LEAGUE OF LEGENDS EUROCUP RULEBOOK

1 Eligibility Requirements To be eligible to compete in the National Championships ("NC"), each Player must satisfy all of the following:

    1.1 Age No player shall be considered eligible to participate in any NC Match before having lived 16 full years. Anyone not having lived 18 full years must have signed permission from a legal guardian to participate in the tournament.

    1.2 Residency Players must prove residency by submitting documentary evidence of eligibility to the ESL Admins.

At least three out of the five players on the starting Line-up of a Team are required to be Residents of Europe, including all substitutes associated with their Team. "Europe" is defined as the 47 member states of the Council of Europe, as set forth on http://hub.coe.int/, with the exception of Turkey, CIS nations and any country with a dedicated server.

    1.3 Work Eligibility Players must prove that they are work-eligible in their respective host countries. For EU states, this requirement means the following;
- For EU citizens, they must provide a photo or copy of their passport or state issued identity card.
- For EEA, ensure no additional visas are required.
- For non-EU citizens a valid visa with work eligibility is required.

    1.4 No Riot or ESL Employees Team Owners and Team employees may not be employees of Riot Games Inc. ("RGI"), League of Legends eSports Federation LLC or Turtle Entertainment UK Ltd. ("ESL") or 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 and/or ESL 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 In order to preserve the integrity of official NC play, Organisations will be prohibited from owning multiple Teams across all European Regional Leagues. Ownership of multiple Teams in any given NC is forbidden. Additionally, rebranding a Team to use the name and/or logo of any NC Team that has competed in the most recent split will not be allowed.

Changes in ownership, rebranding and sponsors with naming rights may only occur after the completion of the NC.

2.2 Recognition of Ownership The ESL Admins 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 NC.

3 Rosters

3.1 Professional Players Current starters in any premier regional league (EU LCS, LCK, LPL, IWC etc.) are strictly forbidden from engaging in the European Regional Leagues.

3.2 Roster Requirements Each Team is required to maintain, at all time during the NC, five players in the starting lineup and one substitute player.

At least three out of the five players on the starting Line-up of a Team are required to be Residents of Europe. The substitute is also required to be a Resident of Europe.

A Player is only allowed to compete for the one Team the Player qualified with. A Player will not be allowed to compete for more than one Organization simultaneously and cannot be listed on the Roster of more than one Team. A Player cannot have a contractual or financial arrangement with another Team participating in the NC or any NC unless explicitly allowed by ESL Admins in writing.

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 within the last year. In the case of extenuating circumstances, such as temporary visa issues or a competitive suspension, the roster requirements may be waived temporarily. Grant of this waiver is at the sole discretion of the ESL Admins.

3.3 Roster Submission At a time designated by the ESL Admins before the start of the NC competition, each Team must submit their Roster to the ESL Admins, assigning five starters, two substitutes and a head coach. In the event that a team selects to modify the starting lineup, the request must be submitted in advance of any proposed effective date of any such change, at the earliest possible date and time.
Requests must be made by the designated Team Captain or Manager. Requests to modify a starting lineup for a team's first match on any other day of that stage must be submitted no later than an hour after the conclusion of the broadcast unless it is the completion of the week.

For the NC Group Stage, requests to modify a starting lineup for the team's first match on the first day may not be submitted any later than September 2nd at 23:59 CEST. Requests must be made by the designated Team Captain or Manager. Requests to modify a starting lineup for a team's first match on any other day of that stage must be submitted no later than an hour after the conclusion of the broadcast unless it is the completion of the week.

The Submission must also include all personal information requested about the Team and Team Members by the ESL Admins. This shall include the Team Members' In-Game Name (along with desired spelling and capitalization thereof).

For the Eurocup Live finals, all qualified team must provide it's roster within the XX of October at 23:59 CEST. The Team Manager or The Captain is responsible of roster submission process and make keep up to date it's team on the ESL Play platform. Each team can change up to 3 of the 6 previously Submitted player for online matches.

3.5 Substitutions If a team wishes to substitute players after the team's first match on a given day, those substitutions must be declared to the head referee or admin before the start of the next game, as defined as the start of the pick/ban process.

A team may substitute a player within a match. The team must notify an ESL Admin 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 in for game 2, then the coach must notify an ESL Admin no later than 5 minutes following game 1.

Player substitutions have to result in Teams having eligible Rosters.

3.6 Summoner Names 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 characters names; or derivatives of products or services that may create confusion.
Teams will be permitted a team tag of 2-3 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.

All team tags, team names and Summoner Names must be approved by the ESL Admins in advance of use in play. Name changes must be approved by ESL Admins prior to use in-game. Any cosmetic change to team tags, team names, etc. must be made 72 hours in advance of the first NC Play-In game. The ESL Admins reserve the right to deny a team name if it does not reflect the professional standards sought by the

NC and the Team will be required to change their name. All gameaccounts must be correctly updated on the ESL profile.

A protest for wrong or missing gameaccount needs to be opened before the start of the lobby. Later objections are considered as an acceptance of the situation and the protest will be rejected so the match can   continue.

3.7 E-Mail The main official communication method of the ESL EuroCup is email. We will use the email that has been registered in the users profile on ESL, and therefore this email address should always be kept updated and checked at least once every 24 hours so that no important announcements are missed

4 Prizing

4.1 Online Event Prize

Group A and B winner: Invitation to LOL EuroCup 2019 Finals @ Lucca Comics and Games

Decider Match winner: Invitation to LOL EuroCup 2019 Finals @ Lucca Comics and Games
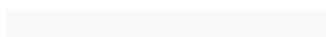
4.2 Offline Event Prize

1st place: 5000 euro

2nd place: 2000 euro

4.3 Sponsors No Team must have an agreement with a sponsor which may be objectionable or offensive. Examples noted in section 8.2.

No person or entity may hold the naming rights to more than one Team at a time. A sponsor which holds naming rights to a Team may not sponsor other Teams participating in the NC 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.

5 Additional Provisions

5.1 Publishing ESL Admins 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 ESL, Riot Games, Inc., Turtle Entertainment GmbH and/or any of their parents, subsidiaries, affiliates, employees, agents, or contractors for publishing such a declaration

5.2 Finality of Decisions
All decisions regarding the interpretation of these rules, Player eligibility, scheduling and staging of the NC and penalties for misconduct, lie solely with the ESL Admins, the decisions of which are final.

5.3 Right of Modification These rules may be amended, modified or supplemented by the ESL Admins, in order to ensure fair play and the integrity of official NC play

6 Format

6.1 NC Qualifier

In order to attend the Eurocup, each team had to reach the first place in at least one of this Tournaments:

- ESL Vodafone Championship (Italy)
- ESL SwissCom Hero League (Switzerland)
- ESL Meisterschaft (Germany)
- ESL Master Espana (Spain)

- ESL Mistrovstvi Česko A Slovensko (Czech Republic & Slovenia)
- ESL Mistrzostw Polski (Poland)
- ESL Championnat National (France)
- ESL Proximus Championship (Belgium)
- ESL Southeast Europe Championship (Balcans)

6.2 NC Group Stage

● There will be 2 groups each composed of 4 teams. The winners of the first match will compete in the group final.

● Losers will take part in the Loser bracket, where they'll have another chance to qualify in the offline stage.

● The winners of each group final will advance to the offline stage, the losers will play a Decider Match to take the last slot for the offline stage.

6.3 NC Playoff

● The Semi-Finals and Final will be played as Best-of-Three and Best-of-Five respectively.

● The two winners of the Semi-Finals will meet in the Final.

● The Country organizer Team is already qualified for the offline stage.

7 Submission of Side Selection

7.1 Group Stage
The left team on the match page will automatically receive blue side for game 1. Side game 2 will be given to the loser of game 1. Side game 3 will be given to winner game 1.

7.2 Decider Match The left team on the match page will automatically receive blue side for game 1. Side game 2 will be given to the loser of game 1. Side game 3 will be given to winner game 1

7.3 Live Finals The team with the higher seed will choose side for game 1 and game 3. The team with the lower seed will choose side for game 2.

8 Match Process

8.1 Equipment 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

For all offline matches, ESL Admins will provide and Players will exclusively use the following equipment: (1) PC & monitor; (2) headsets and/or microphones; (3) table & chair.

Players will be expected to provide the following equipment and use it during on-site Matches: (1) PC keyboards; (2) PC mice; (3) PC mouse pads; (4) In-ear headphones.

ESL Admins 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, ESL or League of Legends.

Players are prohibited from installing their own programs and must use only the programs provided by the ESL Admins on-site, unless explicitly allowed by an ESL Admin.

8.2 Clothing & Apparel Players must wear official Team uniforms during all on-site Matches and pre/post-match interviews. During the online stages, post-match interviews will be conducted and Team apparel is preferred, however it is not essential.

All Players on the Starting Line-up must wear closed-toe shoes and matching jerseys & pants. The attire will require approval from the ESL Admins.
No other apparel may be worn over the jersey on stage, other than official team hoodies. All Team apparel must have the same design.

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

● Containing any false, unsubstantiated, or unwarranted claims for any product or service, or testimonials, the ESL Admins consider unethical.

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

● 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.

● 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.

● Advertising any pornographic website or pornographic products.

● Containing any trademark, copyrighted material or other elements of intellectual property that is used without the owner's consent or that may give rise to, or subject the NC or its affiliates to, any claim of infringement, misappropriation, or other forms of unfair competition.

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

● Hats are not allowed.

● A Player may not cover their face or attempt to conceal his or her identity from ESL Admins. ESL Admins 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 ESL Admins.

● ESL Admins reserve the right to refuse entry or continued participation in the competition to any Team Member who does not comply with the apparel rules

● 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

8.3 Patch The NC online event will be played on the Live patch

The NC offline event will be played on the TR patch (soon to be announced)

Champions who have not been available on the live service for more than one week will be automatically restricted. Champions that have undergone reworks will be subject to the NC Officials' discretion. A list of restricted champions will be provided to the team before the event

Matches during the NC 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 ESL Admins:

The competitive patch will be updated a full calendar week after its release onto the live server. A patch will not be implemented if a game-week or a Play-offs round has started. Champions which have not been available on the live server for more than one week will be automatically restricted. A Champion will not be made available if a game-week has started. Champions that have undergone reworks will be enabled at the sole discretion of the ESL Admins. Champions or Champion-reworks released on the Patch utilized during Play-offs will be restricted, even if that Patch is also utilized during the earlier stages of the NC competition.

8.4 Match Area Access for Teams to the restricted areas of venues for Matches is restricted to the Team only, unless otherwise approved by the ESL Admins. Permission to attend NC Matches is solely at the discretion of the ESL Admins.

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

Players are not allowed to have wireless devices in the Match Area. the ESL Admins will collect such devices in the Match Area and return them at the end of the Match (e.g. Phones, Watches etc.).

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

No food is allowed in the Match Area. Drinks may be permitted in NC provided re-sealable containers.

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

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

- Adjusting in-game settings
- Limited in-game warm-up

Players must sit in the order in which they will join the lobby: Top, Jungle, Mid, ADC, Support. This order should be considered from the vantage point of a viewer standing in front of the players, and read from left-to-right.

If a player encounters any equipment problems during any phase of the setup process, the player must alert and notify an ESL Admin immediately.

ESL Admins will be available to assist with the setup process and troubleshoot any problems encountered during the pre-match setup period.

It is expected that players will resolve any issues with the setup process within the allotted time and that match will begin at the scheduled time. Delays due to setup problems may be permitted, at the sole discretion of ESL Admins. Penalties for tardiness may be assessed at the discretion of the ESL Admin

No fewer than ten minutes before the match is scheduled to begin, an ESL Admin will confirm with each player that their setup is complete. Once all ten players in a match have confirmed completion of setup, players may not alter their rune pages or enter a warm-up game.

ESL Admin will decide how the official game lobby will be created. Players will be directed by ESL Admins to join a game lobby as soon as testing has been completed, in the following order of positions: Top, Jungle, Mid, ADC, Support.

8.6 Tournament Code It is mandatory to play all the matches, using provided Tournament Code. In case the Tournament Code is missing, please contact an ESL Admin immediately.

8.6.1 Placeholders Each team is allowed to use 2 placeholders each round. In case you need to use placeholder, you have to advise your opponents using ESL Chat before the champion gets locked in. Placeholders can only be used in case a player doesn't own a champion his team intends to pick. The player is allowed to pick a random uncommon champion as a replacement. It should be always clearly explained that the picked champion is a placeholder for another champion, which has to be named. When opponents are informed, the champion can be locked in, and picking phase should be continued. When picking phase is finished, the player who used a placeholder has to take a screenshot of the game client, then upload it as match media to the match page, and then leave the champion select, and rejoin match lobby. Afterwards, champion select should be restarted, and each player has to pick/ban the same champions as before, but the player who used a placeholder is now obligated to pick correct champion. It is prohibited to use placeholder for a champion that has been banned in certain match.

8.7 Pick-&-Ban Phase Once all ten Players have reported to the official game-lobby, an ESL Admin will request confirmation that both Teams are ready for the Pick-&- Ban Phase. Once both Teams confirm readiness, an ESL Admin will instruct the game-lobby owner to start the Game. The Head Coach will be granted on-stage access and will be allowed to communicate with the
Players during the Pick-&-Ban Phase. The Head Coach will exit the stage to a designated position once the countdown timer has reached five seconds during the Trading Phase.

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

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

ESL Admins may choose to employ either the Tournament Draft feature or a manual draft at their discretion.

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

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

If a Player selects a Champion by mistake in the Pick-&-Ban Phase, the Player must notify an ESL Admin before the other Team has locked in their next selection. In this case the Pick-&-Ban Phase will be restarted with the same Picks and Bans up until the mistake occurred and the Player may correct the mistake. In the case the other Team has locked in their next selection, before the Player notifies an ESL Admin, the Pick-&-Ban Phase will not be restarted and the mistakenly selected Champion stays locked in. Teams must complete all Champion trades before the 20-second mark during the Trading Phase, or will be subject to penalties.

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

If there is an error in Game Start or an ESL Admin decides to separate the Pick-&-Ban Phase and the Game Start, the Blind Pick feature may be used at the discretion of the ESL Admins. All Players will select Champions in accordance with the valid completed Champion selections.
If a Bugsplat, disconnect or any other failure occurs which interrupts the loading process and prevents a player from joining a game, the Game must be immediately paused until all Players are connected.

Once a Game has reached Game of Record status it is considered official and restarts may only be permitted under limited conditions as defined by the ESL Admins. Examples of conditions which establish Game of Record include:

Any attack or ability is landed on minions, jungle creeps, structures, or enemy Champions.

Line-of-sight is established between Players on opposing Teams.

Setting foot, establishing vision or targeting skill-shot ability in opponent's jungle by either Team, which includes either leaving the river or entering brush connected to enemy jungle. Game timer reaches two minutes (02:00).

8.9 Pause If a Player intentionally disconnects without notifying an ESL Admin or pausing, the ESL Admin is not required to enforce a pause. During any pause Players may not leave the Match Area unless authorized by an ESL Admin.

ESL Admins may order or execute a pause of a Game at the sole discretion of the ESL Admins.

Players may only pause a Game immediately following any of the events described below, but must notify an ESL Admin immediately and identify the reason:

- Unintentional Disconnect
- Hardware or software malfunction
- Physical interference

Minor Player illness, injury, or disability is not an acceptable reason for a Player pause. In the case of an underlying and/or pre-declared medical condition the Player may however inform an ESL Admin 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 ESL Admin, but not to exceed a few minutes. If the ESL Admin determines that the Player is not able to continue playing within such reasonable period of time, then the Player's Team shall forfeit the Game unless an ESL Admin determines that the Game is subject to an Awarded Game Victory at the ESL Admins discretion.

Players are not permitted to resume the Game after a pause. After clearance from an ESL Admin 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.

If a Player pauses or un-pauses a Game without permission from an ESL Admin, it will be considered unfair play and penalties will be applied at the discretion of the ESL Admins.
For the fairness of all competing Teams, Players are not allowed to communicate with each other during a pause. For the avoidance of doubt, Players may communicate to the Referee, but only in order to identify and remedy the cause for the pause. If a pause extends long enough, Referees may, at their discretion, allow Teams to talk before the Game is un-paused, in order to discuss the Game's conditions.

- ESL Admins will confirm and record the Game's result.
- Players will inform ESL Admins of any technical issues.
- Referees may log into Player Accounts to join the game-lobby.

ESL Admins will inform Players of the remaining time before the next Game's Pick-&-Ban Phase. Pick-&-Ban Phase will commence as scheduled even if a Team is not fully present in the Match Area. If only a single Player of a Team is present when the Pick-&-Ban Phase begins, this Player

may determine all Picks and Bans for the Team. If no Player from a Team is present in the Match Area when the Pick-&-Ban Phase begins that Team shall be deemed to have forfeited the Game.

After a Match Players will be informed of any post-match obligations including, but not limited to, media appearances, interviews, or further discussion of any other matters.

9 Scheduling EU Officials may, at their sole discretion, modify the schedule of Matches. In the event of a schedule modification ESL Admins will notify all Teams at the earliest convenience.

Players participating in the event must arrive on-site no later than the time specified by the ESL Admins. Players participating in the online portions of NC must arrive in the game-lobby no later than the time specified by ESL Admins.

10 Referees Referees will oversee the NC Matches, including the following:

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

At all times, Referees shall conduct themselves in a professional and impartial manner. No passion or prejudice shall be shown towards any Player, Team, Team Manager, Head Coach or other individual. If a Referee makes an incorrect judgment, the judgment can be subject to reversal. ESL Admins, at their discretion, may evaluate the decision during or after the Match to determine if the proper procedure was implemented. If the proper procedure was not followed, ESL Admins reserve the right to potentially invalidate the Referee's decision. ESL Admins will always maintain final say in all decisions set forth throughout the NC competition.

11 Online Matches All Players will be expected to be ready to join the game-lobby at the time specified by the ESL Admins. Readiness includes, but is not limited to, all five Players on the Starting Line-up having completed client patching, configuration of in-game settings, and completed Rune Pages. Tournaments held on a rolling schedule will have estimated Match start times. Teams are required to be available to play their Match up to three hours in advance of their estimated time, or as otherwise directed by ESL Admins.

11.1 Lateness Penalties: Teams that are not ready at the start of the preceding Game (or 30 minutes before the start of the first Match of the day) are subject to lateness penalties. For avoidance of doubt, the start of the Game is defined as a Team entering Summoner's Rift and being visible on the map. A Team will lose their first ban after 5 minutes have elapsed from the preceding Game Start. A Team will lose another ban after 10 minutes have elapsed. A Team will lose all their bans after 15 minutes have elapsed. A Team will be subject to forfeiture if 25 minutes have elapsed since the Game Start or the preceding Game has completed - whichever is longer. Intentionally delaying the game-lobby or Game Start will still subject the Team to the rules set forth in this section.

11.2 Pause Allowance: Teams may pause the Game for a maximum of 10 minutes over the course of a single Game, or 20 minutes over the course of a Match. Pausing beyond allowance-time will be considered unfair play and penalties will be applied at the discretion of ESL Admins.

11.3 No 4v5 Play: Teams are required to field a full Team of five Players to start a Match. If a Player disconnects during a Game, a Team may continue playing after the pause-allowance is exhausted to attempt to complete the Game.

11.4 Player Equipment Responsibility: All Players are responsible for ensuring the performance of their chosen setup, including computer hardware and peripherals, internet connection, and power. A problem with Player equipment is not an acceptable reason for lateness or pausing beyond a Team's allowance, regardless of the root cause of the problem.

Only five Players per Team are allowed in the game-lobby. No additional spectators are permitted for any reason.

11.5 **Personal Streaming**: Personal Streaming is not allowed without an admin agreement. Personal Streaming of a match shown by ESL, without permission from an ESL Admin, can lead to disqualification of the team or ban of the streaming player in the tournament. ESL advises using a delay in the streams.

12. Code of Conduct

12.1 Competitive Integrity

Teams are expected to play at their best at all times within any EC 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 ESL Admins. All decisions in regard to violations are at the sole discretion of ESL Admins. Examples below are listed for illustrative purposes only:

12.2 Collusion Collusion 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.

12.3 Hacking Hacking is defined as any modification of the League of Legends game client.

12.4 Exploiting Exploiting is defined as intentionally using any in-game bug to an advantage. Looking at spectator monitors.

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

- The use of any kind of cheating device and/or cheat program, or any similar cheating method.
- Intentional disconnect without a proper and explicitly-stated reason.
- Any other act which violates these rules and/or standards established by the EC.

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 ESL Admins 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.
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.

Abuse of ESL Admins, 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.

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 ESL Admins. During the Match, communication by a Player on the Starting Line-up shall be limited to the Team Members of the Player's Team.

12.6 Responsibility under Code 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.

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.

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.

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.

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 interest of the NC, Riot Games, or its affiliates, or League of Legends, or ESL as determined in the sole and absolute discretion of the ESL Admins.

Teams may receive or may be asked to submit paperwork for approval or visibility throughout the NC event. This paperwork is necessary for maintaining expectations throughout the NC. 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.

If the ESL Admins, ESL 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, ESL Admins may assign penalties at their sole discretion. If an ESL Admin 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 an ESL Admin creating an obstruction of the investigation then the Team Manager, Team Member and/or Team is subject to punishment.

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.

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

No Team Manager/Member may offer or accept any gift or reward to a Player, Head Coach, Team Manager, ESL Admin, Riot Games employee, ESL employee or person connected with or employed by another NC 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.

No Team Manager/Member or Affiliate of a Team may solicit, lure, or make an offer of employment to any official Head Coach or Player who is signed to any NC Team, nor encourage any such Head Coach or Player to breach or otherwise terminate a contract with said NC Team. A Head Coach or Player may not solicit a Team to violate this rule. A Head 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 Head 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 ESL Admins. To inquire about the status of a Head Coach or Player from another Team, Team Managers must contact a Team Manager of the Team that the Player and/or Head Coach is currently contracted with. The inquiring Team must provide visibility to ESL Admins before being able to discuss the contract with a Player.

No Team Manager/Member may refuse or fail to apply the reasonable instructions or decisions of ESL Admins.

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.

Documentation or other reasonable items may be required at various times throughout the NC event as requested by ESL Admins. If the documentation is not completed to the standards set by ESL Admins, 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.

No Team Manager/Member or ESL Admin may take part, either directly or indirectly, in betting or gambling on any results of any League of Legends tournament or Game/Match globally.

12.7 Penalties

Any person found to have engaged in or attempted to engage in any act that ESL Admins 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 ESL Admins.

Upon discovery of any Team Manager/Member committing any violations of the rules, the ESL Admins may issue the following penalties:
- Verbal Warning
- Penalty Points on ESL
- 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)

Repeated infractions are subject to escalating penalties, up to, and including, disqualification from future participation in the NC event. It should be noted that penalties may not always be imposed in a successive manner. ESL Admins, in their 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 ESL Admins. 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.