TERMS AND CONDITIONS
("Legends of Runeterra RULEBOOK")

ESL Mobile 2021 (the "Competition")

The Promoter of this tournament is ESL Gaming GmbH, of Schanzenstrasse 23,51063 Cologne Germany (the "Promoter" or "ESL").

Game rules

This is a living document and is subject to change at the discretion of the ESL Administration. Any issue on the localized rulebook must be referred to the English Rulebook.

General understanding of the Rulebook

The following rulebook is a guidance document that is valid for all stages of the tournament. Admins reserve the right to make amendments to the rulebook with or without prior notice to the players. Admins are the decision-makers for all cases and disputes which may occur and are not written in this rulebook.

1 General Rules

1.1 Rule Changes

The League administration reserves the right to amend, remove, or otherwise change the rules outlined in this Rulebook, without further notice. The League administration also reserves the right to make a judgment on cases that are not explicitly supported, or detailed in this Rulebook, or to make judgments that even go against this Rulebook in extreme cases, to preserve fair play and sportsmanship.

1.2. Rights

All broadcasting rights of ESL Mobile are owned by Riot Games and ESL. This includes but is not limited to: Video streams, TV broadcasts, Shoutcast streams, replays, demos, or live score bots

1.3 Agreements

Certain agreements between participants are allowed to slightly differ from the ESL rules. Agreements that differ greatly from ESL rules are however not allowed. Please note that the ESL rules were made to ensure a fair match for all participants. You are not allowed to file a protest after the match if you think that the agreements made before the match, in the end, resulted in a

disadvantage for your team. Rules that can be changed with agreements are explicitly stated. Rules that do not explicitly state they can be changed by agreement, cannot have agreements made. All arrangements between participants made in addition to the ESL rules have to be written down in the match comments. The other participant has to confirm the arrangements also in the comments. To avoid abuse of the edit function, a third comment must be written. Please also keep screenshots and/or log files of your arrangements. If you do not fulfill these requirements, any protests or supports concerning arrangements will be rejected.

By participating in any series in the Mobile Open you agree to participate in the Finals if you qualify.

Players are required to begin any preparations needed to reach the finals. This means, having identification that allows you to travel available to verify all participants in the live Finals. This includes but is not limited to, photo ID, state-issued ID, Passport, and Visa.

1.4 Privacy

Player personal data will be collected, processed, and stored for the online match participation, organization, and prize delivery. The player's personal information will be stored until **21.02.2022** according to internal policies or procedures to answer legal requirements. All players are informed that ESL will collect their personal information as Data Controllers and regarding applicable privacy laws of each participating country.

For any request regarding your rights for your personal information please contact: ESL at https://account.eslgaming.com/privacy-policy

1.5 Prize Money

All prizes will be paid out within 90 business days of the finals occurring. Emails regarding prize payout will be sent out within that time.

1.6 Game Version

All players must install the latest version of the game in order to participate in tournaments hosted by ESL. Updates must be installed before the tournament starts.

1.6.1 Patch

All online matches will be played on the patch available on the live servers at the time of a match. All offline matches will be played on the tournament server.

1.7 Confidentiality

The content of protests, support tickets, discussions, or any other correspondence with league officials and administrators are deemed strictly confidential. The publication of such material is prohibited without prior written consent from the League administration.

1.8 Alcohol or Other Psychoactive Drugs

To play a match, be it online or offline, under the influence of alcohol or other psychoactive drugs, even if not among the punishable substances, is strictly prohibited, and may lead to severe punishment.

1.9 Participation requirements and restrictions

In order to participate in ESL Mobile, you must meet the following requirements:

- All players must be registered on the ESL Play platform
- Residency
  - South East Asia

    The South East Asia region consists of the following countries and territories: Indonesia, Malaysia, Philippines, Singapore, Thailand, Vietnam.
- Minimum Age

  All players must be at least 16 years of age or older.
  - If a player is found to currently be participating or previously participated in any matches while under the age of 16 they will be disqualified from the season and will forfeit any money that was, or would have been made during that season.
  - If a player is under the age of 16, a parent or legal guardian must be able to accompany the minor to a live competition.

1.10 Use of Correct Player IDs

- A player must only use one account during a competition.
- If two players with identical account names are entering the same competition at approximately the same time, then the players should work together with the competition organizer to find a compromise. If no compromise can be found, then the account name shall be disallowed for both players, and both shall be required to select a new account name that conforms with these guidelines.
- ESL reserves the right to deny or revoke the use of an account name for any reason.
- After being accepted into a ladder, players will not be allowed to change their Riot Games ID.

1.11 Names, Symbols, and Sponsors

ESL reserves the right to forbid the use of unwanted names and/or symbols in their competitions. Any legally protected words or symbols are generally forbidden unless the owner gives permission.

No advertisement or promotion of sponsors that are solely or widely known for pornographic, drug use, or other adult or mature themes and products is allowed in connection to ESL Mobile.

1.12 Deny of Participation

Players may not change accounts/account names once they've started their participation in a ladder. Admins may in special cases decide to allow account/name changes.

1.13 Participation requirements and restrictions

In order to participate in ESL Mobile, you must meet the following requirements:

- All players must hold valid travel documents for travel-ready (such as visas if needed) before participating.
- All players must be 16 years of age or older.
- All players must be registered on the ESL Play platform.

If you do not meet these requirements you will be deemed ineligible. In case you do not fulfill any and all requirements that qualify for Open Qualifiers Ladder, you will be disqualified and the next player in line will take their place. Players are allowed to participate in both Open Qualifiers Ladder.

1.14 Employment Restrictions

Persons working or volunteering for ESL and/or Riot Games are not eligible to play while working at their respective companies. Persons who have worked or volunteered for either company, in any capacity, are not eligible to play within 90 days of having last worked for their respective company.

2 Schedule

Open Qualifiers Ladder

Open Ladder #1 April 16th - May 9th (1900 SGT - 2300 SGT, Friday - Sunday only for every week)

Open Ladder #2 May 14th - June 6th (1900 SGT - 2300 SGT, Friday - Sunday only for every week)

3 Tournament Format & Match Rules

The tournament will be running in a ladder format for the season. This format sees all players starting with the same points and only will change overtime according to ELO. Players challenge each other. If a player lower down the ladder beats a higher placed player, they will be awarded a certain percentage of points. The position in the ladder will change according to the amount of points collected.

3.1 Open Ladder Qualifier Format

Players will compete in a 4-week Ladder. All players start with 1000 ladder points and will move around the ladder based on wins & losses throughout the phase. There will be 2 Ladders per season that players can participate in.

All players must participate in at least 10 ladder matches in order to qualify prizes for the season. Any players that do not play at least 10 matches will be removed from their spot and all players below them will shift up 1 spot each to fill the hole they've left from disqualification.

3.2 Match formats

- The tournament will run on a best-of-3 throughout the season.
- Decks: All decks are allowed to be played during the tournament.
- Factions: All factions in Legends of Runeterra are allowed to be used.

Winning decks and faction combinations are taken out of the player's pool for the match.

3.3 Match changes

ESL may, at its sole discretion, change the start time of a match. ESL will notify all involved players at the earliest possible convenience.

3.4 Rule Enforcement

The rules are a guideline and the decisions by admins may differ from them depending on the circumstances. The tournament administration may change these rules at any time without prior notice.

3.5 Game Preparations

Please resolve any problems that might occur before a match starts. Connection or hardware problems during a match could lead to disqualification by ESL admins. Agreements between the teams/players have to be posted as match comments. The match must be played with the correct settings.

3.6 Draws

In case of a draw, players would need to play 1 more match to decide the winner.

3.7 Tournament Settings

Game type: 1vs1 Challenge

3.8 Game invitation

Players must add each other in game and decide later who would invite for the challenge

3.9 Failure to appear / No Show

Each player has 15 minutes to show up to a match (match start date +15 minutes). Showing up after 15 minutes will result in a default loss. The player that is waiting must open a protest ticket in order to request the default win. Please keep in mind, if a player did show up in time, but needs to leave to sort an issue, it does not count as a no-show if he's not back after the match date + 15 minutes. Abuse of this exception will lead to a default loss of the match. Please open a protest ticket if you feel that the player is abusing this rule.

3.10 Results

Both players are responsible for entering the correct match results on the ESL site. Both players must take a screenshot at the end of each game in which the final result can be seen, and upload it to the match media section of their match's page. If there is a dispute or issue with the result of a game, please open a protest ticket for the match. Both players can be disqualified if there is not enough evidence to declare a winner.

3.11 Abandoning / Forfeit

If your opponent deliberately leaves the game before it has ended, he must present a protest ticket reporting what happened. If the game was not finished, inserting a result on it may lead to a default loss.

3.12 Screenshots

A screenshot of the on-screen results must be made for every game that is played. The screenshots must be uploaded onto the page with the match details as soon as possible after the game has ended. One screenshot showing each result (e.g. per each round) is needed and can be uploaded by

either the winner or the loser. Here is an example of a valid screenshot.
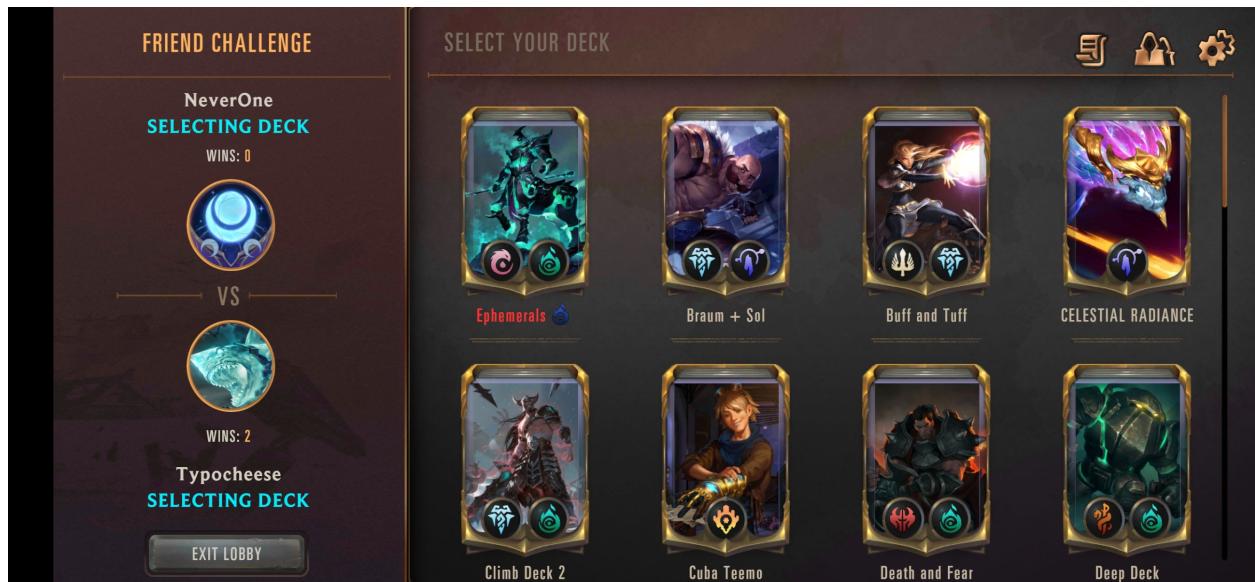
3.13 Match Media

All match media must be kept for at least 14 days. Faking or manipulating match media is forbidden and will result in severe penalties. Match media should be named clearly based on what it is.

3.14 Definition of Match Media

Match media are all uploads, including but not limited to: screenshots, ESL Wire files, demos, models, and videos.

3.15 Streaming / Retransmissions

Players are allowed to stream or rebroadcast any and all matches not being streamed by the ESL broadcast team.

Please note, however, that any player streaming is incurring any risks that come with streaming. We recommend that streaming players put a delay on their broadcast but do not require a delay.

3.16 Devices

Players can with any devices except emulators.

3.17 Technical Issues

Players are responsible for their own technical issues, including hardware, software, and/or internet issues. Matches will not be rescheduled because of technical issues and matches will be played nevertheless.

4 Prizing

4.1 Acceptance and Exchange of Data

Upon competing in a prize-earning Cup, you agree that you meet the requirements for the series and are eligible to receive any prizes. In turn, you agree to share the requested information with the person responsible for delivering the prizes to the player who is receiving the prize. This takes into account that any players who are receiving a prize must be the same who played in the Cup.

4.2 Delivery Times and Claims

All prizes earned in the Mobile Open will take a maximum of 90 days to be sent after the end of the competition. If the corresponding term expires and the prize in question is not received, the player should open a support ticket from the Cup's support page informing the administration of the missing prize so it may be reviewed.

4.3 Prize Money Distribution

4.3.1 Open Ladder Prize Pools

Placement	Amount
1st Place	SGD 500
2nd Place	SGD 200
3rd - 4th Place	SGD 150
5th - 8th Place	1200 coins
9th - 16th Place	600 coins
17th - 32nd Place	300 coins

5 Communication & Support

5.1 Support

The primary method of communication and support for the ESL Mobile Open is the ESL Mobile Open Discord https://discordapp.com/invite/eslmobileopen. All players are advised to join this server to be up to speed on rule changes and to communicate with admins and participants. Items may be communicated exclusively in this discord server. Not being aware of these items due to not being in the server will not be seen as a reasonable excuse.

You may also use the match chat, located on the bottom right-hand side of ESL Play, or submit a support ticket for any assistance during the cup.

5.2 Admins

All participants must adhere to the decisions and rules of the tournament organizers, admins, and referees. All decisions are final, except in cases where the option to appeal is clearly stated.

5.3 Confidentiality

Conversations, either verbal or written, between organizers, admins, or referees, and participants are confidential. Publicly posting or sharing these conversations with outside parties is strictly forbidden, unless ESL's permission is obtained.

6 Player conduct

6.1 Competitive integrity

Players are expected to behave at their best at all times. Unfair conduct may include, but is not limited to, hacking, exploiting, ringing, and intentional disconnection. Players are expected to showcase good sportsmanship and fair play. The tournament administration maintains the sole judgment for violations of these rules.

6.2 Compliance

Players must follow the instructions of the tournament administration at all times.

6.3 Unfair Play

- Players are prohibited from engaging in any behaviors that constitute unfair play, as defined herein.
- Collusion
    - Collusion is defined as any agreement among two (2) or more players to disadvantage opposing players. This includes behavior among players who are part of the same esports organization or otherwise affiliated outside of the competition. Collusion includes, but is not limited to, acts such as:
        - Soft play, which is defined as any agreement among two (2) or more players to not damage, impede or otherwise play to a reasonable standard of competition in a game.
        - Pre-arranging to split prize money and/or any other form of compensation (except as otherwise permitted under the rules of the competition).
        - Sending or receiving signals, electronic or otherwise, from a confederate to/from a player.

6.4 Unsportsmanlike Conduct

Any other further act, failure to act, or behavior which undermines the competitive integrity of the competition or otherwise violates this Rule Book and/or the standards of integrity established by ESL for competitive game play.

6.5 Unprofessional Behavior

6.5.1 Hostility

- Profanity and Hate Speech
    - A player 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 player may not use any facilities, services or equipment provided or made available by ESL or its contractors to post, transmit, disseminate or otherwise make available any such prohibited communications.

- Disruptive Behavior / Insults
    - A player may not take any action or perform any gesture directed at an opposing player, fan, or official, or incite any other individual(s) to do the same, which is insulting, mocking, disruptive, or antagonistic.
- Abusive Behavior
    - Abuse of ESL officials, opposing players, 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. Players and their guests (if any) must treat all individuals attending a match with respect.
- Harassment
    - 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
    - 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.
- Discrimination and Denigration
    - Players 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.
- Disparaging Remarks
    - Players may not give, make, issue, authorize or endorse any statement designed to undermine the perception of a competition or competition officials, or have any other effect prejudicial or detrimental to the best interest of ESL or its affiliates, or LoR, as

determined in the sole and absolute discretion of ESL.

- Criminal Activity
  - A player 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.
- Moral Turpitude
  - A player may not engage in any activity which is deemed by ESL to be immoral, disgraceful, or contrary to conventional standards of proper ethical behavior.

6.6 Betting

Betting during any ESL event (by a player, team, or on behalf of anyone associated with the team) is off-limits. Those partaking will be disqualified from the tournament and will receive a 6 months ban.

6.7 Cheating

Any form of cheating will not be tolerated. When cheating is uncovered the team in question will immediately be removed from the tournament and banned from all competitions for 6 months. Players may be requested to install anti-cheat software on their devices for the duration of the tournament. Examples of cheating include, but are not limited to:

6.7.1 Match Fixing

Attempting to intentionally alter the results of a match by losing or otherwise trying to affect the results.

6.7.2 Hacking

Hacking is defined as any modification of the Legends of Runeterra game client by any player, or person acting on behalf of a player.

6.7.3 Exploiting

Exploiting is defined as intentionally using any in-game bug to seek an advantage. Exploiting includes, but is not limited to, any intentional use of bugs or glitches to gain an in-game advantage, in the sole determination of ESL officials, is not functioning as intended.

6.7.4 Spectator Monitors

Looking at or attempting to look at spectator monitors.

6.7.5 Ringing

Playing under another player's account or soliciting, inducing, encouraging or directing someone else to play under another player's account. Additionally, a player may not have others provide advice to them during tournament play.

6.7.6 DDoSing

Limiting, or attempting to limit, another participant's connection to the game through a Distributed Denial of Service attack or any other means.

6.7.6 Software or Hardware

Using any software or hardware to gain benefits that are otherwise not available in-game. Examples include, but are not limited to: any 3rd party software (unapproved apps that manipulate gameplay), playing on private servers, scripted attacks.

6.8 Bribery

No player may offer or solicit any gift, cash, or other reward to another player, tournament operator or any other person connected with ESL in order to influence the outcome of a game in Mobile Open.

6.9 Gifts

No player may accept any gift, reward or compensation for services promised, rendered, or to be rendered in connection with competitive play of the game, including services related to defeating or attempting to defeat a competing player or services designed to throw or fix a match or game. The sole exception to this rule shall be in the case of performance-based compensation paid to a player by a team's official sponsor or owner.

6.10 Unauthorized Devices

The use of any kind of cheating device and/or cheat program.

- Add-Ons
  - Add-ons such as deck trackers, are not considered a cheating device and may be used in online tournaments unless prohibited by the specific rules of that tournament.

6.11 Intentional Disconnection

An intentional disconnection without a proper and explicitly-stated reason.

6.12 Disqualification

ESL reserves the right to disqualify teams and players. Any team found to be using a known exploit will forfeit their game upon the first occurrence of the exploit. If the team is found to use another known exploit for a second time, and it is determined to have been done on purpose, they will be removed from the event and barred from any future events.

7 Live Broadcast

All contents, photos, videos, replays, and other resources generated by players and the ESL Mobile 2021 belong to ESL. Players accept this condition by agreeing to compete in the ESL Mobile 2021.

8 ESL Play Rules

General ESL Play rules and participation requirements including penalty point rules and catalog please visit https://play.eslgaming.com/rules.