the Greek State and private documents such as school progress documents, energy / water / telecommunications service bills in the name of each player, proof of payment for medical services.
- e. In case the player has not reached the age of 18, his guardian and the birth certificate of the player are required.
- f. Each team may have up to two (2) players who are not residents of Greece or Cyprus.
- g. In addition each team may have up to two (2) non-EU players as defined by the IMP. Specifically, the EU designated as: Albania, Andorra, Austria, Belgium, Bosnia and Herzegovina, Bulgaria, Croatia, Cyprus, Czech Republic, Denmark, Estonia, Finland, France, Germany, Greece, Hungary, Iceland, Ireland, Ireland, Ireland, Ireland, Ireland, Italy, Ireland, Ireland, Lithuania, Luxembourg, Skopje, Malta, Monaco, Portugal, Romania, San Marino, Serbia, Slovakia, Spain, Sweden, Switzerland, Ukraine, United Kingdom, Vatican.
- h. Each team is allowed to have up to two (2) players from paragraphs f and g on the roster playing each game. If there are 2 players of categories f and g in the roster that is competing and simultaneously has players from the same

categories in the substitute players, the team is required to have at least equal Greek / Cypriot substitutes.

3. Participation in GLL and other leagues

- a. All players can compete in one ERL at a time. A player is considered "locked" into the GLL if he has played at least 50% of regular season matches. "Locked" players have the right to move freely on GLL teams during breaks between splits.
- b. If a player has played more than 50% of full-time games in a Professional Championship for at least two of the three completed splits, he is considered a "Veteran". An ERL team may have up to 2 Veterans as alternates or in the starting lineup.
- c. A player who has played 90% of the regular LEC Game Period cannot participate in the ERL play-offs.
- d. Players in the original roster of teams that have secured participation in the League of Legends World Championship (LEC, LCK, LPL, LMS etc) are prohibited from participating in the GLL.

4. Group ownership restrictions

- a. When a team secures its participation from the Close Qualifiers, Greek Legends will recognize the ownership of the team during the Close Qualifiers. No Team Owner may directly or indirectly have more than two teams in Greek Legends
- b. If an Owner or Affiliate of the owner is found to have ownership or influence at any level of another group, he or she will have to assign this right to one of the two groups and be penalized by Greek Legends.
- c. The Championship has the right to take the necessary steps to secure the ownership of a team, to avoid violations involving the restriction of multiple teams and affect the transparency and competitiveness of Greek Legends. Anyone who submits ownership claims to Greek Legends may be denied access to the Greek Legends if it is found by the organizing authority that it has operated without such professionalism in Greek Legends.
- d. Anyone wishing to join Greek Legends must meet the highest standards of character and integrity. Candidates who have attempted to violate these rules or attempt to act against their spirit, even if they have not formally entered into them, will be barred from entering Greek Legends. The team owner agrees not to dispute the final decision of the Championship in this regard.

- e. Changes to Ownership and Sponsors with naming rights can only be made if Greek Legends gives its approval. Changes to the team's name, logo and any other redesign will be implemented within a reasonable time. In case of changes to the look, name or logo of the team, the team must inform Greek Legends within one week of the following:

- Logo

- Photos of players with the new look

- Name of the team

5. Team roster requirements

- a. Each team is required to maintain five players on the roster (**Starters**) throughout the Greek Legends. The smallest number of substitutes he can have is one and a maximum of five. In order to avoid creating doubts, both Starters and substitutes must meet the same requirements for joining the team.
- b. Greek Legends teams will be posted on the [official Greek Legends website](#), where all information regarding the results of the matches, the scoring and the flow of the Championship will be updated. The Greek Legends website is the official website of the Championship
- c. A player may not play in more than one team. A player must have a contract with only one team. Any breach of this agreement will result in a penalty for both the player and both teams. In particular, exclusion is required. In order to avoid such incidents, an agreement should be made between the player and the team and a copy must be filed with the Greek Legends organizing authority.

6. Substitutes

- a. Initial lineups of a team, during regular season games, must be presented to the organizing authority, 6 hours before the broadcast begins.
- b. In the event of an emergency and based on the league operator's discretion, requests for a roster change will be accepted up to two hours prior to the scheduled start of the game.

7. Team names, player names and team tags

- a. The tag of the groups next to Summoner Name should be 2 to 4 characters long. These tags can be uppercase, lowercase, or numbers from 0 to 9. The tags of the teams must be unique to the Championship.
- b. Summoner Names can contain uppercase, lowercase letters, numbers and are space-separated. Summoner Names must not contain more than 12 characters, or special characters. Team and player names must not contain: Names similar to LoL champions, names synonymous with LoL Champions, names of products and services that may confuse the viewer, do not contain racist and sexist words. Summoner Names must be unique globally so that

one player does not share the same Summoner Name with someone from another region.

- c. All Team Tags, Team Names and Summoner Names must be approved by the Greek Legends organizing authority. Changes to names are not permitted under certain conditions and must be approved by Greek Legends in order to do so. Any changes to the logo design, team names, etc. must be made 72 hours before the first official game of its regular season. The leaders of Greek Legends may refuse to name a team if it does not represent the professional level, so the team will have to change its name.

8. Team sponsorships

- a. A team of Greek Legends may receive sponsors during the Championship. Sponsorship is free however it must comply with the regulations listed below. The Greek Legends organizing authority can change the rules at any time. The following is a list of the types of sponsors that are banned:

- Any video game, console, video game developer or publisher
- Prescription and non-medication
- Any kind of company that deals with weapons
- Pornography or products that deal with this area
- Tobacco products
- Alcohol products
- Resellers or purchases of virtual products that contravene the League of Legends Terms of Use
- Businesses involved in sports / esports gambling, including fantasy sports / esports
- Political campaigns or activities
- Charitable movements promoting any kind of religion or politics (movements allowed for the Red Cross, Cancer and the like)
- Any company that deals with Cryptocurrency or informal financial tools and markets

9. Player photos

- a. Each team must provide at least one photo of each player's face from the middle of the chest upwards.
- b. Teams playing with at least one player who does not have a photo approved by the competition may receive a penalty of 3% of the final prize.

10. Participation of Riot and GLL employees in the teams

- a. Owners of the Team and its Employees are prohibited from being employees of Riot Games Inc. ("RGI"), the League of Legends eSports Federation LLC, PVP Media or their affiliates. "Subsidiary" means any person or entity that owns or controls the ownership or control of the above Riot LLC, PVP MEDIA. The term "control" means the ability to exercise authority that determines the policy or management of an entity, either through authority, to elect, appoint

or approve, directly or indirectly, directors, executives, directors, executives or managers of this entity.

Article 2: Team Representation and Player Contracts

1. Conditions

- a. The players of each team must demonstrate that they can represent their team at all stages of the GLL..
- b. The players, who are EU residents must present a photo of their passport / identity card or a photocopy of their passport / identity card..
- c. The players, who are EU residents must confirm that a visa is required for their stay in Greece / Cyprus..
- d. Players who are not residents of the EU are required to submit a copy of the visa, which allows them to stay in Greece / Cyprus.

2. Player contracts

- a. The teams have the right to sign a contract with their players. The maximum term of the contract can be two years.

3. Semi-professional teams

- a. All teams must legally register their players.
- b. Player contracts may not include the following:
 - i. Non-competition clauses that prevent players from joining other groups upon expiry of their contract.
 - ii. The right to refuse the first clause, which allows the players of the current team to accept a new team offer and force the player to remain in the team, even if this is contrary to the wishes of the other players..
 - iii. Automatic renewal, with silent clause. Players must agree to extend or renew their contract.
 - iv. Contract duration up to 2 years.
 - v. Player contracts must include the following:
 - vi. The player's choice to terminate the contract in the following cases:
 - 1. If the team leaves ERL for any reason.
 - 2. If the player is kicked out of the team.
 - 3. Exemption from confidentiality (for the purpose of contracting the league).
- c. End dates must be in line with Global Contract Window.
- d. The teams that qualify for the Open Qualifiers in the Close Qualifiers do not have the option to change their roster for the Close Qualifiers.
- e. Teams that have entered the final round of the Championship through the Close Qualifiers can make up to two changes to their roster. This means that 3/5 of their players must be the same as they played in the Close Qualifier..

Article 3: Payments to teams and players - Prizes

1. Team fees

- a. Each team that has secured participation for the Greek Legends Season 2019 will receive the amount corresponding to the final position it will secure in the ranking, as set out in the following paragraph
- b. During the playoffs at the end of the season, teams will have the opportunity

to claim a prize money based on the position they secured in the final matches

Final Ranking:	Prize:
#1	2500€
#2	1500€
#3	1000€
#4-8	0€

Article 4: Changes to the roster

1. Roster changes rules

- a. Any changes to the Greek Legends roster must be made in the context of the Player Services Agreement, the team leaders must be responsible and ensure that their players meet the requirements and operate professionally before any change.
- b. Changes to a team's roster must be restricted. If a team drops below 6 players on its roster, it will receive a penalty. The penalty is set by the League Operator, in his discretion.
- c. These rules only apply to changes to the Greek Legends roster and do not cover mandatory replacements that involve injury / death or ban a player from violating the rules.
- d. Any player who is released from the roster that starts a team or alternates may terminate the Player Services Agreement.
- e. Greek Legends managers have the right to accept or reject the request to add or remove a player from the team based on the eligibility of the players and whether they comply with the rules.
- f. Upon approval by the Greek Legends authorities, the commencement or termination of a contract shall enter into force immediately.
- g. Player transfers between Greek Legends teams are only allowed between Phase A and Phase B of the regular season and if the player has been inactive for at least one racing week. Notification of the addition of the player to the roster of the new team must be made at least 3 days before the next match in Greek Legends.
- h. Free Agents additions (as defined below) are allowed throughout the league. Notification of the addition of the player to the roster of the new team must be made at least 3 days before the next match in Greek Legends.
- i. **Free Agent (FA):** Free Agent (FA): Free Agent is defined as any player going to join Greek Legends and has not signed the Player Agreement with any Greek Legends team. Free Agents are free to sign with any team of Greek Legends, as long as they can meet the conditions set by Greek Legends.

- j. Requests for Free agents' signatures from teams must be written and approved by Greek Legends before they can be formally made. Greek Legends has to consider all the factors to ensure that the legality is respected and that the whole process is within the regulations. In order to give final approval to Greek Legends, it needs to monitor player behavior both inside and outside the game. Free Agents must sign a Player Form containing the following information:
 - i. Correct completion of the form
 - ii. Proof of the criteria in Article 1
 - iii. Photo of the player in the team shirt
- k. A team of Greek Legends is required to retain at least three players from the active roster he played in Greek Legends games in order to receive any slot in the EU Masters. In case of multiple requests, the EM Rulebook is activated

2. Roster requirements

- a. Each team needs to maintain 6 players on the roster during Greek Legends
- b. The maximum total number of players (starting and substitutes) in a Greek Legends team is 10.
- c. A player may not have a contract or any kind of financial agreement with a team other than his official.
- d. If a player is found to have violated the rules and played in different Greek Legends games through teams other than his own, either with his account or with the account of another registered player, he will be excluded from the competition and punished with points. the teams with which he played as a member.
- e. All Roster players must be Diamond 3 or higher, in 5v5 Summoner's Rift Ranked Solo / Duo or Ranked Flex.
- f. In special cases, such as problems with a visa or a penalty in the series, the conditions of the roster can be changed. But that is clearly a decision of the Greek Legends organization

Article 5: Computer Programs and Use

1. Voice chat

- a. Voice chat is defined by Greek Legends. The use of third-party software (eg Skype) is not permitted. The Greek Legends authorities can monitor and record group dialogues. Greek Legends, can record and play broadcast tracks from the conversation..
- b. Af the Greek Legends authorities allow it only then, teams can use specific communication software during online play.
- c. It is up to the Greek Legends to decide whether specific parts of the group conversation will be recorded and played during the broadcast.

2. Client accounts

- a. All players will have Tournament Realm accounts, which will be given to them by Greek Legends. The player's responsibility is to configure the settings and preferences in his account. The Summoner Name of the account must be set and approved by Greek Legends..

Article 6: Championship structure

1. Definition of terms

- a. **Game:** The competition form on the Summoner's Rift map, which runs until the winner emerges with one of the following versions: a. Completion of the final objective (destruction of the nexus), b. Team Surrender, c. Team Forfeit, d. Awarded Game Victory
- b. **Split or Season:** The scheduled Championship period of at least two months. The 2019 Season contains three phases: a. Open / Close Qualifiers, b. Regular season; and c. Playoffs.

2. Program

- a. Open / Close Qualifiers: October 4 ~ October 13, 2019
- b. Winter Regular Season Phase A: October 26 ~ November 10, 2019
- c. Winter Regular Season Phase B: November 16 ~ November 30, 2019
- d. Winter Playoffs: December 1 ~ December 8, 2019
- e. Winter LAN Finals: December 21 ~ December 22, 2019
- f. There is a reservation for changing dates due to unreliable factors or uncontrolled conditions.

3. Phase details

- a. **Open/Close Qualifiers:** Open Qualifiers are open to as many teams as they want, provided their players meet the age criteria and the required ranking. Teams participate in a Single Elimination bracket. The matches are Bo1, except the semifinals and the final, which is Bo3. Teams that qualify for the Open Qualifiers are drawn to those that are already in the Close Qualifiers (seeds 3-8 of the Summer Split regular season). After a Bo5 match, the teams that qualify for the Regular Season emerge.
- b. **Regular Season Phase A:** Consists of two groups of four in Double Round Robin format (each team faces the other two times). The last of each group is excluded from the sequel, while the other teams qualify for Phase B. The teams maintain their W / L record in the next phase, removing the clashes with the group excluded from the continuation of the league. The groups are formed by the seeding process (as mentioned below) as follows:
 - i. **Group A:** Seed 1, Seed 4, Seed 5, Seed 8
 - ii. **Group B:** Seed 2, Seed 3, Seed 6, Seed 7
- c. **Regular Season Phase B:** It consists of a Single Round Robin of 6 teams. Teams receive their seed for the Playoffs according to their Phase B. ranking.
- d. **Playoffs:** It consists of a Gauntlet (or King of the Hill) format, formed by the seed of the teams in Phase B of the Regular Season.
- e. **LAN Finals:** Consists of the last two phases of the Playoffs Gauntlet.

4. **Seeding process:** This process takes place upon completion of the Close Qualifiers. The teams have 48 hours to submit seeding at their own discretion for the remaining 7 teams, ranking them from positions 1 to 7.

5. **Tiebreakers:.**

The criteria are in order:

- i. The record in each other's games
- ii. The record with the teams higher than the two in the scoreboard
- iii. The fastest average winning time in each other's matches
- iv. The fastest average winning time in all Regular Season matches





Article 7: Program and Game Procedure

1. Changes to the program

- Greek Legends may reschedule the day the games are announced or change their play time. Should Greek Legends make such a move, it must inform the teams in advance..

2. Game Procedure

- Check-in phase:** Teams are required to declare that they are fully prepared to play 30 'before their scheduled start time. Players should be in the lobby. In case of delay the team is penalized with the loss of one ban for each completed 10 '.
- Pick and Ban phase:** As defined below
- Εναρξη Παιχνιδιού μετά το Pick/Ban.:** As defined below
- If a team is penalized three times by default, it is eliminated from the championship and all other matches are registered as victories in the opposing teams.
- Note that all match lobbies will be available one hour before the scheduled start of the broadcast.

- f. If a team **forfeits** a game during the Normal season, they face a 15% financial penalty based on season-ending earnings.
- g. If a team **forfeits** of two games during the Normal season, the team faces a financial penalty of 50% on end-of-season earnings.
- h. If a team **forfeits** of three games during the Normal season, the team receives a financial penalty of 100% on winnings at the end of the season and faces possible exclusion from the Championship.

3. Role of referees

- a. **Responsibilities:** The referees are responsible for the Greek Legends, who are responsible for making decisions regarding the proper conduct of the games, asking them and regulating situations that arise during the course of the games. Their tasks are defined as follows:
 - i. They check the lineup of teams before each game
 - ii. They control and monitor the players' peripherals and the playground.
 - iii. They give the kick off to start the game.
 - iv. Give pause / resume approval during play
 - v. They give penalties when the rules are violated during the game.
 - vi. They confirm the completion of the game and the final result.
- b. **Referee Behavior:** In all cases, referees must be professional in their conduct and abide by the rules. They should not show any emotion or make pre-decisions before analyzing the data against any player, team, manager, coach, owner or other team member.
- c. **The Irrevocable Decision:** If a referee makes the wrong decision, the decision can be revoked, as the organizer of Greek Legends has all the power to review the decision during or at the end of the match in order to make the right decision. conduct the Championship and have a fair result. If the correct procedure is not followed, the Greek Legends authorities have the right to reject the arbitrator's decision. The organizing authority of Greek Legends always has the last say in decisions.
- d. **Gambling ban:** All League of Legends gambling rules listed below apply to referees without limitation.

Article 8: Competitive Patch & Tournament Realm

1. Greek Legends Summer Split 2019 will be played in the patch set by Greek Legends. The patch change to Live Service is implemented after one week in the Tournament realm.
2. Champions available on the live service for just 1 week are prohibited.
3. Champions preparing to accept reworks will be defined by Greek Legends as to whether or not to play.
4. Regular Season games are played at the Tournament Realm.

Article 9: Game Setup

1. **Start of Pick and Ban phase:** Start of Pick and Ban phase: Picks / bans are made through the Tournament Draft feature. If the picks / bans are completed before Greek Legends orders, the organizers must record the official picks / bans and

manually proceed to the start of the game.

a. Game Options

- i. **Map:** Summoner's Rift
- ii. **Team Size:** 5
- iii. **Allow Spectators:** Lobby Only
- iv. **Game Type:** Tournament Draft

b. Draft procedure (Blue team: A, Red team: B)

- i. Bans: ABABAB
- ii. Picks: ABBAAB
- iii. Bans: BABA
- iv. Picks: BAAB

c. Wrong choice: If a team chooses the wrong Champion during the pick / ban process, they must inform Greek Legends before the team locks the next option. In this case, the process is restarted and the process continues from where it stopped in order for the team to correct its error. If the next option is locked before the team notifies Greek Legends of its error, the wrong option is considered irreversible.

d. Swap Champions: Teams must complete all champions exchanges and changes to Summoner Spells before the 20-second time limit is reached, otherwise they will be penalized for subsequent games.

2. Start Play after Pick / Ban

- a. A game starts when the pick / ban process is completed, unless something changes on the Greek Legends side. In this case, Greek Legends officials will remove any material from the area where the game will be held, which will contain notes written by team members. Players are forbidden to close the game between the picks / bans period and the start of the game, which is defined as "Free Time".
- b. Should an error occur at the start of the game or a decision is made by the Greek Legends separating the pick / ban and start phase, one of the Greek Legends managers may start the game and all players can choose their own Champions selected during the pick / ban process.
- c. If Bugsplat, logout or anything blocks the player from logging into the game, the game must be stopped and paused until all 10 players are able to log in.

3. Game rules

a. Definition of terms:

- i. **Unpredictable disconnection:** A player disconnects from the game due to problems on either the client, the internet, or the computer.
- ii. **Intentional Disconnection:** A player disconnects from the game because of his / her own actions (eg giving up the game). The player's actions that lead him to disconnect are considered deliberate no matter what his real intentions are.
- iii. **Server Crash:** All players are disconnected from the game due to a problem in the Tournament Realm.

b. Game of record (GOR):

- i. A game of record ("GOR") is defined as a game where the 10 players have entered and interacted as opposing teams. Once a game enters GOR, the period of time it could be restarted ceases and is considered "official". Once the game is considered GOR, it can be restarted in certain cases. The following conditions define GOR:
 1. Any attack or ability to affect minions, jungle creeps, structures, or rival Champions.
 2. Creating visual contact between the players of the two opposing teams.
 3. Creating a vision or marking with some skill in the opponent's jungle by any team that includes the river and the bushes that connect to the opponent's jungle.
 4. When the timer of the game shows two minutes (00:02:00).

c. Game Pause

- i. If a player deliberately disconnects without updating the Greek Legends or pausing, the Greek Legends manager must consider the cause. During any pause or interruption, players are prohibited from leaving the game without the permission of Greek Legends managers. The total pause time available to each team is 10 minutes. If a group exceeds this time, it is punished as follows:
 1. Extra 2 minutes: Losing a ban from the next game
 2. Extra 4 minutes: Lost two bans from next game
 3. 6 minutes plus: Lost three bans from next game
 4. Extra 8 minutes: Lost all bans from next game
 5. Extra 10 minutes: Default defeat
- ii. Greek Legends executives can order a pause or execute a pause requested by a player at any time.
- iii. Players can pause immediately after starting a game if any of the conditions mentioned above exist, but in order to do so they must obtain the approval of a Greek Legends manager and give reasons. Each team has a total of 10 minutes to pause at that time, they will not receive a penalty at this time. They will receive a penalty if they extend the timeout. The acceptable reasons for the pause are:
 1. Unwanted Disconnection
 2. Malfunction in hardware or software
 3. External interference that affects the player
- iv. A player's inability, injury or inability to play is not an acceptable condition for stopping the game. In such cases, the team must inform the Greek Legends authorities, along with who will replace the player in order for the authorities to make a final decision on whether or not the player can continue in the game. If Greek Legends finds that the player cannot continue in the game, the player's team proceeds to

forfeit, and authorities determine that this game is subject to the Awarded Game Victory category.

- v. Players are not allowed to continue a paused game. The Greek Legends manager will have to wait for any problem to be resolved, then confirm that the players are ready for the game to continue, and when the two team leaders confirm through the game chat that everything is correct, in-client spectators will continue playing.
- vi. If a player stops or resumes a game without the permission of the Greek Legends manager, the move will be considered an unfair play and will receive a penalty from the event. Repeated pausing or restarting the game without permission is punishable by the loss of one ban from the next game.
- vii. Players are not allowed to communicate with each other in any way during the break. To avoid creating doubts, players can only contact the referee but only for reasons related to the reasons and identity of the suspension. If a pause lasts too long, the referees can allow the teams to talk to each other before proceeding with the game to discuss the conditions of the game.

d. Total restart of the game

- i. **Rebooting before GOR:** Only allowed if the Admin has authorized the showdown
 - 1. If a player detects that the rune pages or GUI settings are not correct due to a bug between the game lobby and the game, the player can pause to adjust their settings. If the settings continue to not be saved, restarts.
 - 2. If the Greek Legends manager finds technical difficulties that do not allow the game to continue (including the ability of a team to be in the right positions in certain game conditions, eg minion spawn)
- ii. **Restart after GOR:** Only allowed after League Operator has given permission.
 - 1. If a game causes a critical bug at any time during its development.
 - 2. If Greek Legends operators find a problem in environmental conditions (eg noise, bad weather, safety risk)..

e. Restart Protocol:

- i. If a game causes a critical bug at any one time that affects statistics or mechanics or there is an issue with environmental conditions, then it can be restarted.
- ii. However, there must be specific conditions before restarting. The Greek Legends authorities need to identify and confirm that the bug is critical and confirmed. The bug that is considered critical should create a problem for a player's ability to compete in the game. The definition of whether the bug affects a player's ability to compete is at

the discretion of the Greek Legends principles. To be considered a bug confirmed, it must be detected not only by the player, but also by the in-game spectator, who will replay the control.

- iii. If a player considers that there is a critical bug, he must pause and notify the referee immediately. If it is found that a player is trying to delay the bug report and delay the possible reboot, then the reboot will not be given.

f. Winning attribution:

- i. In case technical difficulties lead Greek Legends supervisors to restart, Greek Legends reserves the right to assign a team victory instead of restart. If the game lasts more than 20 minutes, Greek Legends may at its discretion decide that a team cannot avoid defeat on specific grounds. The following are the criteria used to justify this decision.
 - 1. **Gold difference:** Gold difference between the two teams is over 33%
 - 2. **Difference in the remaining turrets:** The difference in the number of remaining turrets between teams is more than 7
 - 3. **Difference in remaining inhibitors:** The difference in the number of residual inhibitors between groups is greater than 2.

4. Procedure after the game is completed

- a. Greek Legends makers will confirm and record the final result
- b. Players will be informed about their Championship status as well as the next scheduled game
- c. Players will be informed of all their obligations during the post-match, including any media appearances, interviews or point analysis of the game. Teams must be able to dispose of at least one player who played on that day for at least 20 minutes..

Article 10: Regulations on LAN events

1. Player equipment

- a. **Equipment provided:** Greek Legends operators will provide and Greek Legends players will only use the following categories of equipment in the official games to be played on the Greek Legends LAN:
 - i. PC & Monitor
 - ii. Equipment that isolates external sounds
 - iii. Tables and chairs
- b. **Equipment belonging to players and teams:** Players must have the following categories of equipment, which may belong to them or their team, in order to play the games to be played at the Greek Legends Lan

- i. Keyboard
 - ii. Mouse
 - iii. Mousepad
 - iv. Headphones/earbuds
- c. All equipment belonging to the players or team must be reported to Greek Legends executives for approval. The approved equipment will remain under the supervision of Greek Legends executives and will be accessible to players shortly before their games begin. Equipment that has not been approved or remains under control because it can cause competition problems will not be used and players will have to play with equipment provided by Greek Legends.
 - d. Greek Legends managers can ban any piece of equipment that poses problems in the Championship's safety or inefficiency.

2. Replacement of equipment

- a. Αν εντοπιστούν προβλήματα στον εξοπλισμό ή οποιουδήποτε άλλου είδους, αυτά πρέπει να ελεγχθούν από τους υπεύθυνους του Greek Legends, αυτό σημαίνει ότι ο παίκτης έχει το δικαίωμα να ζητήσει τεχνικό έλεγχο. Ο τεχνικός του Greek Legends, θα κάνει διάγνωση του προβλήματος και θα το λύσει όπως προβλέπεται. Οι αποφάσεις που σχετίζονται με την αντικατάσταση οποιουδήποτε είδους του εξοπλισμού είναι στην διακριτική ευχέρεια του Greek Legends. Αν ένας παίκτης επιθυμεί να αντικαταστήσει με προσωπικό εξοπλισμό τον προβληματικό, θα πρέπει να έχει πάρει προέγκριση από τις αρχές του Greek Legends, αλλιώς θα πρέπει να αρκестεί στον εξοπλισμό που θα του παρέχει το Greek Legends.

3. Players' and Coach's apparel

- a. Players must wear their team's official attire during Greek Legends games and in interviews before and after Greek Legends games. If a team has no appearance, players must wear long pants and players in closed shoes and a simple T-shirt with the brand of their team. All players on the original roster should wear a uniform. The look includes blouses, jerseys and pants. The jerseys worn by players must meet the requirements of the Championship. No other t-shirt may be worn above the official t-shirt of the player. Hoodies and jackets should not be worn above or below the jerseys. The player is allowed to wear a long-sleeved shirt underneath his Team Jersey, but the sponsor's logos are prohibited. The blouse worn under the jersey should either be neutral in color or match the official colors of the team.
- b. To avoid creating doubts, sweatpants, overalls and pajamas are not considered an acceptable type of clothing by the organization. The forms can be approved on a case-by-case basis but a request must be made prior to use. Failure to do so will affect both the team and the player.
- c. The foregoing is subject to the discretion of those responsible for Greek Legends. Greek Legends executives give final approval for all appearances..
- d. Coaches should wear the least business casual look while in the Lan venue. Business casual is defined as clothing that does not include: Sportswear, sneakers, team appearance, etc.

4. Computer Programs and use

- a. Players are prohibited from using their own programs and must make use of those provided by Greek Legends. This also includes the space to warm up. If a player wishes to use his own program on computers that warm up, he must seek permission from Greek Legends executives
- b. **Social Media and Communication:** It is forbidden to use Greek Legends computers to view or make any post on any social media or communication platform. This includes but is not limited to Facebook, Twitter, online forums / message boards and email. Any player who violates the rules will receive a penalty.
- c. **Unrelated Equipment:** It is forbidden to connect equipment not related to Greek Legends computers. This includes mobile, Flash Drives, Mp3.

5. Audio Controls:

Players should keep their volume levels above the minimum. Greek Legends executives may, if necessary, ask players to change the volume. The headphones should be positioned on the ears of the players and should remain there throughout the game. Players are not allowed to place on their headsets or between their headsets and ears any accessories such as hats, scarves and any other type of clothing.

6. Equipment Violation:

Players are prohibited from touching or touching the equipment of a teammate when the game starts. Players who need help with their equipment should seek it out with Greek Legends executives.

7. Venue

- a. Greek Legends teams' access to the restricted areas of the venue for Greek Legends official games is restricted to team members only, otherwise Greek Legends should be licensed. The license to play Greek Legends games is at the sole discretion of its administrators.

8. Match Area

- a. The "match area" is the area where the computers are located during the course of the games. When playing games, only players on the original roster should be there.
- b. Managers may be in the "match area" during preparation, but must leave the field before the picks / bans process begins and can only return when the game is over.
- c. Coaches may be in the "match area" during the game preparation and picks / bans phase, but must leave the field before the game starts and can only return when completed.
- d. Wireless devices, such as mobiles and tablets, are not allowed in the match area while players are playing, are in the picks / bans phase, pauses, remakes, and between game breaks if more than one (Bo3 / Bo5). Greek Legends executives collect these devices from players and return them when the game is completed.
- e. Food is not allowed in the match area, and soft drinks are only allowed if approved by Greek Legends.

9. Warm-up area

- a. If available, the warm up area (also called the Green Room) contains

computers designed to allow players to warm up before the official games begin. The warm-up area is reserved for groups and their members and is accessible only to them..

10. Other areas for team members

- a. Areas of any kind intended for team members are designated by the Greek Legends authorities so that players can rest and interact outside the playground. Access to these sites is only for team members and before anyone else can access the site, they must obtain permission from the Greek Legends authorities..

11. Pre-match preparation and support at all stages

- a. Players must have their time scheduled. Greek Legends managers will alert players and teams about the preparation time and estimated duration so they can plan. Greek Legends managers can make changes to the program at any time. Preparation Time begins when players enter the Match Area, where they are not allowed to leave without permission from a Greek Legends officer or referee. The following are defined as Preparation:
 - i. The confirmation of the quality of all equipment provided by Greek Legends
 - ii. Connection and regulation of peripherals
 - iii. Confirm that the voice chat system is functioning properly
 - iv. Rune adjustment
 - v. Configure in-game settings
 - vi. Limited-time warm-up in-game
- b. **Seat row** :Players must sit in the lobby: Top, Jungle, Mid, ADC, Support. This sequence must also be maintained in the way the viewer views players from right to left..
- c. **Equipment Technical Problems:** If a player has problems with equipment during any phase, he must immediately notify a Greek Legends manager.
- d. **Technical Support:** Greek Legends personnel will be available to assist during the preparation and to resolve any problems that may arise.
- e. **Time to Start the Game:**Any problems that arise must be resolved during the preparation process, at the set time before the game starts. Delays due to technical problems are foreseen and those responsible for Greek Legends are responsible for their resolution. Penalties for delays are the responsibility of Greek Legends.
- f. **Pre-Match Control Completion** :Five minutes before the start of the match, a Greek Legends manager must confirm that the player setup is complete.
- g. **Ready Player Status:** When all 10 players of a game have confirmed their setup, it is forbidden to change the rune page or enter a warm-up game.
- h. **Creating a Game Lobby:** Greek Legends admins must decide how to create the official game lobby. Players must be guided by Greek Legends in order to enter the lobby when the check is completed and complete the following positions: Top, Jungle, Mid, ADC, Support.

Article 11: Code of Conduct and Code-Based Responsibility

- 1. Competitive Integrity:** Teams are called upon to play in the best possible way throughout the Greek Legends and to avoid negative behaviors, the attitude of the teams must be governed by honesty and fair play. Violation of this rule leads to penalties that are set by the Greek Legends principles.
- 2. Collusion:** Collusion is defined as cooperation or conspiracy to deceive others. The cooperation or consensus that may arise between Players, Teams and Organizations for the benefit of all parties involved. The list of conspiracy is not exhaustive. The partnership list includes, but is not limited to, the following:
 - a. Soft play, which is seen as an agreement between players to avoid playing as they normally do in a game.
 - b. A preliminary agreement to share the prize money in any way.
 - c. Sending or receiving signals, whether online or not, from external agents to a player.
 - d. Negotiations between teams with the aim of winning (losing / losing) in any way or pressure on players to lose the game
 - e. Conspiracies to determine Free Agents positions and / or conspiracies in order to illegally modify the salaries of both Team Members and potential Team Members..
- 3. Hacking:** Hacking is defined as any conversion to a League of Legends client. Hacking is also considered the use of any device or program for cheating.
- 4. Exploiting:** Exploiting is defined as the intentional use of any in-game bug for the benefit of the user. It is also considered exploiting the monitoring of the spectator monitors and the deliberate disconnection from the game without proper justification or problem.
- 5. Ringing:** Ringing is defined as playing by another player's account or giving the player instructions on how to play it as the game progresses.
- 6. Other violations:**
 - a. Any other act violates these rules and conditions set by Greek Legends.
 - b. No member / manager / owner of a team may use hate speech, aggressive, threatening, offensive, sexist or promote such behaviors to team members and game communities (formal / informal) during the development of Greek Legends.
 - c. No member / manager / owner of a team may use the facilities, services or equipment available from Greek Legends for communication material to misinterpret or create a problem in the Championship.
 - d. No member / manager / owner may use offensive, abusive or racist language on Social Media or at events at the event.
 - e. A member / manager / owner must not engage in acts created by opposing groups in order to create insults, negative side effects or bad competition.
 - f. Harassment. Harassment is defined as the systematic, hostile, and repetitive act that takes place at a specific time or in a single case, which is to isolate or create a problem or to destroy the person or to compromise his integrity and dignity.

- g. Sexual harassment. Sexual harassment is defined as whether or not a reasonable person considers this action desirable. There is zero tolerance for this type of action to promise sexual intercourse.
- h. Attacks of any kind on Greek Legends officials, members / Managers / owners, or members of the public are not allowed. Repeated practices of this kind, including touching the player's computer, or the player itself, result in a penalty. All team members must treat everyone with respect and dignity.
- i. No team member is allowed to touch or use Greek Legends lights, cameras or other equipment. Team members may not stand on chairs, tables or other equipment for production. All team members must follow the instructions given to them by the Greek Legends authorities. During the games the players' communication is restricted only to the members of their team.
- j. Managers of a group may not offend the status, identity and dignity of a country, person or group of people through contradictory, offensive or defamatory words or deeds related to race, color, nationality or social status. identity, gender, religion ,. language, politics or any other view, economic level, sexual orientation etc.
- k. Team members / managers must not give, create, authorize any move that is intended to adversely affect any outcome that is intended to cause harm to Greek Legends, Riot Games or affiliates, or League of Legends. If that happens there will be a similar penalty.
- l. Any member of a group may not engage in any activity that is prohibited by law, statute or treaty that may lead to a penalty.
- m. Members of a team or manager are prohibited from posting confidential information provided to them by GLL or any Riot Games affiliate.
- n. No team member or manager may offer or give any gift to a Player, Coach, Team Member, Manager, Greek Legends official, Riot Games employee, Greek Legends employee, or person affiliated or affiliated with another ERL team with the purpose of providing services. This move is considered a bribery attempt and in this case may affect the outcome of the particular game. The only payments or gifts accepted are those of the teams themselves and the sponsors.
- o. No manager, team member or affiliate may solicit, lure or offer a job to a coach or player, a team that has signed up to any Greek Legends team or to encourage a coach or opponent player to violate in any way or terminate the contract he has with his team. A coach or player cannot violate this regulation. A coach or player can publicly express his intention to leave his team and encourage those interested to contact his manager. However, the coach or player cannot communicate directly with a team or its managers as this is a violation of the regulation. Violation of this regulation is subject to a penalty and it is the responsibility of the Greek Legends authorities to enforce it. In order to find out about the status of the coach or player from another team, he or she should contact the team responsible for this team already in place. The team investigating the matter should be transparent with Greek Legends executives before entering into the contract negotiation process.

- p. No manager / member of a team can offer, agree, consort or attempt to influence the outcome of a game. In this case there will be a similar penalty from the event.
 - q. Documents or other items that may be requested by Greek authorities at any time during Greek Legends. If the documents are not completed according to Greek Legends requirements, then the team may receive a penalty. Penalties may be awarded if the documents are delayed or are not completed within the time specified.
 - r. No player, manager, coach or any member of the team or official Greek Legends is allowed to take part in betting or to instruct anyone in order to make a profit. Anyone who makes such a move will be severely punished.
7. If those responsible for Greek Legends or Riot games decide that a team or team manager or team member violates Summoner's Code, League of Legends Terms of Use, Code of Conduct or other League of Legends rules, they can impose a sentence as they see fit. If the representative of Greek Legends contacts a Team Manager / Member in order to conduct an investigation then the latter must tell the truth. If the Team Manager / Member conceals information or deliberately misinforms authorities during the investigation process both he and those involved will receive a penalty.

Article 12: Penalties

1. Any member found to have participated in or attempted to participate in acts that, according to Greek Legends principles, are unlawful and do not comply with the regulations, receives a penalty. If the type and size of the penalty is not recorded in the offense, it is determined by the Greek Legends admins
2. Once it is discovered that a member / manager / owner / player of the team has violated any part of the rules, he or she will automatically face any of the following penalties:
 - a. Oral notification
 - b. Loss of Side Selection in current or future games
 - c. Loss of Ban(s) from current or future games
 - d. Fine and / or Cash Prize Cut
 - e. Game and / or Match Forfeiture(s)
 - f. Prohibition for a certain period of time
 - g. Exclusion
3. Repeated violations escalate the sentence, leading to exclusion from future ERL events. It should be noted that penalties are usually not en masse. However, Greek Legends executives can exclude a Team Manager, team member or player from the first offense if their action is deemed to be exclusionary. Penalties are limited to the months when the Championships take place.
4. Major violations will be determined on the basis of the Global Penalty Index.

Article 13: Spirit of the Regulations

1. **The Irrevocability of Decisions:** All decisions regarding the presentation and implementation of these rules, player eligibility, programming and organization of

Greek Legends, and penalties for misconduct, are exclusively Greek Legends and are irrevocable. Decisions of Greek Legends relating to these Regulations are not subject to judicial review and cannot be a cause of pecuniary or legal or equitable remedies.

2. **Changing rules:** These Rules may be modified or edited by Greek Legends from time to time to ensure fair play and the integrity of Greek Legends.
3. **Protecting Greek Legends interests:** Greek Legends personnel can act with the rigor necessary at any time to protect the interests of Greek Legends. This power is not limited by the language of the document in question. Greek Legends officers can use any form of punitive action available to them against any entity whose conduct is not within the confines of Greek Legends interests.

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