League of Legends: Wild Rift SEA Icon Series [Malaysia] [Fall Season]

Competitive Ruleset 2021

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Contents

Introduction and Purpose

These Official Rules ("**Rules**") of the SEA Icon Series("**SIC**") apply to each of the teams competing in Southeast Asia Tier 1 Wild Rift competitions, as well as their coach, managers, owners, Starters, Substitute players (collectively "**Team Members**"), and other employees.

These Rules are designed solely to ensure the integrity of the system established by Riot SEA Esports Team ("**Officials**") for Tier 1 play of LoL: Wild Rift and a competitive balance among the teams that play at the Tier 1 level. Standardized rules benefit all parties who are involved in the Tier 1 play of LoL: Wild Rift, including the teams, players and general managers.

These Rules do not restrict competition for players. The terms of engagement between players and teams are left to each of the teams and its players.

Included in the SEA Icon Series: Thailand, Chinese Taipei, Macau, Singapore, Malaysia, Indonesia, Hong Kong, Philippines, Vietnam

1. Team Eligibility

1.1 Team Ownership
A team participating in SEA Icon Series is required to nominate a Team Owner. This can be a Player, a Manager or a third party. A team owner's decision is final and overrules any contrary decision made by any other party on a team.

1.1.1 Team Members may not be employees of Riot Games Inc, Riot Games Pty Ltd, ESL, Mineski Global, Cyber Games Arena, PGL, Eliphant, ONE Up, VNG, or any of their respective affiliates at the start of or at any point during SEA Icon Series competitive calendar in 2021. "**Affiliate**" is defined as any person or other entity which own or controls, is under the ownership or control of, or is under common ownership or control with, an Owner. "**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.

1.1.2 Officials 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 SEA Icon Series. Any person that petitions for ownership can be denied admission if they are found to have not acted with the professionalism sought by the Officials. Team Owner agrees that it will not contest any final determination of the Officials in connection therewith.

1.1.3 Changes in Ownership, or Sponsors with naming rights, may only occur between Seasons, meaning after the most recent Super Cup event but before the start of the following Season unless otherwise approved by Riot.

1.2 Roster Requirements

For a team to be eligible to participate in SEA Icon Series they are required to maintain the following conditions:

1.2.1 Team Members

Each team is required to maintain, at all times during a Season in SEA Icon Series:

1.2.1.1 Five starter players ("**Starters**")
1.2.1.2 Between zero and three substitute players ("**Subs**")
1.2.1.4 One team owner ("**Owner**")
1.2.1.5 Coach ("**Coach**")

Optional:
1.2.1.6 Team Manager ("**Manager**")

All Starters and Subs must be eligible to participate in the SEA Icon Series (Section 2).

Starters may consist of up to TWO (2) imports from .

Any player participating in competition located in a country/territory that they do not possess long-term residency is considered an import.

1.2.2 Residency Requirement

1.2.2.1 Resident Defined. A player is considered a "Resident" if the player is already a lawful permanent resident in the country/territory based upon the legal status in that country/territory.

1.2.2.2 Certification of Residency. All players shall certify their residency upon request by Riot Partner Operator or Officials by providing proof of residency as defined in Rules 1.2.2.3 and 1.2.2.4. For the avoidance of doubt, any player may redact any sensitive information in such player's sole discretion and Officials & Partner Operator shall not be responsible for the disclosure of any personal information by a player to the Officials & Partner Operator. Each player consents to the processing and or transfer of any such information by the Officials & Partner Operator for administrative purposes. Each team is responsible for ensuring that its players meet the residency requirements in this Rule 1.2. It shall be a violation of these Rules, by both the team and the player, if a player (or his or her parent or guardian) provides false, misleading or incomplete information resulting in the misclassification of such player's residency and region.

1.2.2.3 Proof of Residency. Any player that wishes to compete in the SEA Icon Series must prove lawful permanent residency to qualify as a resident of the country/territory they wish to compete in. Acceptable documentary evidence includes items such as a passport or proof of age card. This list is not exhaustive.

1.2.3 Import Players
Imported players must be residents from the region that League of Legends: Wild Rift has been released to be competing in this tournament.

1.2.4 Coach
Each team will be permitted to designate a coach, who will be considered the official coach for the team. The coach cannot be a Starter or Sub for another team, and may be affiliated with only one organisation.

1.2.5 Roster Submission
At a time designated by Riot Partner Operator, each team must submit their full roster to the Riot Partner Operator.

1.3 Substitutions within active roster
Requests to modify a starting lineup for the team's match must be submitted no later than 24 hours prior to the start of the matches on the respective day. All changes made after this 24-hour mark will incur in-game penalties or be declined at the sole discretion of Riot Partner Operator officials.

1.3.1 Substitution During Matches
A team may substitute a player within a match/series. The team must notify a Riot Partner Operator official and have the substitution approved immediately following the previous game, no later than 5 minutes after the explosion of the nexus (e.g. if a team wishes to substitute a player in for game 2, then the team must notify a Riot Partner Operator official no later than 5 minutes following game 1).

1.4 Roster Changes
A team roster change means adding, replacing or removing players from a roster. Roster changes must be approved by Riot Partner Operator officials. Team rosters are locked 24 hours prior to the first game of the week that roster is scheduled to play. All team changes made after the roster has officially locked will incur in-game penalties or be denied at the sole discretion of Riot Partner Operator officials.

1.4.1 If a team wishes to release a player from their current roster (either Starter or Sub), the team is required to communicate this to Riot Partner Operator officials and complete all necessary requirements set forth by Riot Partner Operator officials.

1.4.2 If a team wishes to sign a free agent player to their roster (either Starter or Sub), the team is required to complete all necessary documentation. No free agent signings shall be recognized or be eligible for competitive play until approval has been given by Riot Partner Operator officials.

1.4.3 Teams are required to maintain a 5/5 roster during the first 2 week of Group Stage. After the second week, teams are allowed to make changes and remain 4/5 of their original roster. After the fourth week, teams are allowed to make changes and remain 3/5 of their original roster.
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1.4.4 Teams are only allowed to make changes to their roster after qualifying to group stages if they have valid reasons and approved by Riot Partner

Operator officials. Team rosters are locked 48 hours prior to the first game of the group stage.

1.5 Team Sponsorships

A team has the ability to acquire sponsors. Sponsorship acquisition is unrestricted except by the prohibited list within these rules and the team agreement. The Officials have the ability to update the category list at any time. The following is a nonexclusive list of limited sponsors:

1.5.1 Gambling Websites/company: defined as any website/company that aids or abets the wagering of funds on a sporting/esporting event and/or allows for the wagering of funds in casino games including poker.

1.5.2 Non "over-the-counter" drugs

1.5.3 Account sharing/skin selling websites

1.5.4 Firearms, handguns, or ammunition providers

1.5.5 Websites displaying or related to pornographic imagery or products

1.5.6 Products or services from direct competitors

1.5.7 Tobacco products

1.5.8 Cryptocurrencies

2. Player Eligibility

To be eligible to compete in SEA Icon Series, each player must satisfy the following conditions:

2.1 Player Detail Submission

No player shall be considered eligible to participate in any SEA Icon Series match until all information has been submitted and have been deemed eligible by Riot Partner Operator officials.

2.2 Age

No player shall be considered eligible to participate in any Icon Series-affiliated match before their 17th birthday, defined as having lived 17 full years.

2.3 Player Behaviour Check

Every player's behaviour will be checked periodically to ensure their behaviour when playing League of Legends: Wild Rift, is appropriate. If a player fails to meet the standards set forth by the Officials, they may be sanctioned or disqualified from any or all SEA Icon Series competition, at the sole discretion of Riot officials.

2.4 Summoner Name

Summoner Names must be approved by Riot Partner Operator officials in advance of use in play. Name changes are not allowed except under certain extenuating circumstances, during the off-season, and must be approved by Riot Partner Operator officials prior to use in SEA Icon Series competition.

2.5 Collegiate & Amateur Level Restriction

A player qualified through any SEA Icon Series Open Qualifiers are defined as a Tier 1 player and is prohibited from participating in collegiate & amateur level competition for the entire competitive year.

2.6 Other Region/Country/Territory

The player accepts that his/her entry in the SEA Icon Series as a Starter or Manager will mean he/she cannot participate in any other premiere level League of Legends: Wild Rift competition within the same week.

2.7 Officials Decision

The Officials shall have the right to make final and binding determinations regarding player eligibility and entry to the SEA Icon Series competition.

2.8 Non-open beta region players.

A player residing in any Wild Rift non-open beta region will be prohibited from participating in SEA Icon Series

3. Awarded Prizes

Event prizes are paid to the organisation or team owner by Riot Partner Operator.

4. Competitive Structure

The SEA Icon Series is operated by Riot and Riot Partner Operator officials ("**League Admins**", "**League Ops**", "**Riot Officials**", "**Partner Officials**").

4.1 Definition of Terms

4.1.1 Game. An instance of competition on the Wild Rift map that is played until a winner is determined by one of the following methods, whichever occurs first: (a) completion of the final objective (destruction of a nexus), (b) Team Forfeit, or (c) Awarded Game Victory (See Section 7.5).

4.1.2 Match/Series. A set of games that is played until one team wins a majority of the total games (e.g., "Best of 1", winning two games out of three ("best of three"); winning three games out of five ("best of five")). The winning team will either receive a win tally in a league format or advance to the next round in a tournament format.

4.2 Phase Details

4.2.1 Open Qualifiers. This phase consists of X teams, each playing Best-of-1 game matches in a Single-Elimination, with Best-of-3 in Round of 8. Top 4 teams from each qualifier will proceed to the Closed Qualifier.

4.2.2 Closed Qualifiers. This phase consists of 8 teams, each playing Best-of-3 game matches in 2 groups of GSL. The groups will be divided based on the qualifier. Top 2 teams from each group will proceed to the Group Stage.

4.2.3 Group Stage. This phase consists of 8 teams from the Closed Qualifier and invited teams, each playing Best-of-3 game matches in a Single Round-robin.

4.2.3.1 Tiebreaker. In an event of a tiebreaker, the seedings will be determined as following:
- Points
- Head-to-head
- Rematch
- Score Differences

4.3.3.2 Top 4 proceed to the playoffs.
- Last Chance Qualifier. Bottom 4 teams will compete in a Single-Elimination for the 5th place.

4.2.4 Playoffs. This phase consists of 5 teams, each playing Best-of-5 game matches in a Double-Elimination, with Best-of-7 Grand Final.

5. Player Equipment

5.1 Online Matches
For all online (non-live) matches, players will be expected to provide all of their own equipment. This includes, but is not limited to, mobile phones, headphones, earphones, webcam, and voice programs. As the matches will not be played on an offline server, players will also need to account for their own network protection (including but not limited to DDOS prevention).

Additionally, the stability of each player's hardware and internet connection is the responsibility of the player.

5.1.1 Use of Communication Program
Players are required to use the provided Discord, Teamspeak or other provided communications service for their team communication during online games. All five Starters must join the team designated channel on the server before the game reaches champion select. Players that do not join the channel by the designated time will be subject to penalties as though the player is not in the lobby.

5.1.1 Permitted Users Only the five players who are playing the game and the team's official coach are permitted in the channel. Each team may be joined by designated Riot Partner Operator officials and Broadcast Crew.

5.1.2 Communication Server Issues
In the event of issues with the communication server and the issues cannot be resolved, all players will be asked to move to the backup server.

5.1.3 Player Connectivity Issues

Players are responsible for their own connection to the communication server. Should they be unable to connect, or their connection be severed, the players or teammate must inform Riot Partner Operator at first sign of problem.

5.1.4 Channel Usage
Teams are only allowed to use their team's designated channel. If a player joins a channel of the team they are not a part of, they will be subject to penalties as though they are attempting to cheat, despite the player's intention. Teams' voice channels will be recorded throughout the tournament.

5.1.5 Server Access
Players cannot share the server information without prior approval from Riot Partner Operator.

5.1.6 Proof of Physical play
Teams are responsible for providing Riot Partner Operator officials with physical proof of play. Webcam feeds, physical Identification, and game account identifications are required to prove that only registered players are participating in the match environment at all times. Failure to adhere to rule 5.1.6 will result in immediate penalties.

5.1.7 Accessory Usage
Players are not allowed to use any physical accessory during a match. Prohibited accessories include but are not limited to 'triggers', 'joystick' and special trigger buttons built into the mobile device.

6. Match Process

6.1 Changes to Schedule
Officials or Riot Partner Operator may, at its sole discretion, re-order the schedule of matches within a given day and/or change the date of an official match to a different date or otherwise modify the schedule of matches. In the event that Riot Partner Operator modifies a match schedule, Riot Partner Operator will notify all teams at the earliest convenience.

6.2 Arrival in Game Lobby for Non-Live Matches
Members of a team's Active Roster who are participating in an official match must arrive in the lobby no later than the time specified by Riot Partner Operator officials.

6.3 Role of Referees

6.3.1 Responsibilities
Referees are Riot Partner Operator officials who are responsible for making judgments on every match-related issue, question and situation which occurs before, during, and immediately following match play. Their oversight may include, but is not limited to:

6.3.1.1 Checking the team's lineup before a match.

6.3.1.2 Announcing the beginning of the match.

6.3.1.3 Ordering pause/resume during play.

6.3.1.4 Issuing penalties in response to Rule violations before, during, or after the match.

6.3.1.5 Confirming the end of the match and its results.

6.3.2 Referee Behaviour

At all times, referees shall conduct themselves in a professional manner, and shall issue rulings in an impartial manner. No passion or prejudice will be shown towards any player, team, team manager, owner, or other individuals.

6.3.3 Finality of Judgment

If a referee makes an incorrect judgment, the judgment can be subject to reversal. At their discretion, Riot Partner Operator officials may evaluate the decision during or after the match to determine if the proper procedure was implemented to allow for a fair decision. If the proper procedure was not followed, Riot Partner Operator & Officials reserve the right to potentially invalidate the referee's decision. Riot Partner Operator & Officials will always maintain final determination in all decisions set forth throughout a competition.

6.3.4 Gambling Prohibition

All rules prohibiting gambling on League of Legends: Wild Rift, as found below in Section 8, shall apply to referees without limitation.

6.4 Competitive Patch

6.4.1 Patch Version

All SEA Icon Series matches will be played on the latest patch available on the live service.

6.4.2 Champion Availability

Champions that have not been available on the live service for more than one week will be unavailable for selection in play. Champions that have undergone reworks will be subject to Officials discretion.

6.5 Player Responsibilities for Online Matches

All players will be expected to be ready to join the game lobby at the time specified by Riot Partner Operator officials. Readiness includes, but is not limited to, five rostered players having completed version patching, configuration of in-game settings, and completed rune and mastery pages.

6.5.1 Rolling Schedule

Matches held on a rolling schedule will have estimated start times. However, 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 Riot Partner Operator officials.

6.5.2 Schedule Adjustments

Riot Partner Operator officials, in their sole discretion, have the right to adjust the match schedule at any time to preserve the pacing of matches or to remedy such circumstances as may detract from the viewer experience.

6.5.3 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 late penalties. For the avoidance of doubt, the start of the game is defined as a team entering Champion Select.

If a team is late they will are subject to the lateness penalties as outlined below:

      6.5.3.1 Late to scheduled match time: 1 ban loss
      6.5.3.2 Ten (10) minutes late: Game Forfeit

Intentionally delaying the lobby or game start will still subject the team to the rules set forth in this section. Lateness penalties that cannot be applied to the current game will be recorded and applied to future games. Officials may apply additional financial penalties at their discretion.

6.5.4 Pause Allowance
Teams may pause the game for a maximum of 10 minutes over the course of a single game. Pausing beyond allowance time will be considered unfair play and penalties will be applied at the discretion of Riot officials. Teams are only permitted to pause the game in the event of an Unintentional Disconnection or a verifiable issue with the Game. (See section 7.3)

6.5.5 4v5 Play
Teams are required to field a full team of five players to start a match.
If a player unintentionally disconnects during the match, a team may not continue to play to complete the game.

6.5.6 Player Equipment Responsibility
All players are responsible for ensuring the performance of their chosen setup, including mobile phones 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.

6.5.7 Spectators
Only the team's five rostered players are allowed in the game lobby. No additional spectators are permitted for any reason.

6.5.8 Streaming
Players are not permitted to stream official matches publicly or privately on any platform or service.

6.5.9 Pro View
Players may be required to engage in streaming official matches at the discretion of League officials. These streams will be tested and subject to specific limitations set forth by Riot Partner Operator officials.

6.5.10 Game Lobby
Riot Partner Operator officials will create the official game lobby. Players will be directed by Riot Partner Operator officials to join the game lobby as soon as setup has been completed, in the following order of positions: Top, Jungle, Mid, Bot, Support.

6.6 Game Setup

6.6.1 Start of Pick / Ban Process
Once all ten players have reported to the official game lobby, a Riot Partner Operator official will request confirmation that both teams are ready for the pick/ban phase (as defined and described below). Once both teams confirm readiness, a Riot official will instruct the room owner to start the game.

6.6.2 Recording of Pick / Ban Process
Picks/bans will proceed through the client's Draft Pick feature. If picks/bans are completed substantially in advance of game setup, at the instruction and discretion of Riot Partner Operator officials, the Riot Partner Operator officials will record the official picks/bans and manually abort the game start.

6.6.3 General / Game Settings

6.6.3.1 Map: Wild Rift
6.6.3.2 Game Type: Draft Pick

6.7 Pick / Ban Phase & Side Selection

6.7.1 Tournament Draft
Riot officials may choose to employ either the Draft Pick mode feature or a manual draft (e.g. draft that is conducted in chat without the use of an in-game feature). Starters for each team cannot be substituted after the start of the draft. Players may play any Champion which their team has drafted, but must confirm their selection with a Riot Partner Operator official.

6.7.2 Restrictions on Gameplay Elements
Restrictions may be added at any time before or during a match, if there are known bugs with any items, Champions, skins, runes, masteries, or Summoner spells, or for any other reason as determined at the discretion of the Riot Partner Operator.

6.7.3 Side Selection
Teams' sides will be pre-selected or based on any applicable rules set forth by Riot Partner Operator

6.7.4 Draft Mode
Draft mode proceeds in a snake draft format as follows:
Blue Team = A; Red Team = B

BAN Phase: ABABAB

*As the game currently does not support Champion banning feature, this phase must be done via the respective Discord server set by Riot Official Partners.

Pick Phase: ABBAABBAAB

6.7.5 Selection Error
In the event of an erroneously-selected Champion pick or ban, the team in error must notify a Riot Partner Operator official before the other team has locked in their next selection. If so, the process will be restarted and brought back to the point at which the error occurred so that the team in error may correct its mistake. If the next selection is locked before the team in error gives notice to a Riot Partner Operator official, the erroneous selection shall be deemed irrevocable.

6.7.6 Trading Champions
Teams must complete all Champion trades before the 20-second mark during the Trading Phase, or will be subject to a penalty in future games. Summoner spells also cannot be changed after the 20-second mark.

6.7.7 Game Start After Pick/Ban
A game will start immediately after the pick/ban process is complete, unless otherwise stated by a Riot official. If played in a live studio, at this point Riot officials will remove any printed materials from the Match Area, including any notes written by Team Members. Players are not allowed to quit a game during the time between the completion of picks/bans and game launch, also known as "Free Time."

6.7.8 Controlled Game Start
In the event of an error in-game start or a decision by Riot Partner Operator to separate the pick/ban process from game start, a Riot Partner Operator official may start the game in a controlled manner using Blind Pick. All players will select Champions in accordance with the previous valid completed pick/ban process. Game settings as described in section 6.7, excepting Game Type as Blind Pick.

6.7.9 Slow Client Load
If any failure occurs which interrupts the loading process and prevents a player from joining a game upon game start, the game must be immediately paused until all ten players are connected to the game.

7. Game Rules

7.1 Definition of Terms

7.1.1 Unintentional Disconnection
A player losing connection to the game due to problems or issues with the game client, platform, network, or mobile phone.

7.1.2 Intentional Disconnection

A player losing connection to the game due to player's actions (i.e. quitting the game). Any actions of a player which lead to a disconnection shall be deemed intentional, regardless of the actual intent of the player.

7.1.3 Server Crash
All players losing connection to a game due to an issue with a game server, or venue internet instability.

7.2 Game of Record
A game of record ("GOR") refers to a game where all ten players have loaded and which has progressed to a point of meaningful interaction between opposing teams. Once a game attains GOR status, the period ends in which incidental restarts may be permitted and a game will be considered as "official" from that point onward. After the establishment of GOR, game restarts will be allowed only under limited conditions (see Section 7.3). Examples of conditions which establish GOR:

7.2.1 Any attack or ability is landed on minions, jungle creeps, structures, or enemy Champions.
7.2.2 Line-of-sight is established between players on opposing teams.
7.2.3 Setting foot, establishing vision or targeting skillshot ability in the opponent's jungle by either team, which includes either leaving the river or entering brush connected to enemy jungle.
7.2.4 Game timer reaches 1 minute 30 seconds (00:01:30).

7.3 Stoppage of Play
If a player unintentionally disconnects without notifying a Riot Partner Operator official or pausing, a Riot Partner Operator official is not required to enforce a stoppage. During any pause or stoppage, players may not leave the match area unless authorized by a Riot Partner Operator official.

7.3.1 Directed Pause
Riot Partner Operator officials may order the pause of a match or execute a pause command at the sole discretion of the Riot Partner Operator officials, at any time.

7.3.2 Player Pause
Players may only pause a match immediately following any of the events described below, but must signal or communicate with a Riot Partner Operator official immediately after the pause and identify the reason.

Acceptable pause reasons include:
  ● An Unintentional Disconnection

For online play, players must not pause the game for reasons that cannot be verified by an official (e.g. hardware or software malfunctions, physical interference with a player, etc). If the player pauses the game for an unverifiable issue, they will be given a warning and the game will be resumed.

Player illness, injury, or disability is not an acceptable reason for a player pause. In such a situation, the team must alert a Riot Partner Operator, who may in his/her sole discretion, grant a pause in order to evaluate the identified

player to determine whether player is ready, willing, and able to continue playing within a reasonable period of time, as determined by the Riot Partner Operator, but not to exceed a few minutes. If the Riot Partner Operator determines that the identified player or team is not able to continue playing within such reasonable period of time, then the team may continue to play 4v5 to complete the game, unless a Riot Partner Operator, in his/her discretion, determines that the game is subject to an Awarded Game Victory (see Section 7.5).

7.3.3 Resuming the Game
Players are not permitted to resume the game after a pause. After clearance from a Riot Partner Operator is issued and all players are notified and ready at their stations, which will be contingent on the team captain confirming through in-game chat that both teams are ready to resume play, the in-client spectators will unpause the game.

7.3.4 Unauthorised Pause
If a player pauses or unpauses a game without permission from a Riot Partner Operator, it will be considered unfair play and penalties will be applied at the discretion of Riot Partner Operator.

7.4 Game Restart
The decision of which condition(s) shall justify a game restart is solely at the discretion of Riot Partner Operator officials. Examples are listed below for purposes of illustration only:

7.4.1 Restarts Before GOR
The following are examples of situations in which a game may be restarted if GOR has not been established.

- If a player notices that the player's rune or mastery have not applied correctly between the game lobby and match, the player can request to pause the game to adjust these settings. If the settings cannot be correctly adjusted, then the game may be restarted.
- If a Riot Partner Operator official determines that technical difficulties will not allow for the game to resume as normal (including a team's ability to be in proper position for certain game events, such as minion spawn).

7.4.2 Restarts After GOR
The following are examples of situations in which a game may be restarted after GOR has been established.

- If a game experiences a critical bug at any point during the match which significantly alters game stats or gameplay mechanics.
- If a Riot official determines that there are environmental conditions which are unfair (e.g. excessive noise, hostile weather, unacceptable safety risks).

7.4.3 Restart Protocol

If a game experiences a critical bug at any point during the match that significantly alters game stats or gameplay mechanics, or the external environmental conditions at a live event become untenable then a restart may occur.

Certain circumstances must be met before a restart may occur. Riot officials must determine that the bug is critical and verifiable. For the bug to be considered critical, the bug must significantly damage a player's ability to compete in the game situation. The determination of whether the bug has damaged a player's ability to compete is up to the sole discretion of the Riot officials. In order for a bug to be considered verifiable, the bug must be conclusively present and not possibly attributable to player error. The spectator must then be able to replay the instance in question and verify the bug.

If a player believes they have experienced a critical bug, they must request to pause the game and alert a referee in a timely fashion. If it is believed that a player is attempting to delay reporting of a bug to wait for a possible restart at a more advantageous time, then a restart will no longer be granted.

If Riot Partner Operator officials determine that the bug is critical and verifiable and that the player followed the pause protocol, then the disadvantaged team will be presented with the option for a restart. If the team accepts, the game will immediately be restarted as per the rules established in Section 7.4. An exception to Rule 7.4 is if the restart occurred due to a champion bug, then settings no longer will be retained (including picks and bans) regardless of Game of Record status and the champion will be made ineligible for at least the remainder of the day's matches unless the bug can be conclusively tied to a specific game element that can be fully removed (i.e. a skin that can be disabled) or prohibited (i.e. the purchase of items).

This section is applicable if the pause is directed as per Section 7.3.1 and does not limit the ability of a Riot Partner Operator official to institute a restart.

7.4.4 Controlled Environment

Certain conditions may be preserved in the event of a restart of a game that has not reached GOR, including, without limitation, picks/bans or Summoner spells. If, however, a match has reached GOR, Riot officials shall not retain any settings.

7.4.5 Player Confirmation of Settings

Each team captain shall verify that every player on his/her team has finalized their intended game settings (including runes, masteries, controls, and GUI settings) before GOR is established. Any error in verification is not grounds for a game restart after GOR is established.

7.5 Awarded Game Victory

In the event of a technical difficulty which leads Riot Partner Operator officials to declare a restart, Riot Partner Operator officials may instead award a game victory to a team. If a game has been played for more than 15 minutes on the game clock (00:15:00), Riot officials, in their sole discretion, may determine that a team cannot avoid defeat to a degree of reasonable certainty. The following criteria may be used in the determination of reasonable certainty, however meeting the criteria does not necessarily mean the game will be an awarded victory, the final decision lies on Riot officials.

7.5.1 Gold Differential
The difference in gold between the teams is more than 33%.

7.5.2 Remaining Turret Differential
The difference in the number of remaining turrets between the teams is more than seven.

7.6 Post-Game Process

7.6.1 Results
Riot Partner Operator officials will confirm and record game result.

7.6.2 Tech Notes
Players will identify any tech issues with Riot Partner Operator officials.

7.6.3 Break Time
Riot Partner Operator officials will inform players of the remaining amount of time before the next game's pick/ban phase begins. Pick/ban phase will commence as scheduled, regardless of whether a team is fully present in the match area at that time. Riot Partner Operator officials may, at their discretion, log in to a player's account and join the game lobby.

7.7 Post-Match Process

7.7.1 Results
Riot Partner Operator officials will confirm and record the match result.

7.7.2 Next Match
Players will be informed of their current standing in the competition, including their next scheduled match.

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

7.7.4 Results of Forfeiture

Matches won by forfeit will be reported by the minimum score it would take for one team to win the match (e.g. 1-0 for best-of-one matches, 2-0 for best-of-three matches, 3-0 for best-of-five matches). No other statistics will be recorded for forfeited matches.

8. Player Conduct

8.1 Competition Conduct

8.1.1 Unfair Play
The following actions will be considered unfair play and will be subject to penalties at the discretion of Riot Partner Operator officials.

8.1.1.1 Collusion. Collusion is defined as any agreement among two (2) or more players and/or confederates to disadvantage opposing players. Collusion includes, but is not limited to, acts such as:

8.1.1.1.1 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.

8.1.1.1.2 Pre-arranging to split prize money and/or any other form of compensation.

8.1.1.1.3 Sending or receiving signals, electronic or otherwise, from a confederate to/from a player.

8.1.1.1.4 Deliberately losing a game for compensation, or for any other reason, or attempting to induce another player to do so.

8.1.1.2 Competitive Integrity. Teams are expected to play at their best at all times within any SEA Icon Series game, and to avoid any Behaviour inconsistent with the principles of good sportsmanship, honesty, or fair play. For the purpose of clarification, team composition and the pick/ban phase will not be considered when determining whether this rule has been violated.

8.1.1.3 Hacking. Hacking is defined as any modification of the League of Legends: Wild Rift game client by any player, team or person acting on behalf of a player or a team.

8.1.1.4 Exploiting. Exploiting is defined as intentionally using any in-game bug to seek an advantage. Exploiting includes, but is not limited to, acts such as: glitches in buying items, glitches in neutral minion interactions, glitches in Champion ability performance, or any other game function that, in the sole determination of Riot Partner Operator officials, is not functioning as intended.

8.1.1.5 Spectator Monitors. Looking at or attempting to look at spectator monitors.

8.1.1.6 Ringing. Playing under another player's account or soliciting, inducing, encouraging or directing someone else to play under another player's account.

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

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

8.1.1.9 Riot Partner Operator Discretion. Any other further act, failure to act, or Behaviour which, in the sole judgment of Riot Partner Operator officials, violates these Rules and/or the standards of integrity established by Riot Partner Operator for competitive game play.

8.1.1.10 Sponsorship. Any use of sponsorship that is affiliated with any competing team in the Riot Partner Operator must adhere to all rules, even if not formally contracted to this ruleset.

8.1.2 Profanity and Hate Speech
A Team 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 Member may not use any facilities, services or equipment provided or made available by Riot Partner Operator or its contractors to post, transmit, disseminate or otherwise make available any such prohibited communications. A Team Member may not use this type of language on social media or during any public facing events such as streaming.

8.1.3 Disruptive Behaviour / Insults
A Team Member may not take any action or perform any gesture directed at an opposing Team Member, or incite any other individual(s) to do the same, which is insulting, mocking, disruptive or antagonistic.

8.1.4 Abusive Behaviour
Abuse of Riot Partner Operator officials, opposing Team 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 Members and their guests (if any) must treat all individuals attending a match with respect.

8.1.5 Studio Interference
No Team Member may touch or otherwise interfere with lights, cameras, or other studio equipment. Team Members may not stand on chairs, tables, or other studio equipment. Team Members must follow all instructions of Riot Partner Operator studio personnel.

8.1.6 Unauthorised Communications

All non-competition mobile phones, tablets, and other voice-enabled and/or "ringing" electronic devices must be fully powered off during play. Players may not text/email while in the match area. During the match, communication by a Starter shall be limited to the players on the Starter's team.

8.2 Unprofessional Behaviour

8.2.1 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.

8.2.2 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.

8.2.3 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.

8.2.4 Discrimination and Denigration

Team 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 colour, ethnic, national or social origin, gender, language, religion, political opinion or any other opinion, financial status, birth or any other status, sexual orientation or any other reason.

8.2.5 Statements Regarding Riot Partner Operator, Riot Games and League of Legends: Wild Rift

Team 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 Riot Games or its affiliates, or League of Legends: Wild Rift, as determined in the sole and absolute discretion of Officials.

8.2.6 Releasing Information Without Approval

Teams will be asked to submit paperwork for approval or visibility throughout the SEA Icon Series competition period. This paperwork is necessary for maintaining expectations throughout the competition. Early announcements can disrupt the competitive scouting a team would use to create strategies for upcoming matches. For this reason, if a Team Member has been told not to release information, as it may undermine the competitive process, and the

Team Member proceeds to release said information, then the Team Member and/or Team will be subject to penalties.

8.2.7 Player Behaviour Investigation
If Riot Partner Operator or Riot determines that a Team or Team Member has violated the Summoner's Code, the League of Legends: Wild Rift Terms of Service, or other rules of League of Legends: Wild Rift, Riot Partner Operator or Riot officials may assign penalties at their sole discretion. If a Riot Partner Operator official contacts a Team Member to discuss the investigation, the Team Member is obligated to tell the truth. If a Team Member withholds information or misleads a Riot Partner Operator official creating an obstruction of the investigation then the Team and/or Team Member is subject to penalties.

8.2.8 Criminal Activity
A Team Member may not engage in any activity which is prohibited by common law, statute, or treaty and which leads to or may be reasonably deemed likely to lead to conviction in any court of competent jurisdiction.

8.2.9 Confidentiality
A Team Member may not disclose any confidential information provided by Riot Partner Operator or any affiliate of Riot Games, by any method of communication, including all social media channels.

8.2.10 Bribery
No Team Member may offer any gift or reward to a player, coach, manager, Riot Partner Operator official, Riot Games employee, or person connected with or employed by another team for services promised, rendered, or to be rendered in defeating or attempting to defeat a competing team.

8.2.11 No Poaching or Tampering
No Team 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 team, nor encourage any such official coach or player to breach or otherwise terminate a contract with said team. An official coach or player may not solicit a team to violate this rule. An official coach or player may express publicly their desire to leave the team and encourage any and all interested parties to contact their management. But, to be clear, the official coach or player may not entice a team directly to reach out to their management or attempt to violate their contractual obligations. Violations of this rule shall be subject to penalties, at the discretion of Riot Partner Operator & Riot officials. To inquire about the status of an official coach or player from another team, managers must contact the management of the team that the player and/or official coach is currently contracted with.

8.2.12 Gifts
No Team Member 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 team 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 Team Member by a team's official sponsor or owner.

8.2.13 Non-Compliance
No Team Member may refuse or fail to apply the reasonable instructions or decisions of Riot Partner Operator officials.

8.2.14 Match-Fixing
No Team Member may offer, agree, conspire, or attempt to influence the outcome of a game or match by any means that are prohibited by law or these Rules.

8.2.15 Document or Miscellaneous Requests
Documentation or other reasonable items may be required at various times throughout SEA Icon Series competition as requested by Riot Partner Operator officials. If the documentation is not completed to the standards set by the Riot Partner Operator then a team may be subject to penalties. Penalties may be imposed if the items requested are not received and completed at the required time.

8.3 Association with Gambling
No Team Member, Riot official, or Riot Partner Operator member may take part, either directly or indirectly, in betting or gambling on any results of any game, match or tournament.

8.4 Subjection to Penalty
Any person found to have engaged in or attempted to engage in any act that Riot & Riot Partner Operator 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 Riot.

8.5 Penalties
Upon discovery of any Team Member committing any violations of the rules listed above, Riot & Riot Partner Operator may, without limitation of its authority under Section 8.4, issue the following penalties:

8.5.1 Verbal Warning(s)
8.5.2 Loss of Side Selection for Current or Future Game(s)
8.5.3 Loss of Ban for Current or Future Game(s)
8.5.4 Fine(s) and/or Prize Forfeiture(s)
8.5.5 Game Forfeiture(s)
8.5.6 Match Forfeiture(s)
8.5.7 Suspension(s)
8.5.8 Disqualification(s)

Repeated infractions are subject to escalating penalties, up to, and including, disqualification from future participation in SEA Icon Series and subsequent tournaments. It should be noted that penalties may not always be imposed in a successive manner. PCS, in its sole discretion, for example, can disqualify a player for

a first offense if the action of said player is deemed egregious enough to be worthy of disqualification by Riot Partner Operator & Riot.

8.6 Right to Publish
Riot shall have the right to publish a declaration stating that a Team Member has been penalized. Any Team Members and/or team which may be referenced in such declaration hereby waive any right of legal action against the Riot Games, Inc., and/or any of their parents, subsidiaries, affiliates, employees, agents, or contractors.

9. Communication with the Tournament Operator

The official communication methods of the Tournament are Email and Discord. Once a team has successfully qualified for the Tournament the team leader will need to provide their Email address and Discord ID to the Tournament Organiser. Most communication will occur on Discord while email will be used to provide necessary tournament information. Team leaders/representatives are responsible to let their team know if there are any important announcements or updates regarding the Tournament.

Discord Channel Link: https://discord.gg/7wrSPk4K9c
Official Email:

10. Spirit of the Rules

10.1 Finality of Decisions
All decisions regarding the interpretation of these rules, player eligibility, scheduling and staging of the SEA Icon Series competitions, and penalties for misconduct, lie solely with Officials, the decisions of which are final. Officials decisions with respect to these Rules cannot be appealed and shall not give rise to any claim for monetary damages or any other legal or equitable remedy.

10.2 Rule Changes
These Rules may be amended, modified or supplemented by Riot, from time to time, in order to ensure fair play and the integrity of the SEA Icon Series competitions.

10.3 Best Interests of the SEA Icon Series
Riot officials at all times may act with the necessary authority to preserve the best interests of the SEA Icon Series. This power is not constrained by the lack of any specific language in this document. Riot officials may use any form of punitive actions at their disposal against any entity whose conduct is not within the confines of the best interests of the SEA Icon Series.