



2020 Season
Official Greek Legends League
Spring Split Rules

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Introduction and Purpose

These official rules of the European Regional Leagues apply to each of the Teams who have qualified to play in an ERL in 2020. 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.

League of Legends European Championship 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.

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. Standardized rules benefit all parties who are involved in the professional play of League of Legends, including the Team Managers, Team Members and Teams. Rules that impact all regions can be seen here: <https://eu.lolesports.com/en/about/global-rules>.

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

1. Eligibility Requirements

To be eligible to compete in the League, 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. Any player not having lived 18 full years must have signed permission from a legal guardian to participate in the League.

1.2. Residency & Representation

- 1.2.1. Teams will be required to have a minimum of three Locally-Trained Representatives (LTR) and three EU Residents (IMP) on their starting lineup at all times.
- 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 the majority of applicable matches in an ERL in no less than two of the last three ERL splits immediately prior to their participation in the first game of the applicable competition.

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

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

1.2.5.1. 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.

1.2.5.2. New Non-Residents:

A New Non-Resident is a Player who was not on the Roster of a Team in the Professional or Semi-Professional 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.

1.2.6. 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.

1.2.7. 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.

1.2.8. 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.

1.3. Work Eligibility

- 1.3.1. Each Player must submit proof, prior to being added to a Team's ERL Roster, that they will be work-eligible in their respective jurisdiction and/or ERL host country/countries.
- 1.3.2. For EU states, this requirement means the following:
 - 1.3.2.1. For EU citizens, they must provide a photo or copy of their passport or state issued identity card.
 - 1.3.2.2. For EEA citizens, ensure no additional visas are required.
- 1.3.3. For non-EU citizens, a valid visa with work-eligibility is required.

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 circuitThey will be considered locked into that League. Players that are locked into a League may transfer freely 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 are ineligible to participate in any ERL Regular Season, Playoffs and the EM event for the current Split.
- 1.4.4. Current starters in any premier regional league, as defined by their ability to qualify for the World Championship Event (LEC, LCK, LPL, LMS etc.), are strictly forbidden from engaging in an ERL.

1.5. Account Vetting (Semi-Pro only)

- 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.
- 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.

- 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.
- 1.5.4. 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.
- 1.5.5. 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.

1.6. No Riot Employees

- 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 GLL 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.

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, 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.
- 2.1.3. Organizations or Teams are only allowed to participate in one ERL per split. There will be a one split cooldown should they decide to move to another ERL.

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

- 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. 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 Play-offs Roster if those Players are not considered Veterans.
- 3.1.3. A Team's ERL Roster can have a maximum of ten Players.
- 3.1.4. An LEC Secondary Team's ERL Roster needs to include at least 6 Players.
- 3.1.5. A Team's ERL Starting Line-up cannot include more than two Veterans at any given time.
- 3.1.6. A Team will be allowed a Roster of seven Players as their Play-Offs-Roster. A Team is required to maintain a seventh Player if the Team's Starting Line-up is comprised of three Residents and two Non-Residents and the Team's Substitute is a Non-Resident.
- 3.1.7. 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.
- 3.1.8. A Team Member cannot have a contractual or financial arrangement with another Team unless explicitly allowed by the League in writing.
- 3.1.9. **For Semi-Professional Leagues:** 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. To verify that these Team Members are officially under contract, each Team must submit the Summary Sheet from their Coach/Player Agreement for each Team Member they wish to designate as under contract. The Summary Sheet is itself not a Coach/Player 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 Coach/Player Agreement, where the Coach/Player Agreement is compliant with the requirements outlined in the Team Participation Agreement, the League reserves the right to interpret the Summary Sheet as superseding.
- 3.1.10. 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.

- 3.1.11. 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. Roster Modification

- 3.2.1. By 8/1/2020, 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.
- 3.2.2. 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.
- 3.2.3. **For Semi-Professional Leagues:** For a Player to be removed from a Team's Roster, the respective Player's Player Agreement must be terminated.
- 3.2.4. Requests to modify the ERL Starting Line-up for a Team's Match on any Regular Season day must not be submitted any later than outlined below:
- 3.2.4.1. 00:00 of Match Day
- 3.2.4.2. League Officials can shift this deadline at their discretion by informing affected Teams. If no decision is submitted in time, the Starting Line-up will default to the Starting Line-up used in the Team's last official Match.
- 3.2.5. The designated Team Member may request to modify their Team's Roster. The request must be submitted to a League Official at least 72 hours before the start of the Competition Week and its approval is at the sole discretion of the League.
- 3.2.6. Changes must be submitted to League Officials in writing and contain the following information: (1) Team's name (2) Head Coach's name (3) Players' name and position (4) Players' Roster status (5) Requested effective date.
- 3.2.7. All Roster modifications will be considered effective for the next Competitive Week upon approval by League Officials unless explicitly requested otherwise.
- 3.2.8. **For Semi-Professional 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. Substitutions

- 3.3.1. A Team may substitute a Player between Games of a Match. The Team must notify a League Official and have the substitution approved, no later than 5 minutes after the conclusion of the previous Game.
- 3.3.2. 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.
- 3.3.3. Player substitutions have to result in Teams having eligible Rosters.

3.4. Coaches

- 3.4.1. Teams participating in EM are required to have a Coach on-stage for every Game that the Team participates in.
- 3.4.2. Teams are required to register a Head Coach with the League.
- 3.4.3. 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.

3.5. EM Implications

- 3.5.1. An ERL Team must retain at least three players from the starting lineup that played in their respective ERL Finals in order to claim any slot in the European Masters event.

- 3.5.2. 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.

3.6. Free Agents & Free Agency

- 3.6.1. The League has established limited periods of time during which Free Agents can be signed. Signings of any kind outside of these specified dates are strictly prohibited. The start of the Free Agency period for the next Season will commence on the 19th of November 2019:

	Free Agent Signing Opening (00:00:00 UTC)	Free Agent Signing Deadline (16:00:00 UTC)
Spring Split	13/1/2020	28/1/2020
Summer Split	TBD	TBD

- 3.6.2. 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.
- 3.6.3. An intended acquisition must be declared of League Officials at least 72 hours before the Team wants the Team Member to be added to the Roster.
- 3.6.4. **For Semi-Professional 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.
- 3.6.5. Team Members who have participated in any aspect of a Professional or Semi-Professional 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 Semi-Professional Team if that commitment extends past the Global Contract Window, or otherwise impacts the Player's status once the Global Contract Window opens.
- 3.6.6. **For Semi-Professional Leagues:** 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.
- 3.6.7. No official ERL Match may occur between the Spring Free Agency opening and January 1st of the following year.

- 3.6.8. Free-Agent additions will be available throughout Phase A, with the announcement that the addition should be announced at least 72 hours before the next team match. Transcriptional period will be between Phase A and Phase B. From now on, the rosters will lock-in for Phase B and teams will be eligible for one add-on including the Playoffs

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 12 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.

For Semi-Professional Leagues: Team tags must be unique globally.

- 3.7.3. 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.

4. Finance

4.1. Sponsors

- 4.1.1. A Team has the ability to acquire sponsors. Restrictions on sponsorship acquisition are defined by the applicable ERL 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.
- 4.1.2. The Team may only sell or manage sponsorships or brand elements for the Team which they are affiliated with.
- 4.1.3. 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.
- 4.1.4. **For Semi-Professional Leagues:** 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.

4.2. Prize Money

1st Place: 3000 €
2nd Place: 1250 €
3rd Place: 750 €

5. Additional Provisions

5.1. Publishing

- 5.1.1. 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, League of Legends European Championship Limited, and/or any of their parents, subsidiaries, affiliates, employees, agents, or contractors for publishing such a declaration.

5.2. Finality of decisions

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

5.3. Right of modification

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

6. Format

6.1. GLL Regular Season

Phase A: 2 Groups of 4 Teams, Double Round Robin (Bo1), Last Place will be disqualified while the 3 remaining teams qualify for Phase B of Regular Season.
Phase B: 6 Teams, Double Round Robin (Bo1)

6.2. GLL Play-Offs

Gauntlet (Bo5)

6.3. Tiebreakers

Two Team tie: 1. Matches between tying teams
2. Wins against teams with highest scoring
3. Tie-breaker game

Three Team tie: 1. Matches between tying teams
2. Wins against teams with highest scoring
3. Tie-breaker games (1 Team gets bye, the other 2 Teams play Tie-breaker and winner faces bye Team in deciding game)

6.4. Submission of Side Selection

No later than 5 minutes after the conclusion of the previous Game.

7. Match Process

7.1. Equipment

7.1.1. 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.

7.1.2. 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 ERL or League of Legends.

7.2. Clothing & Apparel

7.2.1. 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:

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

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

7.2.1.3. 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.

7.2.1.4. 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.

7.2.1.5. Advertising any pornographic website or pornographic products.

7.2.1.6. 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.

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

7.2.2. Hats are not allowed.

7.2.3. 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.

7.2.4. 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.

7.2.5. 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.

7.3. Tournament Realm Accounts

7.3.1. Players will be provided 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.

7.4. Patch

7.4.1. Matches during the 2020 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.

7.4.2. Champions which have not been available on the live server for more than one week will be automatically restricted. Champions that have undergone reworks will be enabled at the sole discretion of the League.

7.5. Match Area

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.

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.

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.

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.

Food is not allowed in the match area, and soft drinks are only allowed if approved by Greek Legends.

7.6. Setup Time

Players must complete their warm-up and adjustments and enter their game lobby at least 30' before the scheduled start of the match.

7.7. Pick-&-Ban Phase

7.7.1 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.

7.7.2 Start Play after Pick / Ban

- e. 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".
- f. 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.

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.

7.8 Pause

7.8.1 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.

7.8.2 Total restart of the game

- viii. **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)
- ix. **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).

7.8.3 Restart Protocol:

- x. 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.
- xi. 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.

- xii. 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.

Winning attribution:

- xiii. 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.

7.10. Remake Procedure

Match remake is allowed only if Admin approves it and for reasons that prohibit the continuation of the match at least 6 players.

7.11. Post-Game Process

Procedure after the game is completed

Greek Legends makers will confirm and record the final result

Players will be informed about their Championship status as well as the next scheduled game

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

7.12. Scheduling

- 7.12.1. 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.

7.13. Referees

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.

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.

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.

Gambling ban: All League of Legends gambling rules listed below apply to referees without limitation.

8. Code of Conduct

8.1. Competitive Integrity

- 8.1.1. Teams are expected to play at their best at all times within any League Match, and to avoid any behavior 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:
- 8.1.2. Collusion, which is defined as cooperation or conspiracy to cheat or deceive others. The cooperation or conspiracy can occur among Players, 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 Players 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 Player.
 - Deliberately losing a Game for compensation, or for any other reason, or attempting to induce another Player 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.
- 8.1.3. Hacking, which is defined as any modification of the League of Legends game client.
- 8.1.4. Exploiting, which is defined as intentionally using any in-game bug to an advantage.
- 8.1.5. Looking at spectator monitors.
- 8.1.6. Ringing, which is defined as playing using another Player's account or solicitation to do so.
- 8.1.7. The use of any kind of cheating device and/or cheat program, or any similar cheating method.
- 8.1.8. Intentional disconnect without a proper and explicitly-stated reason.
- 8.1.9. Any other act which violates these rules and/or standards established by the League.

- 8.1.10. 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.
- 8.1.11. 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.
- 8.1.12. 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.
- 8.1.13. 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.
- 8.1.14. 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.

8.2. Responsibility under Code

- 8.2.1. Unless expressly stated otherwise, offenses and infringements of these rules are punishable, whether or not they were committed intentionally. Attempts to commit such offenses or infringements are also punishable.
- 8.2.2. 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.
- 8.2.3. 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.
- 8.2.4. 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.

- 8.2.5. 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.
- 8.2.6. 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.
- 8.2.7. 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. 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.
- 8.2.8. 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.
- 8.2.9. 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.
- 8.2.10. No Team Manager/Member may offer or accept any gift or reward to a Player, Coach, Team Manager, League Official, Riot Games employee, or person connected with or employed by another League Team for services promised, rendered, or to be rendered in defeating or attempting to defeat a competing Team. The sole exception to this rule shall be in the case of performance-based compensation paid to a Team Manager/Member by a Team's official sponsor or Owner.

- 8.2.11. 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.
- 8.2.12. No Team Manager/Member may refuse or fail to apply the reasonable instructions or decisions of League Officials.
- 8.2.13. No Team Manager/Member may offer, agree, conspire, or attempt to influence the outcome of a Game or Match by any means that are prohibited by law or these rules.
- 8.2.14. 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.
- 8.2.15. No Team Manager/Member or League Official may take part, either directly or indirectly, in betting or gambling on any results of any League of Legends tournament or Game/Match globally.

8.3. Penalties

- 8.3.1. 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.
- 8.3.2. 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)

8.3.3. 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.

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

8.3.5. Monetary fines

If a team, member or team player commits one of the following offenses, he is also fined, besides any other penalty. This fine shall be paid by the group whose member committed the infringement, through PVP MEDIA, to the group affected by the infringement. The payment of the fine shall be paid up to 72 hours after notification of the penalty:

-Match Forfeit: 50 euros

-Disconnection before the end of the match: 20 euros per player disconnected

In case both teams commit one or more of the offenses stated above, fines are evenly shared among the other teams competing the same match day.

* * *

9. Glossary & Exhibits

Availability Declaration Form	Exhibit C.
Coach Agreement	The contract between an Organization and their Coach.
Competition 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.
Drop Form	Exhibit D.
EM	Stands for European Masters, the championship for ERL winners.
ERL	European Regional Leagues, including the following Leagues: ERL France, ERL DACH, ERL Nordic, ERL Poland, ERL Spain, ERL UK & Ireland, ERL Balkan, ERL Italy, ERL Portugal, ERL Czech Republic & Slovakia, ERL Greece, ERL Benelux, ERL Baltics.
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, 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).
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.
Free Agent Signing Approval Request Form	Exhibit B.
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	https://docs.google.com/spreadsheets/d/1Y7k5kQ2AegbuyiGwEPsa62e883FYVtHqr6UVut9RC4o/pubhtml#
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: 19 th of November 2019, 17 th of November 2020, 16 th of November 2021
Global Penalty Index	https://esports-assets.s3.amazonaws.com/production/files/rules/Esports_Global_Penalty_Index.pdf
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 Resident	Interregional Movement Policy. A Player is classified as a Resident of a region if the Player has obtained residency status as defined in Rule 1.2.5.
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 1.2.2.

Prohibited Sponsorship	<p>The following is a non-exhaustive list of prohibited sponsors:</p> <ul style="list-style-type: none"> • Any other video game, other video game developer, or publisher • Any video game consoles • Any esports 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 • Beer and wine products
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.
Player Agreement	The contract between an Organization and their Player.
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.
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.)
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.
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.
Trade Approval Request Form	Exhibit A.
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.