



OFFICIAL GLL RULEBOOK

2022 SEASON

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Introduction and Purpose

This document lays out Riot's rules which all tournaments operating under the "European Regional League" banner must abide by. These rules will apply to each of the Teams who have qualified to play in an ERL in 2022. These rules also apply to the Teams' Team Managers & Team Members and other employees but apply only to official League play and not to other competitions, tournaments or organized play of League of Legends. Standardized rules benefit all parties who are involved in the professional play of League of Legends, including the Team Managers, Team Members and Teams. Rules that impact all regions can be seen here: <http://lec.gg/rules>.

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

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

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

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

Rulebook version 0.5 - 01.2022

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

1.2. Residency & Representation.

- 1.2.1. A Player can be an EU Resident (IMP) and an LTR simultaneously.
- 1.2.2. LTRs are defined as players who have fulfilled one or more of the following criteria:
 - 1.2.2.1. The player has legally resided and been primarily present in the competitive area of the ERL for no less than 36 out of the last 60 months immediately prior to their participation in the first game of the applicable competition.
 - 1.2.2.2. The player has played or was on the roster of an ERL or LEC team the majority of applicable matches in an ERL in no less than two of the last three EM-qualifying ERL splits immediately prior to their participation in the first game of the applicable competition. Additionally, a split will count towards the LTR requirement for a player who has been on an ERL or LEC Roster for the majority of the split, even if the player has not been actively participating in the respective ERL, as long as they have not been participating in any other ERL.
 - 1.2.2.3. The player has legally resided and been primarily present in the competitive area of the ERL for at least 36 months after their 13th birthday, defined as having lived 13 full years.
- 1.2.3. If a Player can prove they have not claimed LTR status in any ERL in the past and cannot currently claim LTR status for any ERL using the clauses above, the ERL may grant LTR status to the player at their sole discretion.
- 1.2.4. A Player may only claim LTR status for the ERL region in which they are currently participating. Upon joining another ERL, the Player will have to prove their LTR status for the respective ERL or become a Non-Representative.
- 1.2.5. A Player may only be an LTR of a single ERL at any point in time. A player will not be considered a representative until they have declared themselves as an LTR to the respective ERL.
- 1.2.6. Players are not required to claim LTR status and may choose to remain a Non-Representative despite being eligible.
- 1.2.7. In order to be deemed a Resident, a Player must qualify under two possible scenarios:
 - 1.2.7.1. **Provisional Non-Residents:** A Provisional Non-Resident is a current Non-Resident who has begun accruing time towards becoming a Resident. A Provisional Non-Resident can become a Resident if the Player has legally resided and been primarily present in the

region for no less than 48 months out of the last 72 months immediately prior to such Player's participation in the first Game of the applicable competition.

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

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

1.2.9. Players may prove Residency and LTR eligibility by submitting documentary evidence of eligibility. There are two general categories of evidence: government-issued documentation (e.g., government benefits records, military/draft registration papers) and private documentation (e.g., school records, deeds, leases, homeowner association documents, utility bills, bank records/statements, tax returns, insurance documents, medical records & employment records). Minors may also have a parent or guardian prove Residency or LTR status on their behalf by first, providing documentary evidence of the parent- /guardian-child relationship (e.g., a birth certificate) and second, submitting documentary evidence belonging to the parent/guardian, as outlined above.

1.2.10. 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.

1.4. Player & Team Eligibility

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

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

1.4.1.2. For Tournament/Circuit formats - 50% of the tournaments in the circuit They will be considered locked into that League. Players that are locked into a League may only transfer in between splits.

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

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

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

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

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

- 1.5.1. Prior to a Team Member being deemed eligible to participate in the ERL, Teams must submit details of all active League of Legends accounts used in the last 6 months, including user/summoner name and server region, to League Officials. Failure to do so may result in penalties.
- 1.5.2. The behaviour check will analyze the Team Member's behaviour record across all accounts on the live servers and determine whether or not they are in line with the standards we expect from Players in the ERL.
- 1.5.3. League Officials will inform Teams of their Team Members' eligibility upon completion of the vetting. This process may take up to 72 hours (96 hours for Non-Accredited Leagues).
- 1.5.4. If a Team Member is deemed ineligible, a report containing information on why the Team Member did not pass vetting will be compiled. League Officials may share this report with the Team upon receiving written permission from the Team Member. The Team Member may also receive further sanctions depending on the severity of the case.
- 1.5.5. Team Members deemed eligible may still be subject to official sanctions such as warnings, suspensions and/or fines based on the results of the behaviour check.
- 1.5.6. Teams may request to modify their ERL Roster. The request must be submitted to a League Official at least 72 hours before the start of the first game of their ERL in any given Competition Week and its approval is at the sole discretion of the League. As an exception to the above, shifts between the LEC and ERL Roster of an LEC Team may be requested up until 24 hours before the start of the Competition Week.

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 ERL ENTITY HERE any of their respective affiliates. "Affiliate" is defined as any person or other entity which owns or controls, is under the ownership or control of, or is under common ownership or control, with the named Riot entities above. "Control" shall mean the power, through any means, to determine the policies or management of an entity, whether through the power to elect, appoint or approve, directly or indirectly, the directors, officers, managers or trustees of such entity or otherwise.

1.7. Eligibility & Release form

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

2. Ownership

2.1. Ownership Restrictions

- 2.1.1. In order to preserve the integrity of official League play, the Team Managers, or affiliates thereof, shall not have an interest in more than one ERL Team participating in a European Regional League, as defined below:
An "Interest" in or with a ERL Team means any of the following: (i) a direct or indirect financial interest in, or financial relationship with, such ERL Team, whether by legal or beneficial ownership, control, contractual relationship, loan agreement, or otherwise (including, for the avoidance of doubt, any buyback provision, right of first purchase, voting rights agreement, lien, deferred, reversion or security interest); or (ii) status as an officer, director, employee, stockholder, owner, affiliate, representative, agent, consultant, or advisor of such ERL Team, or any other role whereby a person participates, directly or indirectly, in the financing, operation, marketing, or management of such ERL Team or its assets.

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

- 2.1.2. An Organization or Team may only own one ERL Team across all European Regional Leagues. The scope of ERL is defined as the 1st and 2nd Division of an ERL region.
- 2.1.3. Organizations or Teams are only allowed to participate in one ERL per Season. Any changes can only take effect between Seasons and must follow the procedures and timeline outlined by the ERL Officials. An Organization or Team must receive approval from both the future ERL Officials and Riot Officials for the change to occur.

2.2. Recognition of Ownership

- 2.2.1. The League shall have the right to make final and binding determinations regarding Team ownership, issues relating to the multiple Team restriction and other relationships that may otherwise have an adverse impact on the competitive integrity of the ERL. Any person that petitions for ownership into the ERL can be denied admission at the sole discretion of the League. Team Owners agree that they will not contest any final determination of the League in connection therewith.
- 2.2.2. If an Owner is found to have any financial interest or benefit or any level of influence in another Team, the Owner will be required to immediately divest said interest in one of the two Teams and may be subject to punishment by the League.
- 2.2.3. Ownership of a Team competing in an ERL or EM should be clearly indicated by the starting lineup or Organization to ERL officials.

3. Rosters

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

- 3.1.1. Each ERL Team is required to maintain at least five Players across their Roster during the entirety of each ERL Split.
- 3.1.2. **For Accredited Leagues:** Additionally to the five Players, each team is required to maintain a Substitute Player and a Coach for the entirety of the split.
- 3.1.3. An LEC Secondary Team Player cannot be part of their Team's LEC and ERL Roster at the same time. As an exception to this, Teams will be allowed to designate up to two Players from their ERL Roster for their LEC Roster if those Players are not considered Veterans.
- 3.1.4. A Team's ERL Roster can have a maximum of ten Players.
- 3.1.5. **For Accredited Leagues:** Teams will be required to have a minimum of two Locally-Trained Representatives (LTR) and three EU Residents (IMP) on their Starting Line-up at all times. Teams will also be required to have a minimum of three LTRs and four EU Residents (IMP) on their Roster.
- 3.1.6. **For Non-Accredited Leagues:** Teams will be required to have a minimum of two Locally-Trained Representatives (LTR) and three EU Residents (IMP) on their Starting Line-up at all times. Teams will also be required to have a minimum of three LTRs and four EU Residents (IMP) on their Roster if the Roster has six or more Players.

- 3.1.7. A Team's ERL Starting Line-up cannot include more than two Veterans at any given time.
- 3.1.8. A Team will be allowed a Roster of six to seven Players as their Play-Offs-Roster and are required to maintain four EU Residents and three LTRs in their Play-Offs-Roster.
- 3.1.9. A team shall maintain their Summer Split roster for their relegation tournament. This applies both to Division 1 and Division 2 rosters which teams declared for the Summer Split roster lock.
- 3.1.10. **Pro Am Roster:** Teams shall keep three out of five players in their Pro Am Starting Lineup at all times from their Summer Split roster who played in the most recent match the Team participated in.
- 3.1.11. A Team Member will not be allowed to compete for more than one Organization simultaneously and cannot be listed on the Roster of more than one Team. As an exception to this rule, ERLs which have Academy Teams in their 2nd division may allow 1st division teams to designate players from their 2nd Division roster to play in 1st division. If a Player played 50% of matches in ERL 1st division in a split (Regular Season), he is not allowed to play in 2nd division for that split. This rule applies only to 2nd division players. 1st division players are not allowed to be used in 2nd division.
- 3.1.12. A Team Member cannot have a contractual or financial arrangement with another Team unless explicitly allowed by the League in writing. Team Coaches may be allowed to work with other teams - subject to Riot's approval. Team Coaches may only seek to work with Teams outside of 1st and 2nd Division, if written permission is given by the League.
- 3.1.13. A Team Member is only allowed to compete for the one Organization they have a contract with. A Team Member can only be contracted to one Team globally, and if the Team Member currently has a contract with a Team in another region, the Team Member must disclose that information to ERL Officials. A Team Member cannot have a contractual or financial arrangement with another Team unless explicitly allowed by the League in writing. To clarify, loans are not allowed.
- 3.1.14. **For Accredited Leagues:** To verify that these Team Members are officially under contract, each Team must submit the Summary Sheet from their Team Member Agreement for each Team Member they wish to designate as under contract. The Summary Sheet is itself not a Team Member Agreement but rather a summary of some key terms needed by the League to verify eligibility and confirm agreement by the Team Member and the Team. In all instances of conflict between the Summary Sheet and the Team Member Agreement, where the Team Member Agreement is compliant with the requirements outlined in the Team Participation Agreement, the League reserves the right to interpret the Summary Sheet as superseding.
- 3.1.15. All Team Member Agreements have to adhere to the following:
- They must not include any non-compete, right of first refusal or other similar provision that restricts a Team Member from joining another esports team, organization or company after the expiration or termination of the Team Member Agreement.
- They must include an option to terminate the Team Member Agreement on the part of either party in the event that the other party commits a material breach of the Team Member Agreement that is not cured within thirty days of written notice from the non-breaching party.
- They must not include any automatic, deemed renewal, or "renewal by silence" provisions that extend the term of the Team Member Agreement without the express written approval of the Team Member.
- They must include an option to immediately terminate the Team Member Agreement on the part of the Team Member in the event that the respective Team's Team Participation Agreement is terminated by the League; or the Team Member is officially removed from the Team as triggered

by removal from the Global Contract Database.

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

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

- 3.1.16. 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.
- 3.1.17. In the case of extenuating circumstances, such as temporary visa issues, a competitive suspension or a medical emergency the roster requirements may be waived temporarily. Grant of this waiver is at the sole discretion of the League.

3.2. Non-Competitive Language

- 3.2.1. Teams may not enter into any agreements, arrangements or conduct that have as their object or effect any non-compete, right of first refusal or other similar provision that restricts the Team Member from joining another esports team, organization, or company after the expiration or termination of the Team Member Services Agreement.
- 3.2.2. Teams may not enter into an agreement with another team or other third party that results in any party acquiring the ability to influence in employment, performance, or Team Member transfer related matters the independence of any team.

3.3. Roster Modification

- 3.3.1. At a time designated by League Officials before the start of each Split, each Team must submit their ERL Rosters. If a Team Manager intends to modify a Roster, the Team Manager must submit requests in compliance with these rules. The request must be submitted in advance of the proposed effective date of any such change, at the earliest possible date and time. A Team will not be allowed to start a Player for the first week of the respective Split that is not on a Roster that was declared on this date.
- 3.3.2. The Team Member designated by the Team will be responsible for Roster management and document submissions. The Team Member is authorized to make changes to the Roster using one of the following methods: (1) Trading Players with other Teams; (2) Signing Free Agents; (3) Releasing Players from the Roster.
- 3.3.3. **For Accredited Leagues:** For a Player to be removed from a Team's Roster, the respective Player's Player Agreement must be terminated.
- 3.3.4. **For Accredited Leagues:** For a Team Member to be removed from a Team Roster, the respective Team Member's Team Member Agreement must be terminated.
- 3.3.5. **For Accredited Leagues:** The Team's Rosters will be displayed in the Global Contract Database. The Global Contract Database will be updated once authorized Roster changes have been confirmed by League Officials. The Roster in the Global Contract Database will be considered the most up-to-date roster and Teams are responsible to notify League Officials if their current Roster is not accurately reflected.

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

3.4. Substitutions

- 3.4.1. Player substitutions have to result in Teams having eligible Rosters.
- 3.4.2. A team may substitute a player within a match (i.e. between games of a best-of-three or best-of-five) or between games in the best-of-one rounds given any of the teams participating is playing back to back games. The team must notify a League Official and have the substitution approved immediately following the previous game, no later than 5 minutes after the explosion of the Nexus. For example, if a team wishes to substitute a player for game 2, then the point of contact must notify a League Official no later than 5 minutes following game 1.
- 3.4.3. In the event of an emergency, a Team may be given extra time to find an immediate Substitute from their Roster for a Game. If a replacement cannot be found, the Team will forfeit. League Officials will determine if an event qualifies as an emergency.
- 3.4.4. For any offline stages (if applicable), teams must have at least one substitute present at all times.

3.5. Coaches

- 3.5.1. **For Accredited Leagues:** Teams are required to register a Head Coach with the League. In addition Teams may register up to three other Coaches as either Strategic Coaches, Assistant Coaches or Performance Coaches.
- 3.5.2. **For Non-Accredited Leagues:** Teams are not required to register any Coaches, but are allowed to register a Head Coach with the League. In addition Teams may register up to three other Coaches as either Strategic Coaches, Assistant Coaches or Performance Coaches.
- 3.5.3. The Coach can either be a registered Coach or a substitute for the Team.
- 3.5.4. In the event of an emergency, the Team can designate an interim coach. Whether or not an event qualifies as an emergency is determined at the sole discretion of the League Officials. The interim coach can be a Team Manager.

3.6. EM Implications

- 3.6.1. An ERL Team must retain at least three players from the starting lineup that played the most recent match in their respective ERL Play-Offs in order to claim any slot in the European Masters event.
- 3.6.2. 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.

3.7. Free Agents & Free Agency

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

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

- 3.7.2. Free Agency period for the 2023 Season will start on 22nd November 2022.
- 3.7.3. **Pro Am Roster:** As an exception Players that have played less than 50% of an ERL, have not played in any Professional league in the most recent Split, and are not veterans are allowed to be signed for the Pro-Am Tournament, as long as their contracts do not extend past the upcoming Free Agent Signing Opening.
- 3.7.4. A Free Agent is a Player eligible to participate in the LEC or an ERL and who either has not yet signed a valid written Player Agreement with a Team or has been released from a Team or has had a contract expire without renewal.
- 3.7.5. **For Accredited Leagues:** If a Team intends to drop a Team Member from the Roster during the Split, the Team has to submit the Drop Form for that Team Member at least 72 hours before the Free Agent Signing Deadline of that Split. Contract expirations after the Free Agent Signing Deadline are allowed.
- 3.7.6. **For Non-Accredited Leagues:** If a Team intends to drop a Team Member from the Roster during the Split, the Team has to inform the League at least 72 hours before the Free Agent Signing Deadline of that Split. Contract expirations after the Free Agent Signing Deadline are allowed.
- 3.7.7. Team Members who have participated in any aspect of a Professional or Accredited League in the most recent Split cannot enter into any new oral or verbal commitment, financial arrangement, or contractual arrangement after the Summer Split Free Agency Signing Deadline closes and before the Global Contract Window opens with any Organization owning a Professional or Accredited Team if that commitment extends past the Global Contract Window, or otherwise impacts the Player's status once the Global Contract Window opens.
- 3.7.8. As an exception to the Free Agency restrictions Teams are able to sign Players to their Reserve Roster between the Spring Split Free Agent Signing Deadline and the Summer Split Free Agent Signing Opening if the respective Player is not participating in an ERL or EM. Players who are added to a Team's Roster in this timeframe are ineligible to play for the Team until the Summer Split Free Agent Signing Opening.
- 3.7.9. No official ERL Match may occur between the Spring Free Agency opening and January 1st of the following year.

3.8. Summoner Names

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

- 3.8.3. All team tags, team names and Summoner Names must be approved by League Officials in advance of use in play. Name changes must be approved by League Officials prior to use in-game. League Officials reserve the right to deny a team name if it does not reflect the professional standards sought by the League and the Team will be required to change their name.

3.9. Trades

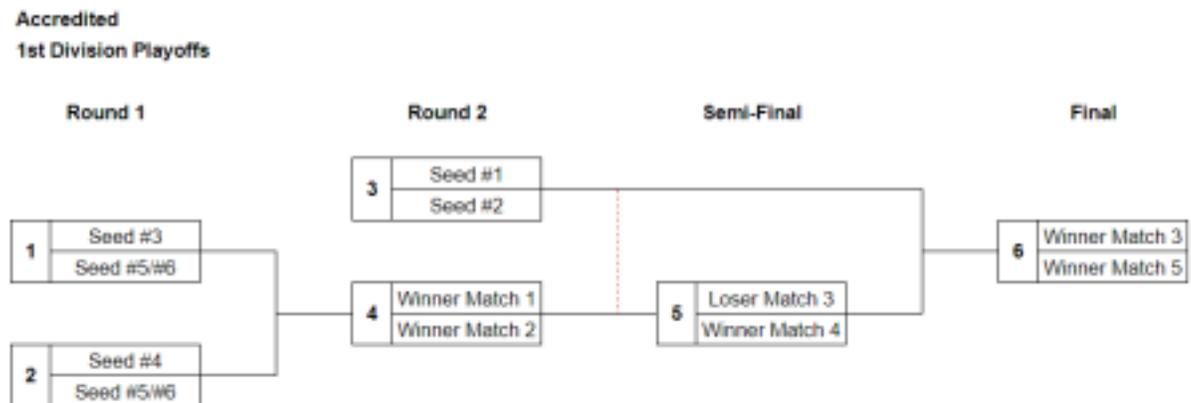
- 3.9.1. Teams may trade Players on their Team Roster with other Teams. Trades are not limited in quantity, can be asymmetrical and can involve cash or other considerations as part of the trade.
- 3.9.2. Trades may be made effective as early as the Free Agent Signing Opening and must become effective no later than the Free Agent Signing Deadline. As an exception, see 3.7.7.
- 3.9.3. European Players may be traded for any Players within any region and vice-versa.
- 3.9.4. Trade requests must be submitted to League Officials by a Team in advance, in writing, using the Trade Approval Request Form. Trade requests must be approved by the League, in writing, before becoming effective.

4. Competition Format

4.1. Accredited Leagues

- 4.1.1. The Competitive season for Accredited Leagues will consist of Spring and Summer Splits which will end with respective split Play-Offs.
- 4.1.2. 1st Division Regular Season
 - 4.1.2.1. 10 teams will participate in the league. In the Regular Season, Teams will face every other Team in a Best-of-1 double round robin format every Split.
 - 4.1.2.2. The right for side selection during the Regular Season will be pre-selected by the League ensuring each Team will have side selection against every opposing Team once.
 - 4.1.2.3. The Top 6 Teams at the end of the Split will qualify for Play-offs.
 - 4.1.2.4. Standings in the league will be determined by the amount of Matches won. Each position on the standings will be awarded with Championship points.
 - 4.1.2.5. Championship points will be used to determine seedings for Pro-Am Tournament at discretion of the League.
 - 4.1.2.6. Championship points shall be used to determine bottom 2 Teams for the promotion/relegation Tournament as well as seeding for the promotion/relegation tournament.
 - 4.1.2.7. Championship points are awarded based on Play-off results for Teams participating in Play-offs, while remaining Teams will receive Championship Points based on their regular Season standings.
- 4.1.3. **1st Division Play-Offs**
 - 4.1.3.1. The Play-Offs will take place after the Spring and Summer Split respectively. The Top 6 Teams will play in a Seeded Double Elimination Bracket, with each match being a Best-of-5.

- 4.1.3.2. In the Play-Offs the higher seed will have side selection for the first Game in a series. For all Games after the first, the losing Team of the previous Game will have side selection.
- 4.1.3.3. Round One:
- Match 1 (Bo5): Seed #3 vs. Seed #5/#6 (Seed #3 chooses Opponent).
 - Match 2 (Bo5): Seed #4 vs Seed 5/#6 (Seed #4 faces remaining Opponent). Seed #3 will be required to submit their choice of opponent no later than five minutes after the conclusion of the final game of the Regular Season. If Seed #3 is playing in that final game, the deadline will be extended to 15 minutes after the conclusion of that game.
- 4.1.3.4. Round Two:
- Match 3 (Bo5): Seed #1 vs. Seed #2
 - Match 4 (Bo5): Winner Match 1 vs. Winner Match 2.
- 4.1.3.5. Semi-Final (Bo5):
- Loser Round 2, Match 1 vs Winner Round 2, Match 2.
- 4.1.3.6. Final (Bo5):
- Winner Round 2, Match 1 vs Winner Semi-Final.
- Graphical presentation



4.1.4. 2nd Division Regular Season

- 4.1.4.1. 10 teams will participate in the league. In the Regular Season, Teams will face every other Team in a Best-of-1 double round robin format every Split.
- 4.1.4.2. The right for side selection during the Regular Season will be pre-selected by the League ensuring each Team will have side selection against every opposing Team once.
- 4.1.4.3. The Top 6 Teams at the end of the split will enter the Playoffs.
- 4.1.4.4. Standings in the league will be determined by the amount of Matches won. Each position on the standings will be awarded with Championship points.
- 4.1.4.5. Championship Points shall be used to determine the top 2 and bottom 2 Teams for the promotion/relegation tournament as well as seeding for the promotion/relegation tournament.
- 4.1.4.6. The top 2 Teams will enter the promotion tournament after the conclusion of the Summer Split.
- In case where Academy Teams reach the playoffs - their spot will be given to the next eligible team in descending ranking order.

- In case both tied for 5th place teams in the Playoffs advance to the promotion tournament due to rules of succession, both teams must play a single Best-of-3 to determine higher seed. Side selection priority will be given to the team with the higher seeding from the Regular Season.

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

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

4.1.5. 2nd Division Play-Offs

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

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

4.1.5.3. Round One:

- Match 1 (Bo5): Seed #3 vs. Seed #5/#6 (Seed #3 chooses Opponent).
- Match 2 (Bo5): Seed #4 vs Seed 5/#6 (Seed #4 faces remaining Opponent). Seed #3 will be required to submit their choice of opponent no later than five minutes after the conclusion of the final game of the Regular Season. If Seed #3 is playing in that final game, the deadline will be extended to 15 minutes after the conclusion of that game.

4.1.5.4. Round Two:

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

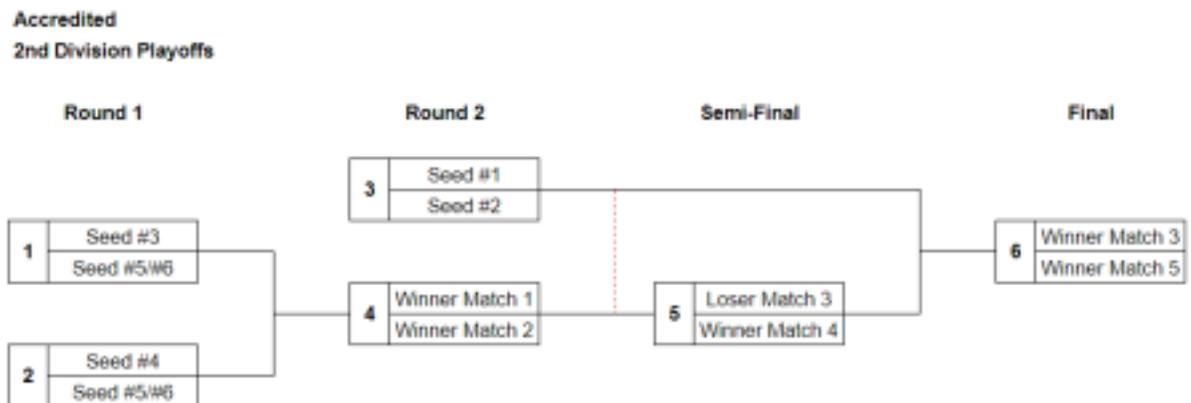
4.1.5.5. Semi-Final (Bo5):

- Loser Round 2, Match 1 vs Winner Round 2, Match 2.

4.1.5.6. Final (Bo5):

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

Graphical presentation



4.1.6. Promotion/Relegation

- 4.1.6.1. **For 1st Division.** The tournament will take place after the Summer Split. **For 2nd Division.** The tournament will take place after the Summer Split. At League discretion, an additional promotion/relegation tournament can be organized after the Spring split.
- 4.1.6.2. **For 1st Division.** For promotion into 1st Division, use the format below. **For 2nd Division.** For promotion into 2nd Division, use the format below, regardless if top 2 teams come from a 3rd Division or Open Qualifiers.
- 4.1.6.3. The bottom 2 Teams from the higher division and the top 2 Teams from the lower division or qualifier will face each other in a Double Elimination format. Matches will be Best-of-5.
- 4.1.6.4. Teams from the higher division will have side selection priority. If teams from the same division match, the team with the higher seed will have side selection priority.
- 4.1.6.5. Round One:
 - Match 1 (Bo5): Division 1 #9 vs. Division 2 #2.
 - Match 2 (Bo5): Division 1 #10 vs. Division 2 #1.
- 4.1.6.6. Round Two:
 - Match 3, (Bo5): Loser Match 1 vs. Loser Match 2.
 - Match 4 (Bo5): Winner from Match 1 vs Winner from Match 2.
- 4.1.6.7. Round Three:
 - Match 5 (Bo5): Loser Match 4 vs. Winner Match 3
- 4.1.6.8. The winners from Match 4 and Match 5 are promoted into the higher division. Graphical presentation

Promotion & Relegation



4.2. Non-Accredited Leagues

- 4.2.1. The Competitive season for Non-Accredited Leagues will consist of Spring and Summer Split which will end with respective split Play-Off.
- 4.2.2. 1st Division Regular Season
- 4.2.2.1. 8 teams will participate in the league. In the Regular Season, Teams will face every other Team in a Best-of-1 double round robin format every Split.
- 4.2.2.2. The right for side selection during the Regular Season will be pre-selected by the League ensuring each Team will have side selection against every opposing Team once.
- 4.2.2.3. The Top 4 Teams at the end of the split will enter the Playoffs.

- 4.2.2.4. Standings in the league will be determined by the amount of Matches won. Each position on the standings will be awarded with Championship points.
- 4.2.2.5. Championship points will be used to determine seedings for Pro-Am Tournament at discretion of the League.
- 4.2.2.6. Championship points shall be used to determine bottom 2 Teams for the promotion/relegation Tournament as well as seeding for the promotion/relegation tournament.
- 4.2.2.7. Championship points are awarded based on Play-off results for Teams participating in Play-offs, while remaining Teams will receive Championship points based on their regular Season standings.

4.2.3. 1st Division Play-Offs.

- 4.2.3.1. The Play-Offs will take place after the Spring and Summer split respectively. The Top 4 Teams will play in the Page-McIntyre/Page-Playoff system, with each match being a Best-of-5.
- 4.2.3.2. In the Play-Offs the higher seed will have side selection for the first Game in a series. For all Games after the first, the losing Team of the previous Game will have side selection.
- 4.2.3.3. Round 1
 - o Match 1 (Bo5): Seed #1 vs. Seed #2
 - o Match 2 (Bo5): Seed #3 vs. Seed #4
- 4.2.3.4. Semi-Final (Bo5)
 - o Loser Match 1 vs. Winner Match 2
- 4.2.3.5. Final (Bo5)
 - o Winner Match 1 vs. Winner Match 3

Graphical presentation

**Non-Accredited
1st Division Playoffs**



4.2.4. 2nd Division Regular Season (if applicable)

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

- 4.2.4.2. The right for side selection during the Regular Season will be pre-selected by the League ensuring each Team will have side selection against every opposing Team once.
- 4.2.4.3. The Top 4 Teams at the end of the split will enter the Playoffs.
- 4.2.4.4. Standings in the league will be determined by the amount of Matches won. Each position on the standings will be awarded with Championship points.
- 4.2.4.5. Championship Points shall be used to determine the top 2 and bottom 2 Teams for the promotion/relegation tournament as well as seeding for the promotion/relegation tournament.
- 4.2.4.6. The top 2 Teams will enter the promotion tournament after the conclusion of the Summer Split.
 - In case where Academy Teams reach the playoffs - their spot will be given to the next eligible team in descending ranking order.
 - In case both tied for 5th place teams in the Playoffs advance to the promotion tournament due to rules of succession, both teams must play a single Best-of-3 to determine higher seed. Side selection priority will be given to the team with the higher seeding from the Regular Season.
- 4.2.4.7. The bottom 2 Teams will enter the relegation tournament after the conclusion of the Summer Split..
- 4.2.4.8. Championship points are awarded based on Play-off results for Teams participating in Play-offs, while remaining Teams will receive Championship points based on their regular Season standings.

4.2.5. 2nd Division Play-Offs

- 4.2.5.1. The Play-Offs will take place after the Spring and Summer split respectively. The Top 4 Teams will play Best-of-5 matches in the Page-McIntyre/Page-Playoff system.
- 4.2.5.2. In the Play-Offs the higher seed will have side selection for the first Game in a series. For all Games after the first, the losing Team of the previous Game will have side selection.
- 4.2.5.3. Round 1
 - Match 1 (Bo5): Seed #1 vs. Seed #2
 - Match 2 (Bo5): Seed #3 vs. Seed #4
- 4.2.5.4. Semi-Final (Bo5)
 - Loser Match 1 vs. Winner Match 2
- 4.2.5.5. Final (Bo5)
 - Winner Match 1 vs. Winner Match 3
 - Both finalists qualify to play promotion, while the winner has the higher seed

Graphical presentation

4.2.5.6.

4.2.6. Promotion/Regulation

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

Non-Accredited 2nd Division Playoffs



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

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

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

4.2.6.5. Round One:

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

4.2.6.6. Round Two:

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

4.2.6.7. Round Three:

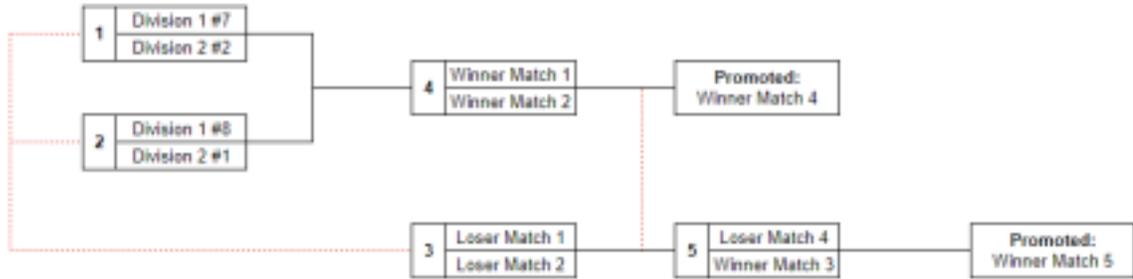
- Match 5 (Bo5): Loser Match 4 vs. Winner Match 3

4.2.6.8.

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

Graphical presentation

Non Accredited
Relegation & Promotion



4.3. Championship Points

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

4.3.2. Championship Points Distribution (Accredited Leagues):

Position	Spring Split	Summer Split
1st	180	240
2nd	135	180
3rd	105	140
4th	75	100
5th	60	80
6th	45	60
8th	18	24
9th	12	16
10th	0	0

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

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

4.3.4. 1st Division

- 4.3.4.1. Championship points are used to determine the top 2 and bottom 2 after each ERL Season.
- 4.3.4.2. Championship points may be used as a determining factor for seeding in other regional tournaments, at the League's discretion.
- 4.3.4.3. The bottom 2 Teams with the least Championship points will be participating in the promotion/relegation Tournament to be held after the completion of the ERL Season. Championship points will be the determining factor for seeding.

4.3.5. 2nd Division

- 4.3.5.1. Championship points are used to determine the top 2 and bottom 2 after each ERL Season.
- 4.3.5.2. The top 2 Teams with the most Championship points will be participating in the promotion/relegation Tournament to be held after the completion of the ERL Season. Championship points will be the determining factor for seeding.
- 4.3.5.3. The bottom 2 Teams with the least Championship points will be participating in the promotion/relegation Tournament to be held, at the discretion of the League, at the end of each split or at the completion of the ERL Season. Championship points will be the determining factor for seeding.

4.4. Tiebreaker Rules

- 4.4.1. In the event that two Teams are tied in the standings at the conclusion of the Regular Season Split, the tie will be broken by their head-to-head record. If those Teams have an identical head-to-head record, the tie will be broken by wins in the second half of the Split, with the Team having more wins in the second half of the Split being granted the higher place. If after this the teams are still tied, the Teams will play a tiebreaker-game. Side selection will be awarded to the Team with the lower Victory Time in the Regular Season Games between those Teams.
- 4.4.2. If three or more Teams are tied, the head-to-head record of all Teams against all other Teams involved in the tiebreaker will be considered. If one or more Teams have won/lost more than 50% of the Matches in aggregate against every Team in the tiebreaker, they are automatically

granted the higher/lower place(s) available in the tiebreaker, and a new tiebreaker is declared amongst the remaining Teams. If the Teams have an identical amount of Games won, the wins in the second half of the Split will be taken into account, with the Teams having more wins in the second half of the Split being granted the higher seeds. If after this the Teams are still tied, then the following structures will be used depending on the amount of Teams in the tiebreaker.

- 4.4.3. 3-way-tie:
A single round-robin will be played among the three Teams. If this does not result in hierarchical standings of Teams, then the three Teams will be drawn into a single-elimination bracket where the Team with the lowest Victory Time from the single round-robin tiebreaker games has a bye into the finals.
- 4.4.4. 4-way-tie:
The Teams will be drawn into two first-round matches (Game 1 and Game 2) based on their Victory Time. The winners of Game 1 and Game 2 will then face off in Game 3 while the losers face off in Game 4. The winner of Game 3 will be awarded the highest standing being decided by the tiebreaker, and the loser of Game 3 will be awarded the next highest standing being decided by the tiebreaker. The winner of Game 4 will be awarded the next highest standing being decided by the tiebreaker and the loser of Game 4 will be awarded the lowest standing being decided by the tiebreaker.
- 4.4.5. 5-way-tie:
The Teams will be drawn into a single-elimination bracket based on their Victory Time, where there is a play-in between the two Teams with the highest Victory Time for the fourth semi-final spot. The tournament will require a 3rd-place Game to determine 3rd/4th place.
- 4.4.6. 6-way-tie:
The Teams will be drawn into a single-elimination bracket based on their Victory Time, where the two Teams with the lowest Victory Time have a bye into the semi-final round. The tournament will require a 3rd-place Game to determine 3rd/4th place.
- 4.4.7. 7-way-tie:
The Teams will be drawn into a single-elimination bracket based on their Victory Time, where the Team with the lowest Victory Time has a bye into the semi-final round. The tournament will require a complete loser's bracket to determine seeding for all slots.
- 4.4.8. 8-way-tie:
The Teams will be drawn into a single-elimination bracket based on their Victory Time. The tournament will require a complete loser's bracket to determine seeding for all slots.
- 4.4.9. 9-way-tie:
The Teams will be drawn into a single-elimination bracket based on their Victory Time, where there is a play-in-game between the two Teams with the highest Victory Time. The tournament will require a complete loser's bracket to determine seeding for all slots.
- 4.4.10. 10-way-tie:
The Teams will be drawn into a single-elimination bracket based on their Victory Time, where there are two play-in-games between the four Teams with the highest Victory Time. The tournament will require a complete loser's bracket to determine seeding for all slots.
- 4.4.11. If multiple Teams are tied in Championship points at the conclusion of the Summer Split, then the Team which gained the most Championship points in the Summer Split will be considered the higher seed. If two Teams gained the same amount of Championship points in the Summer Split, then their Summer Split Regular Season standings after the tiebreaker games will be used to break the tie.
- 4.4.12. All tiebreaker-games will be played as single Best-of-1 Games.

- 4.4.13. Tiebreaker-games will be scheduled at the sole discretion of the League.
- 4.4.14. For all tiebreaker-games the right for side selection will be determined by the lower Victory Time throughout the Regular Season of the applicable Split.
- 4.4.15. If the Victory Time is identical for multiple Teams, the hierarchy will be determined by a coin flip.
- 4.4.16. Tiebreaker games will not be played if their outcome will not have any competitive implications.
- 4.4.17. If exactly two Teams are tied for fifth place after the conclusion of the Regular Season no tiebreaker-game will be played and the fifth place will be awarded to the Team with the lower Victory Time.

4.5. Side Selection Rules

- 4.5.1. For the first Matchday of the week in Regular Season all Teams are required to submit their side selection 24 hours before the scheduled start of the first Match of the first broadcast day.
- 4.5.2. For the second and any other Matchday of the week in Regular Season all Teams are required to submit their side selection no later than 24 hours before the scheduled start of the first Match of the Matchday or no later than 15 minutes after the conclusion of the last Game on the previous day, whichever is later.
- 4.5.3. For the first Game of a Match in Play-offs Teams are required to submit their side selection 24 hours before the scheduled start of the first scheduled Match of the broadcast day. In case an ERL Match occurs on the day on which the side selection is due, the side selection deadline will shift to 15 minutes after the conclusion of the last Game on that day.
- 4.5.4. For all other Games of a Match the Teams must notify a League Official of their side selection no later than 5 minutes after the conclusion of the previous Game.
- 4.5.5. For all tiebreaker-games side selection must be submitted five minutes after the conclusion of the game which determined the tiebreaker scenario.
- 4.5.6. Tournament Officials can shift these deadlines at their discretion by informing affected Teams. If no decision is submitted in time, selection will default to blue side.

5. Competition Schedule

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

5.2. Accredited ERLs

- 5.2.1. Spring Split start: January 10, 2022
- 5.2.2. Spring Split Play-Off: March 1-31, 2022
- 5.2.3. Summer Split start: May 30, 2022
- 5.2.4. Summer Split Play-Off: August 1-21, 2022

5.3. Non-Accredited ERLs

- 5.3.1. Spring Split start: January 17, 2022
- 5.3.2. Spring Split finals: March 07-27, 2022
- 5.3.3. Summer Split start: June 06, 2022

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

5.4. Promotion / Relegation

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

5.5. Pro-Am Tournament

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

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

6. Finance

6.1. Sponsors

6.1.1. A Team has the ability to acquire sponsors. Restrictions on sponsorship acquisition are defined by the applicable ERL rules. The Team is obligated to notify the League of the intended acquisition of a new sponsor before the acquisition is finalized. If the sponsorship is classified as a Prohibited Sponsorship, then the sponsorship may not be displayed by the Players during the use or play of League of Legends, adjacent to League of Legends related material, the LEC, ERL, EM, or any other Riot-affiliated event.

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

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

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

7. Additional Provisions

7.1. Publishing

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

7.2. Finality of decisions

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

7.3. Right of modification

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

8. Match Process

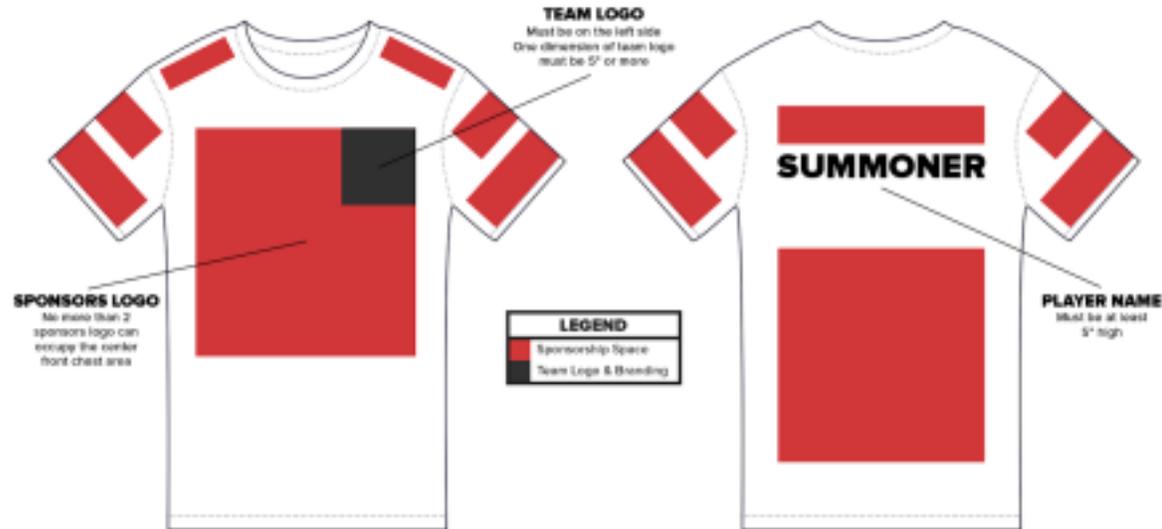
8.1. Clothing & Apparel

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

- 8.1.2. All Players on the Starting Line-up must wear closed-toe shoes and matching jerseys & pants. The attire will require approval from the League.
- 8.1.3. Jerseys may have a collar, a hood, short or long sleeves and need to be polyester-based. Cotton-based or cotton-blend materials are not acceptable. Exceptions to this rule for legitimate medical reasons will be granted at the discretion of the League on a case-by-case basis.
- 8.1.4. Outerwear, including hoodies and jackets may only be worn onstage if they are official Team gear, have official Team branding on the front, are the same colors as all other outerwear being worn on stage by the Team and only use official Team colors represented on the Team's approved jersey. A jersey with a hood can be considered a jersey and not outerwear.
- 8.1.5. Team Members may wear apparel with multiple logos, patches or promotional language. All decisions in regard to apparel are at the sole discretion of the League. Objectionable or offensive examples below are listed for illustrative purposes only:
 - 8.1.5.1. Containing any false, unsubstantiated, or unwarranted claims for any product or service, or testimonials, the League considers unethical.
 - 8.1.5.2. Advertising any non-"over the counter" drug, tobacco product, firearm, handgun or ammunition.
 - 8.1.5.3. Containing any material constituting or relating to any activities which are illegal in any League region, including but not limited to, a lottery or an enterprise, service or product that abets, assists or promotes gambling.
 - 8.1.5.4. Containing any material that is defamatory, obscene, profane, vulgar, repulsive or offensive, or that describes or depicts any internal bodily functions or symptomatic results of internal conditions, or refers to matters which are not considered socially acceptable topics.
 - 8.1.5.5. Advertising any pornographic website or pornographic products.
 - 8.1.5.6. Containing any trademark, copyrighted material or other element of intellectual property that is used without the owner's consent or that may give rise to, or subject the League or its affiliates to, any claim of infringement, misappropriation, or other form of unfair competition.
 - 8.1.5.7. Disparaging or libeling any opposing Team or Player or any other person, entity or product.

8.1.6. **Jersey Guidelines:**

- 8.1.6.1. All ERL jerseys shall comply with all of the following.:
 - **Red - Sponsorship Space**
 - **Black - Team Logo & Branding Legend:**
 - **Team Logo:** Must be on the left side. One dimension of the team logo must be 5" or more.
 - **Sponsors Logo:** No more than 2 sponsors logo can occupy the center front chest area.
 - **Player Name:** Must be at least 5" high.



ERL Jersey visual sample

- 8.1.7. The chest area of the jersey needs to feature the team name/logo and can feature up to two sponsors. The equivalent area on the back of the jersey is reserved for team branding and Summoner Name.
- 8.1.8. Sponsor logos may be placed on the shoulders, sleeves, collar bones as well as the area below the chest and the corresponding area on the back of the jersey. No ERL or Riot Games logos may be used on jerseys except for the spaces dictated by the League.
- 8.1.9. Long-sleeved shirts of cotton or athletic material may be worn underneath the Team jerseys. The under-jersey apparel must be either Team colors or a neutral color. Sponsors will only be allowed on this attire if the design has been previously submitted and approved by the League.
- 8.1.10. Coaches must wear, at a minimum, business casual attire while at the studio. Business casual is defined as clothing suitable for the environment. Examples of this include simple polo t-shirts with a Team logo, buttoned shirts, suit jackets, jeans, trousers. Business casual does not include: athletic wear and team- and sponsor-branded apparel, beyond what is specifically mentioned above.
- 8.1.11. All apparel must conform to the League Branding and Style Guide.
- 8.1.12. Hats or any headwear that would block the headset covering the ears are not allowed without prior written approval of the League..
- 8.1.13. A Player may not cover their face or attempt to conceal his or her identity from League Officials. League Officials must be able to distinguish the identity of each Player at all times and may instruct Players to remove any material that inhibits the identification of Players or is a distraction to other Players or League Officials.
- 8.1.14. The League reserves the right to refuse entry or continued participation in the Match to any Team Member who does not comply with the apparel rules.
- 8.1.15. Headphones must be placed directly on a Player's ears, and must remain there for the duration of the Game. Players shall not obstruct the placement of headphones by any method. This includes placing any item, excluding glasses, between the headphones and the Player's ears.

8.2. Tournament Realm Accounts

- 8.2.1. 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.

8.3. Patch

- 8.3.1. Matches during the 2022 Season will be played on the respective patch available on the Live Server, once a sufficient testing period has occurred. Changes to the competitive patch and champion availability will be at the sole discretion of the League.
- 8.3.2. Champions which have not been available on the live server for more than two weeks will be automatically restricted. Champions that have undergone reworks will be enabled at the sole discretion of the League.

8.4. Scheduling

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

8.5. Punctuality

- 8.5.1. During the regular season all Teams are required to be fully ready for their Matches in the respective Game Lobby at least 5 minutes before the official Game Time.
- 8.5.2. During the Play-Offs all Teams are required to be fully ready for their Matches in the respective Game Lobby at least 5 minutes before the official Game Time for Game 1 of each Match. For all following Games within one Match Teams are required to be fully ready at least 2 minutes before the official Game Time.
- 8.5.3. If a Team is not fully ready at the aforementioned times, the following penalties apply:
- Not ready at Game Time - Loss of first Ban
 - Not ready 5 minutes after Game Time - Loss of second Ban
 - Not ready 10 minutes after Game Time - Loss of third Ban
 - Not ready 15 minutes after Game Time - Forfeit of the Game
 - Not ready 30 minutes after Game Time - Forfeit of the following Game (if applicable)
 - Not ready 45 minutes after Game Time - Forfeit of the following Game (if applicable)
- 8.5.4. If a Team or any of their Players does not show up in time for any of their Matches, as defined by the aforementioned rule, due to a force majeure, Teams must inform League Officials immediately. League Officials may postpone, suspend or cancel the Game or Match at their sole discretion.
- 8.5.5. If a Match is postponed, it will be rescheduled to a date within the same or the following week, unless another agreement can be found among Teams and League Officials. The exact Match date will be communicated by League Officials at the earliest convenience.

8.6. Pause

- 8.6.1. If a Player intentionally disconnects without notifying a League Official or pausing, the League Official is not required to enforce a pause. During any pause Players may not leave the Match Area unless authorized by a League Official.
- 8.6.2. League Officials may order or execute a pause of a Game at the sole discretion of the League Officials.
- 8.6.3. Players may only pause a Game immediately following an Unintentional Disconnect, hardware/software malfunction or physical interference and must notify a League Official immediately and identify the reason.

- 8.6.4. Minor Player illness, injury, or disability is not an acceptable reason for a Player pause. In the case of an underlying and/or pre-declared medical condition the Player may however inform a League Official prior to the Match, who may then grant a pause during the Match in order to evaluate the issue and to determine whether the Player is ready, willing, and able to continue playing within a reasonable period of time, as determined by the League Official, but not to exceed a few minutes. If the League Official determines that the Player is not able to continue playing within such a reasonable period of time, then the Player's Team shall forfeit the Game unless a League Official determines that the Game is subject to an Awarded Game Victory at the League's discretion.
- 8.6.5. Players are not permitted to resume the Game after a pause. After clearance from a League Official is issued and all Players are notified and ready, which will be contingent on confirming through in-game chat, the in-client spectators will un-pause the Game.
- 8.6.6. If a Player pauses a Game without a valid reason as outlined above, or un-pauses a Game without permission from a League Official, it will be considered unfair play and penalties will be applied at the discretion of the League

9. Streaming Regulations

9.1. Team Streaming Rights

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

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

- 9.2.1. League shall have the right to provide streaming rights for 1st Division and 2nd division Teams to broadcast the ERL competition, using the following regulations:
- 9.2.2. Teams shall be able to stream on a Team's channel; Streaming channel to be approved by the League, and can be changed by the Team provided that they inform the League and the League approves it
- 9.2.3. Division 2 only - Team Member's can stream their games provided that they receive a) approval from the League in advance, b) stream with at least a 4 minute delay on gameplay and c) follow any other rules that are highlighted to them by the League in relation to such a stream.
- 9.2.4. Teams can only stream matches that they are playing in.
- 9.2.5. Teams shall not monetize outside of the streaming platform (e.g., Pre-rolls, ads, etc.).
- 9.2.6. Teams shall not alter, blur or cover ERL sponsor logos/placements.
- 9.2.7. Teams shall broadcast in the permitted language(s) of the ERL only. English is not a permitted co-streaming/viewing party language.
- 9.2.8. Teams can start streaming once the previous match is finished or 15 minutes before their match if it is the first match of the day; Teams can stream for 15 minutes postgame (defined as being 15 minutes from the nexus explosion).
- 9.2.9. League shall have the right to define any hosting/raiding rules.
- 9.2.10. League shall have the right to define reporting structures and intervals.
- 9.2.11. Teams shall have the right to invite guests. Co-streaming on-air talents need approval by League and Riot.

- 9.2.12. League can allow Teams to show Teams Sponsors during the 15 minute pre- and postgame portion if they so choose. These sponsors must be vetted (i.e. Permitted or Conditional Category). Teams cannot show their Team Sponsors during the match itself.
- 9.2.13. All portions of the broadcast from the Team, both live and archived, must be readily available to non-paying viewers.

10. Code of Conduct

10.1. Competitive Integrity

- 10.1.1. Teams are expected to play at their best at all times within any League Match, and to avoid any behavior that potentially threatens the actual or perceived integrity of competition or that is otherwise inconsistent with the principles of good sportsmanship, honesty, or fair play. Violating this rule will be subject to penalties at the discretion of League Officials. All decisions in regard to violations are at the sole discretion of the League. Examples below are listed for illustrative purposes only:
- 10.1.2. 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.
- 10.1.3. Hacking, which is defined as any modification of the League of Legends game client.
- 10.1.4. Exploiting, which is defined as intentionally using any in-game bug to an advantage.
- 10.1.5. Looking at spectator monitors.
- 10.1.6. Ringing, which is defined as playing using another Player's account or solicitation to do so.
- 10.1.7. The use of any kind of cheating device and/or cheat program, or any similar cheating method.
- 10.1.8. Intentional disconnect without a proper and explicitly-stated reason.
- 10.1.9. Any other act which violates these rules and/or standards established by the League.
- 10.1.10. 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.
- 10.1.11. 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.

- 10.1.12. 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.
- 10.1.13. 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.
- 10.1.14. 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.

10.2. Responsibility under Code

- 10.2.1. Unless expressly stated otherwise, offenses and infringements of these rules are punishable, whether or not they were committed intentionally or successfully. Attempts to commit such offenses or infringements are also punishable.
- 10.2.2. 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.
- 10.2.3. 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.
- 10.2.4. 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.
- 10.2.5. 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.
- 10.2.6. 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.
- 10.2.7. If the League or Riot Games determine that a Team, Team Manager or Team Member has violated the Summoner's Code, the League of Legends Terms of Use, or other rules of League of Legends, League Officials may assign penalties at their sole discretion. Furthermore, if a Team Manager/Member has committed rules violations, League Officials reserve the right to impose additional sanctions on that Team Manager/Member's Team if it determines the Team was complicit or otherwise associated with the misconduct in question. If a League Official contacts a Team Manager/Member to discuss the investigation, the Team Manager/Member is obligated to tell the truth. If a Team Manager/Member withholds information or misleads a League Official creating an obstruction of the investigation then the Team Manager, Team Member and/or Team is subject to punishment.
- 10.2.8. 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.

- 10.2.9. 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.
- 10.2.10. No Team Manager/Member may be involved with the offering, giving, acceptance, or receipt of a bribe, gift, or any type of consideration, financial or otherwise, that could result in the improper influencing or manipulation of any esports tournament or match globally or any portion or aspect of such competition. Performance-based compensation paid to a Team Manager/Member by a Team's official sponsor or owner is permitted under this rule.
- 10.2.11. 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.
- 10.2.12. No Team Manager/Member may refuse or fail to apply the reasonable instructions or decisions of League Officials.
- 10.2.13. No Team Manager/Member may engage in any action that could improperly influence or manipulate any esports tournament or esports match globally or any portion or aspect of such competition. Additionally, no Team Manager/Member or League Official may instruct, permit, cause, or enable other individuals to engage in such actions.
- 10.2.14. 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.
- 10.2.15. No Team Manager/Member may engage, nor attempt to engage, in any legal or illegal gambling activity relating in any way to any global esports tournament or event. This rule applies to all esports gambling activities including, without limitation, those available in any physical retail location or those conducted via the internet. Gambling activity is defined as placing anything of value – including real currency, virtual currency, or other digital assets – at risk in connection with a bet or wager. Additionally, no Team Manager/Member, League Official, or Riot Games employee may instruct, permit, cause, or enable other individuals to engage, nor attempt to engage, in any legal or illegal gambling activity relating in any way to any global esports tournament or event.
- 10.2.16. No Team Manager/Member may take part, either directly or indirectly, in any legal or illegal season-long or daily fantasy contests related to any esports tournament or match globally which rewards anything that has real-world value, monetary or otherwise. Fantasy contests or daily fantasy contests are defined as any online or peer-to-peer contests in which the real-world performance of esports participants determines the virtual performance and/or point total of a fictional team assembled by game participants.
- 10.2.17. No Team Manager/Member may request or disclose, directly or indirectly, any non-public information that could potentially provide an advantage in gambling activities to any person that does not have a legitimate need to know such non-public information. Individuals may violate

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

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

10.3. Penalties

- 10.3.1. 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.
- 10.3.2. 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)
- 10.3.3. 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.
- 10.3.4. Infractions will be governed by the ERL Penalty Index, the LEC Penalty Index and/or the Global Penalty Index for major infractions.

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11. Glossary & Exhibits

Academy Team*	A Secondary Team in the ERL under the same Organization that competes in a Division below the First Division. Starting 2023, Academy Teams will not be allowed in ERLs.
Availability Declaration Form	Exhibit F.
Accredited League*	Accredited Leagues are official Riot-recognized competitions which adhere to the necessary global policies and standards of professionalism but do not qualify into a Professional League.
Coach Agreement*	The contract between an Organization and their Coach.
Competition Week	A Competition Week is defined as the timeframe between Friday 6:00 PM of any given week and Friday 5:59 PM of the next week. League Officials may, at their sole discretion, define a different timeframe for any given competitive week due to special circumstances.
Drop Form	Exhibit E.
EM	Stands for European Masters, the championship for top ERL teams.
ERL	European Regional Leagues, including the following Leagues: Prime League (Germany, Austria, Switzerland), NLC (UK, Ireland, Iceland, Sweden, Denmark, Finland, Norway), Elite Series (Netherlands, Luxembourg, Belgium), EBL (Albania, Serbia, Croatia, Bosnia and Herzegovina, Montenegro, Slovenia, Hungary, Romania, Bulgaria, North Macedonia), Hitpoint Masters (Czech Republic and Slovakia), Ultraliga (Poland, Lithuania, Estonia, Latvia), LFL (France), Superliga (Spain), PG Nationals (Italy), LPLOL (Portugal), Greek Legends League (Greece).
ERL Penalty Index	Exhibit G.
EU Competitive Region	The EU Competitive Region is defined as: Albania, Andorra, Austria, Belgium, Bosnia and Herzegovina, Bulgaria, Croatia, Cyprus, Czech Republic, Denmark, Estonia, Finland, France, Germany, Greece, Hungary, Iceland, Ireland, Israel, Italy, Kosovo, Latvia, Liechtenstein, Lithuania, Luxembourg, North Macedonia, Malta, Monaco, Montenegro, Netherlands, Norway, Poland, Portugal, Romania, San Marino, Serbia, Slovakia, Slovenia, Spain, Sweden, Switzerland, United Kingdom (UK), Vatican City (Holy See).
Free Agent	A Free Agent is a Player eligible to participate in the League and either (1) has not yet signed a valid written Player Agreement with a Team or (2) has been released from a Team or has had a contract expire without renewal.
Game	An instance of competition on the Summoner's Rift map in League of Legends which is played until a winner is determined by whichever of the following occurs first: (1) Destruction a Nexus (2) Surrendering (3) Forfeiting (4) Awarded Game Victory
Gameplay Elements	Gameplay Elements include but are not limited to Items, Champions, Skins, Runes, Summoner Spells.
Global Contract Database	Link.

Global Contract Window	The date at which contracts need to expire if they extend past the current Season's World Championship. The Global Contract Window opens on the following dates: 16 th of November 2021, 22 nd of November 2022, 21 st of November 2023, 19 th of November 2024.
Global Penalty Index	Link.
Intentional Disconnect	A Player losing connection due to the Player's actions. Any actions of a Player leading to a disconnect are considered intentional, regardless of actual intent of the Player.
IMP	Interregional Movement Policy.
Resident*	A Player is classified as a Resident of a region if the Player has obtained residency status as defined in the section Residency & Representation.
LEC*	League of Legends European Championship. The highest level of professional competition in Europe.
LEC Penalty Index	To be announced
League	The governing body of the LEC, ERL & EM.
LTR*	Locally Trained Representative. A status that can be acquired by players as outlined in the section Residency & Representation.
Match	A set of Games which is played until one Team wins a majority of total Games. The winning Team will either receive a win tally in the League format or advance to the next round in the tournament.
Match Area	The area immediately surrounding any League-provided PCs for the competition. During Matches, presence in the Match Area is restricted to the Starting Line-up.
Organization	The entity owning the Team.
Permitted Sponsorship	Categories that have been pre-authorized and permitted in writing by the ERL Officials: <ul style="list-style-type: none"> ● Airline ● Automotive ● Beverages - Non-alcoholic ● Building & Construction ● Consumer Care ● Consumer Electronic ● Fashion & Jewellery ● Financial Services & Insurance ● Food & Snacks ● Household Goods ● Industrial Equipment & Systems ● IT&I - Information Telecommunications & Internet ● LO - Logistics ● M - Media ● PC - Personal Care ● PS - Professional Services ● RE - Retail ● SA&S - Sports Apparel & Supplier ● TT&L - Travel, Tourism & Leisure ● TY - Tyres ● U&E - Utilities & Energy

Player Agreement*	The contract between an Organization and their Player.
Pro-Am Tournament*	A Tournament taking place after the Summer Split. ERLs may agree to organize this competition alone or together. Tournament is not part of the Regular ERL Season, nor does it have any impact on EM qualifications.

Professional Esports Leagues	League of Legends European Championship, the North American League of Legends Championship Series, the Garena Premier League/League of Legends Master Series, League of Legends Champions Korea, and the Tencent LoL Professional League, and any other league that represents the highest tier in the region that is eligible to qualify a Team to the League of Legends World Championships are considered Professional Esports Leagues.
Prohibited Sponsorship	The following is a non-exhaustive list of prohibited sponsors: <ul style="list-style-type: none"> • Any other video game, other video game developer, or publisher • Any video game consoles • Any esport or other video game tournament, league, or event • Any other esports team, owner, or affiliate thereof • Any prescription drugs • Firearms, ammunition or firearm accessories • Pornography or pornographic products • Tobacco products or paraphernalia • Betting or gambling providers (bookmakers and betting sites) • Non-beer/wine Alcohol products (including non-alcoholic beverages marketed by alcohol companies) or other intoxicants the sale or use of which is regulated by Applicable Law • Sellers of or marketplaces for virtual items known to be counterfeit or illegal • Seller of or marketplaces for goods or services that violate the LoL Game Terms of Use • Fantasy esports operators (including daily fantasy) • Political campaigns or political action committees • Charities that endorse particular religious or political positions, or are not reputable (by way of example, Red Cross, Stand-Up to Cancer and other similar mainstream charities would be considered reputable) • Cryptocurrencies, or any other unregulated financial instruments or markets • Businesses & platforms engaged in offering Contracts for Difference (CFD) trading, or similar trading on margin products • Beer and wine products
Referee	Referees are League Officials who are responsible for making judgments on every match-related issue, question and situation which occurs before, during, and immediately following a Match.
Reserve Player	A Player on the Reserve Roster.
Reserve Roster	Players on a Team's Roster who are in the process of becoming eligible to be on the LEC or ERL Roster but are not yet (e.g.: Players who are 16, Players who have applied for a visa but have not received it yet, Players currently banned competitively.)
Roster	The sum of a Team's Active Rosters, Substitute Rosters and Reserve Roster.
Season	Defined as the entirety of the year between the start of the Free Agency Window in a given year and the start of Free Agency in the year that follows.
Secondary Team*	An LEC team's respective ERL team.

Semi-Professional Esports Leagues	Any league which qualifies directly into any of the Professional Esports Leagues.
Semi-Professional Regional Leagues	Official Riot-recognized competitions which adhere to the necessary global policies and standards of professionalism but do not qualify into a
	Professional League. In the ERL context, we also call these leagues Accredited Leagues.
Server Crash	All Players losing connection due to an issue with a game server, Tournament Realm or venue internet instability.
Splits	Spring and Summer Split.
Spring Split	The period from the first Match of a Season until the end of the first Play-Offs/Promotion Tournament (extending to any international League-Events).
Starter	A Player on the Starting Line-up.
Starting Line-up	The five Players actively participating for a Team in a given Game.
Substitute	A Player who is on a Team's Substitute Roster.
Summer Off-Season	The period between Spring & Summer Split.
Summer Split	The period from the first Regular Season Match after Spring Play-Offs until the start of Free Agency.
Team Manager	A Team's Owner, Co-Owner, General Manager or other Manager.
Team Member	A Player or Coach of a Team.
Team Member Transfer Agreement	An agreement between two or more teams who compete in any League or Competition regarding the transfer of a Team Member that occurs prior to the expiration or termination of that Team Member's Team Member Agreement.
Team Roster	All Team Members registered to a team in the Global Contract Database.
Trade Approval Request Form	Exhibit D.
Unintentional Disconnect	A Player losing connection due to issues with the game client, platform, network or PC.
Veteran	A Player who played more than 50% of eligible Regular Season Games in a Professional League in at least two out of the last three completed Splits.
Victory Time	The time it took a Team to win their Games in aggregate against all other Teams in the tiebreaker.
Winter Off-Season	The period between one Season's Summer Split & Spring Split of the following Season.
*	ERL related Glossary terms