2023 ESports Championship East Asia League of Legends Official Ruleset

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1. Team Member Eligibility

To be eligible to compete in the ECEA, each player must satisfy the following conditions:

1.1. Player Age

No player shall be considered eligible to participate in ECEA before his or her 17_{th} birthday, defined as having lived 17 full years.

1.2. Residency and Work Eligibility

Each player must meet the eligibility requirements for the region they are representing at the ECEA.

1.3. No Riot Employees

Owners, managers, coaches, Starters, and Reserve players (terms as defined herein, and collectively referred to as "Team Members") may not be employees of Riot Games Inc. ("RGI") or League of Legends Esports Federation LLC or any of their respective affiliates at the start of or at any point during the ECEA. "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, 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.

2. Roster Rules

2.1. Roster Requirements

Each team is required to maintain, at all times during the ECEA, five players in the starting lineup ("Starters"), one substitute player ("Reserves"), one Head Coaches (collectively, the "Active Roster").

Roster of preliminaries and finals must be submitted together 48 hours before the first match day.`

If any of the Active Roster is not present on-site, then the team is subject to penalties. Any penalty may be waived by ECEA officials in situations deemed by ECEA officials to be an emergency.

player onsite as an extreme aggravating factor in assessing any penalties for a team's forfeit of any match at ECEA premised on the team's inability to field a roster.

Teams are not permitted to add any additional players to their roster after the Active Roster Lock of their region, except permitted by the ECEA Officials.

2.2. Roster Submissions and Side for Game

2.2.1. Requests to modify a starting lineup for the team's match on the each day of the ECEA may not be submitted any later than 24 hours before the first match day. Requests must be made by the designated head coach.

2.2.2. The starting lineup submissions must also include all personal information requested about the Team and Team Members by ECEA officials, if any. This shall include the Team Members' In-Game Name (along with desired spelling and capitalization thereof). Failure to designate a starting lineup before the deadline will result in the team being required to utilize the same starting lineup as they used in Active Roster submission.

2.2.3 Side Selection
The side selection in the ECEA will be conducted as described below during the ECEA.

- ● Preliminary round
    - ○ The winner selects the camp by a coin flip conducted by the ECEA referee.

● Final Round

    ○ By adding up the result of preliminary round, the 1st place team is given the side selection of the first set of the finals as a final advantage, the losing team of each set will select the prefer side during set 2-3

3. Player Equipment

3.1. ECEA-Provided Equipment

ECEA officials will provide, and ECEA players will exclusively use, equipment in the following categories to ECEA players for all official ECEA matches:

● PC & Monitor

● Headsets and/or Earbuds and/or Microphones

● Table and Chair

At the request of a ECEA player, ECEA officials will provide the following categories of equipment for use in all official ECEA matches:

● PC Keyboards

● PC Mice

● Mousepads

All ECEA-provided equipment shall be chosen, selected, and determined at the sole discretion of the ECEA officials.

3.2. Player-Owned or Team-Owned Equipment

Players are allowed to bring equipment in the following categories, which are owned by themselves or their teams, into the match area and use such equipment during official ECEA matches:

● PC Keyboards

● PC Mice and cord holders

● PC Mousepads

In the match area, players may not bring, use, or wear any headsets, earbuds and/or microphones, other than those provided by the ECEA.

3.3. Player and Coach Apparel

Players must wear official team uniforms during all ECEA matches and pre-match and post-match interviews held by the ECEA. Players must wear pants and closed-toe shoes, as well as visible team-branded apparel, on their upper body, during the entirety of any ECEA event or appearance.

All starting players must wear matching apparel during the player introductions. The matching apparel includes shirts, jerseys, jackets, and pants.

During matches, players must wear jerseys and may individually choose to wear jackets. All jackets, jerseys, and pants must match. For the avoidance of doubt, sweatpants, athletic pants, and/or pajama pants will not be considered appropriate attire unless approved in advance by ECEA officials.

Jerseys and all other apparel worn during such times are subject to the restrictions set forth in Section 9 below, and are subject to the review and discretion of ECEA officials. ECEA officials will have final approval over all apparel.

Head Coaches and Strategic Coaches must wear appropriate attire while at the event. The attire will need to be approved by ECEA officials. Appropriate attire should be business casual and does not include: athletic wear, team branded apparel (like jerseys), open-toed shoes, etc. Player and coach apparel should also comply with additional regional league restrictions, if any.

3.4. Computer Programs & Usage

Players are prohibited from installing their own programs and must use only the programs provided by the ECEA.

3.4.1. Voice Chat. Voice chat will be provided only via the native system used in the ECEA-provided headsets. Use of third-party voice chat software (*e.g.,* Skype) is not permitted. ECEA officials may monitor a team's audio at the discretion of the ECEA.

3.4.2. Social Media and Communication. It is prohibited to use the ECEA computers to view or post on any social media or communication sites. This includes, but is not limited to, Facebook, Twitter, online forums/message boards and email.

3.4.3. Non-Essential Equipment. It is prohibited to connect non-essential equipment, such as cell phones, flash drives or MP3 players and portable fan to the ECEA computers, for any reason.

3.5. Audio Controls

Players will be required to maintain minimum "white noise" levels in their headsets. ECEA officials may bar players from adjusting their "white noise" levels lower if the officials determine, at their sole discretion, that external noise sources would be too easily discernible.

Headphones must be placed directly on a player's ears, and must remain there for the duration of the game. The microphone attached to the headset must be close to the player's mouth and may be adjusted by ECEA officials if it is determined to be out of position.

Players are not permitted to obstruct the placement of headphones by any method or place any item, including hats, scarves or other articles of clothing, between the headphones and the player's ears.

3.6. Equipment Tampering

Players and Coaches may not touch or handle another teammate's owned or provided equipment after a match has started. Players who require assistance with their equipment should ask assistance from a ECEA official.

4. Venue and Competition Area Layout

4.1. General Venue Access

Access for ECEA teams to the restricted areas of venues for official ECEA matches is restricted to Team Members only, unless otherwise approved, in advance, by ECEA officials. Permission to attend ECEA matches is solely at the discretion of the ECEA. Venue access is restricted at all times. The only time any Team Member may access the venue is when they are required to be present by ECEA officials.
Entrance to the venue is contingent on following the Event Safety Protocol.

4.2. Match Area

The "match area" is the area immediately surrounding any competition PCs used during match play. During match play, presence of Team Members in the match area is restricted solely to the Starters of the teams in play.

4.2.1. Team Coach. The designated Coach must be in the match area during the match prep process and during the pick/ban phase, but must leave at the conclusion of the pick/ban phase('**countdown timer has reached 15 seconds during the Trading phase**') and may not return until after the end of the match. The coach may be in the match area during the pick/ban phase but cannot act as head coach unless ECEA Officials' written approval is obtained.

4.2.2. Team Managers. Managers may be in the match area during the match prep process, but must leave prior to the after the end of the setting time. and may not return until after the end of the match.

4.2.3. Wireless Devices. Wireless devices, including mobile phones and tablets, are not allowed in the match area while the players are involved in active play, including during pick/ban phase, pauses, remakes, and between games of multi-game matches. ECEA officials will collect such devices from players in the match area and return them after the end of the match, and the players may be subject to penalties at the officials' discretion.

4.2.4. Food and Drink Restrictions. No food is allowed in the match areas. Drinks are permitted in the match area only in Riot-provided re-sealable containers. ECEA officials will provide such containers to players upon request.

4.3. Warm-up Area

The warm-up area (which also may be referred to as a "Green Room") will contain PCs designated by the ECEA specifically for players to practice on before their official matches begin.

The warm-up area is reserved for Team Members only and access will be provided by ECEA officials at their discretion.

4.4. Other Team Member Areas

Other Team Member Areas are areas within the venue, as defined by ECEA officials from time to time, designed to allow players to relax and socialize in locations separate from the match area. Access to these areas is limited to Team Members, unless specific permission is otherwise granted by ECEA officials.

4.5. Remote Competition Areas

4.5.1. In the event that any Team Member is unable to leave the event hotel, they may play from an isolation room within the event hotel. This room will be equipped with ECEA provided equipment, and player- owned or Team-owned equipment may be brought into the room within the permitted range. All Team Members must follow these

rules governing play, however, at the sole discretion of ECEA officials, exceptions may be made to these rules to facilitate remote play.

4.5.2. All Matches during each Stage will occur within the city designated for play for that Stage. All Players in all Matches must play from the same city, regardless of their remote status. There will be no cross-city remote play at ECEA.

5. Match Structure

5.1. Match structure

● Preliminary Round: Single Round Robin

● Final Round: BO3

5.2. Server

● Server: Latest eSports server updated on competition date / Live Server

6. Referees

6.1. Role of Referees

6.1.1. Responsibilities. Referees are ECEA 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 includes,

but is not limited to:

● Checking of team arrival at stadium.

● Checking the team's lineup before a match.

● Checking the attire of players and coaches before a match.

● prohibited Actions and Bug List Announcement.

● Checking and monitoring player peripherals and match areas.

● Instruction to players to prepare.

● Announcing the beginning of the match.

● Ordering pause/resume during play.

● Issuing penalties in response to Rule violations during the match.

● Confirming the end of the match and its results.

● Receiving and responding to objections.

6.1.2. Referee Comportment. 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 individual.

6.1.3. Finality of Judgment. If a referee makes an incorrect judgment, the judgment

cannot be reversed during the match, as the decision of the referee is absolute.

However, ECEA officials at their discretion may evaluate the decision after the completion
of the match to determine if the proper procedure was implemented

to allow for a fair decision.

If the proper procedure was not followed, ECEA officials reserve the right to potentially invalidate the referee's decision. ECEA officials will always maintain final say in all decisions set forth throughout the ECEA.

6.2. Pre-Match Setup

6.2.1. Setup Time. Players will have designated blocks of time prior to their match time to ensure they are fully prepared. ECEA officials will inform players and teams of their scheduled setup time and duration as part of their match schedule. ECEA officials 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 ECEA official or referee and accompaniment by another ECEA official. Setup is comprised of the following:

● Ensuring the quality of all ECEA-provided equipment.
● Connecting and calibrating peripherals.
● Ensuring proper function of voice chat system.
● Setting up rune pages.
● Adjusting in-game settings.
● Limited in-game warm-up.

6.2.2. Seating Order. Players must sit in the order specified by the referee onsite.

6.2.3. Technical Failure of Equipment. If a player encounters any equipment problems during any phase of the setup process, the player must alert and notify a ECEA official immediately.

6.2.4. Technical Support. ECEA officials will be available to assist with the setup process and troubleshoot any problems encountered during the pre-match setup period.

6.2.5. Lighting Levels. Players may request adjustments to the level of lighting being directed at the stage during the setup process. However, there will be a minimum level

of stage lighting required by the ECEA staff, and the lighting will not be lowered below this level.

6.2.6. Timeliness of Match Start. 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 ECEA officials. Penalties for tardiness may be assessed at the discretion of the ECEA officials.

6.2.7. Acknowledgement of Pre-Match Testing. No fewer than two minutes before the match is scheduled to begin, a ECEA official will confirm with each player that their setup is complete.

6.2.8. Player Ready State. Once all ten players in a match have confirmed completion of setup, players may not leave the match area or enter a warm-up game without permission from a ECEA official.

6.2.9. Game Lobby Creation. ECEA officials will decide how the official game lobby will be created. Players will be directed by ECEA officials to join a game lobby as soon as testing has been completed, in the following order of positions: Top, Jungle, Mid, ADC, Support.

6.3. Game Setup and Play Restrictions

6.3.1. Start of Pick / Ban Process. Once all ten players have reported to the official game lobby, a ECEA 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 ECEA official will instruct the room owner to start the game. The coach will be granted on-stage access and will be allowed to communicate with the team during the Pick/Ban Process. The coach will exit the stage to a designated position once the countdown timer has reached 15 seconds during the Trading-Phase and will be muted once the timer has reached zero seconds.

6.3.2. Recording of Pick / Ban Process. Picks/bans will proceed through the client's Tournament Draft feature. ECEA officials will record pick/bans as the draft proceeds. In the case of a draft remake, ECEA officials will require teams to select the same pick/bans in the same order up to the incorrect pick/ban that caused the draft remake.

6.3.3. Game Start After Pick/Ban. A game will start immediately after the pick/ban process is complete, unless otherwise stated by a ECEA official. At this point, ECEA 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."

6.3.4. Slow Client Load. If a Bugsplat, disconnect, or any other 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 PC.

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, Tournament Realm platform, or venue internet instability.

7.2. Stoppage of Play

If a player intentionally disconnects without notifying a ECEA official or pausing, a ECEA official is not required to enforce a stoppage. During any pause or stoppage, players may not leave the match area unless authorized by a ECEA official.

7.2.1. Directed Pause. ECEA officials may order the pause of a match or execute a pause command on any player station at the sole discretion of the ECEA officials, at any time.

7.2.2. Player Pause. Players may only pause a match immediately following any of the events described below, but must signal a ECEA official immediately after the pause and identify the reason. Acceptable reasons include:

● An Unintentional Disconnection
● A hardware or software malfunction (e.g. monitor power or peripheral disability or game glitch)
● Physical interference with a player (e.g., fan gank or broken chair)

7.2.3. Illness, Injury or Disability. Minor Player illness, injury, or disability is not an acceptable reason for a Player pause. In the case of an underlying and/or pre-declared medical condition the Player may however inform a ECEA Official prior to the Match, who may then grant a pause during the Match in order to evaluate the issue and to determine whether the Player is ready, willing, and able to continue playing within a easonable period of time, as determined by the League Official, but not to exceed a few minutes.

If a Player is showing signs or symptoms related to the COVID-19 virus, they will be subject to all procedures, as covered in the health and safety protocols provided prior to the event.

If a player is rendered unable to play or continue to play because of a lack of medical clearance, or if the team is unable to field a roster that is compliant with these Rules, the team shall forfeit the game unless a ECEA official, in his/her discretion, determines that the game is subject to an Awarded Game Victory.

7.2.4. Resuming the Game. Players are not permitted to restart the game after a pause. After clearance from a ECEA official is issued and all players are notified and ready at their stations, which will be contingent on a player from each team confirming that both teams are ready to resume the game, the in-client spectators consisting of the head referee or live production will unpause the game.

7.2.5. Unauthorized Pause. If a player pauses or unpauses a game for an unauthorized reason, or without permission from a ECEA official, it will be considered unfair play and penalties will be applied at the discretion of ECEA officials.

7.2.6. Player Communication During Stoppage of Play. For the fairness of all competing teams, players are not allowed to communicate, in any fashion, with each other during a game pause. For the avoidance of doubt, players may communicate to the referee, but only when directed in order to identify and remedy the cause for the stoppage. If a pause extends long enough, referees may, at their sole discretion, allow teams to talk before the game is unpaused, in order to discuss the game conditions.

7.3. Restart and Recovery Protocol

7.3.1. Chronobreak. The Deterministic Disaster Recovery Tool.

7.3.2. Bug. An error, flaw, failure or fault that produces an incorrect or unexpected result, or causes a game or hardware device to behave in unintended ways.

7.3.3. Minor Bug. A bug (including a hardware failure) that is, at worst, inconvenient to players. This may include bugs that alter game stats or gameplay mechanics in a manner that, while not optimal, can be played through if necessary. For the absence of doubt, in a case where Chronobreak is not available, these bugs would not result in a remade game.

7.3.4. Play Through Bug. A bug that does not significantly alter the competitive integrity

of the game. This may mean that there are mitigation steps available for an otherwise difficult to play around bug (like restarting the game client or computer). Alternatively, this may include situations where the impact of the bug can be mitigated through other in-game functions. This category also includes bugs provided under the "inform designation" - i.e. those bugs that are provided to teams in advance of games (usually champion, item or environment interactions and persistent effects) for which no remake will be offered. These effects or interactions cannot be avoided or mitigated through any means other than disabling of the offending champions, skins or items and thus remakes are not available for these bugs, which must be played through.

At their discretion, ECEA Officials may offer Chronobreak for Bugs under the "inform designation" if, in the sole discretion of ECEA Officials, the Bug has a high impact on the competitive integrity of the Game. ECEA Officials will not offer a Chronobreak if, in their sole discretion, they determine that the disadvantaged Player or Team intended to or purposefully triggered the Bug. In a Chronobreak situation, ECEA Officials shall treat the Play Through Bug as a Minor Bug or Critical Bug, as appropriate, for the execution of the Chronobreak.

If Chronobreak is unable to recover the Game or if any Player causes the Bug to

reoccur, ECEA Officials will force a play through with no option of a remake or additional Chronobreak.

7.3.5. Unintentional Hardware Failure. The failure of any piece of hardware, including server failure, monitor or PC failure or player peripheral failure. This does not include any hardware failure that is player induced, including the intentional damage to, or destruction of, a player peripheral, damage to the monitor or a player interfering with a PC. The determination of whether a hardware failure is unintentional is up to the sole discretion of ECEA officials.

7.3.6. Critical Bug. A bug (including an Unintentional Hardware Failure) that significantly damages a player's ability to compete in the game situation, significantly alters game

stats or gameplay mechanics, or a situation in which the external environmental conditions become untenable. The determination of whether the bug has damaged a player's ability to compete is up to the sole discretion of ECEA officials.

7.3.7. Verifiable Bug. A bug or critical bug that is conclusively present and not attributable to player error. The spectator must be able to replay the instance in question and verify the bug or critical bug.

7.3.8. Terminal Situation. A bug or other circumstance that requires that a game be remade. These circumstances include (i) instances of critical bugs where Chronobreak is unavailable or unable to recover the game; (ii) bugs which cannot be remedied or avoided through the use of Chronobreak, including champion or skin bugs that may require that such champion or skin be disabled; or (iii) any other instance in the discretion of ECEA officials where the continuation of the game is untenable (including environmental concerns and catastrophic hardware failure).

7.3.9. "Dead-Ball" State. A point in a game when neither team is heavily engaged with one another, although some minor engagement may still constitute a dead-ball state. In establishing a dead-ball state, every effort should be made to identify a time as close to the bug instance as possible while providing an approximate 2 second window before a potential engagement in situations where the game was wound back from a point where the teams were engaged. The goal is to locate a point in time where an engagement remains possible, but not inevitable. A perfect dead-ball state may not exist, and in those situations, the overarching goal of identifying a state in which there is no major engagement as close as possible to the bug instance should be prioritized (for example, going too far back could potentially remove setup a team has done, including wards, lane pressure and flanking).

7.3.10. Cost. Any (i) player deaths; (ii) objectives (tower, inhibitor, dragon, herald or baron) taken that were not otherwise in progress at the dead-ball state (i.e. dragon was pulled or three players on the tower with a minion wave and no opposition); or (iii) ultimate, item or Summoner spell usage where such ultimate spell at Rank 1 (regardless

of the ultimate rank or cooldown at the time of the bug) or base Summoner spell or item (i.e. without cooldown reductions from runes or items) has a cooldown of 110 seconds or longer. An ultimate or Summoner spell used, in the opinion of ECEA officials, outside of normal play patterns for the purpose of triggering a cost under this rule shall not constitute a cost. Other factors such as vision (placed or destroyed wards), minions farmed, etc, while all carrying some value in the game, do not rise to the level of consideration in whether to use Chronobreak.

7.3.11. Prompt Reporting. Once a player is aware of a bug (which, as defined, includes presumed hardware failures), the player is required to pause the game as soon as is practical through one of the methods listed below and alert ECEA officials as to the bug. These methods are:

● Pausing the game through the /pause command;

● Asking a teammate to pause over audible voice communications;

● Requesting that a referee pause the game.

For the avoidance of doubt, if a player audibly requests that a referee pause the game, even if the game is not immediately paused , the player will be considered to have requested a pause as soon as is practical. In addition, it may not be practical to cause an immediate pause upon recognizing the bug if, for example, the two teams are engaged with each other. In such cases, ECEA officials may determine that it was not practical to pause the game until the engagement ended.

7.3.12. Game of Record. 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 Game of Record ("GOR") status, the period ends in which incidental restarts may be permitted and a game will be considered as "official" from that point onward. Examples of conditions which establish GOR:

● Establishing line-of-sight between players on opposing teams.

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

Champions.

● Setting foot, establishing vision or targeting skillshot 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 (00:02:00).

7.4. Chronobreak Availability and Use

If a game experiences a bug at any point during the match, ECEA officials must first determine whether the player followed the pause protocol. If the game was timely paused, ECEA officials must next determine whether the bug is a verifiable bug. If it is a verifiable bug, *ECEA* officials must next determine whether the bug is a minor bug, critical bug or terminal situation.

7.4.1. Minor Bug.

If the bug is a minor bug and is not a play through bug, ECEA officials must determine what the appropriate dead-ball state would be and whether there is a cost associated with the use of Chronobreak to revert to that dead-ball state. If there is a cost associated with the minor bug, Chronobreak is not available and players should be instructed to play through the bug. In the case of a minor bug with no cost, ECEA officials must determine

(i) whether Chronobreak can restore the game; and (ii) whether reverting the game to an earlier state will fix the bug or avoid the trigger condition for the bug. If Chronobreak cannot restore the game or reverting the game to an earlier state will not fix or avoid the bug, or in the case of any play through bug, Chronobreak shall not be used and the players will be instructed to play through the bug.

If ECEA officials determine to the use of Chronobreak is appropriate, ECEA officials shall determine whether either or both teams were significantly disadvantaged by the minor bug, and any significantly disadvantaged team

will be offered the opportunity to Chronobreak the game, although such team will not be told what dead-ball state will be utilized.

If both teams are significantly disadvantaged, either team requesting a Chronobreak will trigger the use of Chronobreak.

If any significantly disadvantaged team requests a Chronobreak, ECEA officials will utilize Chronobreak to restore the game to the appropriate dead-ball state.

If an appropriate dead-ball state does not exist, players may still be placed back to a recovered spot prior to the bug occurring at the discretion of ECEA officials.

7.4.2. Critical Bug.

In the case of a critical bug (where such critical bug is not a play through bug), ECEA officials must determine (i) whether Chronobreak can restore the game; and (ii) whether reverting the game to an earlier state will fix the bug or avoid the trigger condition for the bug.

If Chronobreak cannot restore the game, or reverting the game to an earlier state will not fix or avoid the bug, then the bug constitutes a Terminal Situation.

In the case of a critical bug, ECEA officials will determine whether either or both teams were significantly disadvantaged by the critical bug, and any significantly disadvantaged team will be offered the opportunity to Chronobreak the game, although such team will not be told what dead-ball state will be utilized.

If any significantly disadvantaged team requests a Chronobreak, ECEA officials will attempt to find an appropriate dead-ball state prior to the bug occurring.

If an appropriate dead-ball state does not exist, players may still be placed back to a recovered spot prior to the bug occurring at the discretion of ECEA officials.

7.4.3. Terminal Situation. In the case of a Terminal Situation, ECEA officials shall follow the remake procedure (below).

7.4.4. Remakes Before GOR.

The following are examples of situations in which a game may be remade if GOR has not been established:

● If a player notices that the player's rune or GUI settings have not applied

correctly due to a bug between the game lobby and match, player can pause the game to adjust these settings. If the settings cannot be correctly adjusted, then the game may be restarted.

● If ECEA officials determine 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).

● Any circumstance which would permit a restart after GOR.

7.4.5. 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 Terminal Situation at any point during the match

● If ECEA officials determine that there are environmental conditions which are unfair (e.g. excessive noise, hostile weather, unacceptable safety risks).

7.5. Remake Procedure

7.5.1. Terminal Situation. ECEA officials will determine whether either or both teams were significantly disadvantaged by the bug, and any significantly disadvantaged team will be offered the opportunity to remake the game. If any significantly disadvantaged team accepts a remake, the game will immediately be restarted as per this section. Significant disadvantage is a prerequisite to a remake offer.

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

7.5.3. Champion and Skin Disables. If the remake 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 may 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). For clarity, settings may be retained in situations where Game of Record has not been established and the bug can be conclusively tied to a specific game element that can be fully removed.

7.6. Hardware Malfunction

In the case of any hardware malfunctions, ECEA officials shall determine whether the hardware malfunction constitutes a minor bug (i.e. a monitor loses power and a player walks directly into an enemy turret), a critical bug (i.e. a keyboard stops working, causing a player death) or a terminal situation (i.e the game server crashes) and follow the appropriate standard above.

7.7. Discretion

ECEA officials may utilize Chronobreak at any time or restart any game if ECEA officials, in their sole and absolute discretion, believe that such an action is necessary to preserve the best interests of the ECEA.

This power is not constrained by the lack of any specific language in this document.

7.8. Awarded Game Victory

In the event of a technical difficulty which leads ECEA officials to declare a restart, ECEA officials may instead award a game victory to a team. ECEA 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 (but are not required to be used) in the determination of reasonable certainty.

7.8.1. Game Time. If a game has been played for more than 15 minutes on the game clock (00:15:00).

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

7.8.3. Remaining Turret Differential. The difference in the number of remaining turrets between the teams is more than seven (7).

7.8.4. Remaining Inhibitor Differential. The difference in the number of standing inhibitors between the teams is more than two (2).

7.8.5. Remaining Nexus Turret Differential. The difference in the number of remaining nexus turrets between Teams is two (2).

7.8.6. Champion Differential. The difference in alive champions between Teams is at least four (4) with the remaining death timers on all dead champions being at least 40 seconds or higher.

7.8.7. Straight Up GG. At the time of technical difficulty there is no scenario that in the opinion of ECEA Officials could result in anything other than the victory of one Team.

7.9. Post-Game Process

7.9.1. Results. ECEA officials will confirm and record game result.

7.9.2. Tech Notes. Players will identify any tech issues with ECEA officials.

7.9.3. Break Time. ECEA officials will inform players of the remaining amount of time before the next game's pick/ban phase begins. The standard time for transition in between games is 15 minutes from nexus explosion until players are required in their seats. The exact time will be told to the coach and/or players by the referees. Pick/ban phase will commence as soon as all players are in their seats.

If all the players are not in their seats, ready for champion select at the time designated to them by the referees, the team can be penalized for delay of game.

7.9.4. 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-1 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 ECEA officials.

8.1.1.1. Collusion. Collusion is defined as any agreement among two (2) or more players, coaches, teams, 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 ECEA game, and to avoid any behavior 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 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 ECEA 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. ECEA Discretion. Any other further act, failure to act, or behavior which, in the sole judgment of ECEA officials, violates these Rules and/or the standards of integrity established by the ECEA for competitive game play.

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

8.1.4. Abusive Behavior. Abuse of ECEA 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 ECEA studio personnel.

8.1.6. Unauthorized Communications. All mobile phones, tablets and other voice-enabled and/or "ringing" electronic devices must be removed from the play area before the game. Players may not text/email or use social media while in the match area. During the match, communication by a Starter shall be limited to the players on Starter's team.

8.1.7. Apparel. Team Members may wear apparel with multiple logos, patches or promotional language. ECEA reserves the right at all times to impose a ban on objectionable or offensive apparel:

8.1.7.1. Containing any false, unsubstantiated, or unwarranted claims for any product or service, or testimonials, that ECEA, in its sole and absolute discretion, considers unethical.

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

8.1.7.3. Containing any material constituting or relating to any activities which are illegal in any ECEA region, including but not limited to, a lottery or an enterprise, service or product that abets, assists or promotes gambling.

8.1.7.4. Containing any material that is defamatory, obscene, profane, vulgar, repulsive or offensive, or that describes or depicts any internal bodily functions or symptomatic results of internal conditions, or refers to matters which are not considered socially acceptable topics.

8.1.7.5. Advertising any pornographic website or pornographic products.

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

8.1.7.7. Disparaging or libeling any opposing team or player or any other person, entity or product.

8.1.7.8. The ECEA reserves the right to refuse entry or continued participation in the match to any Team Member who does not comply with the aforementioned apparel rules.

8.1.8. Identity. A player may not cover his or her face or attempt to conceal his or her identity from ECEA officials. ECEA officials must be able to distinguish the identity of each player at all times and may instruct players to remove any material that inhibits the identification of players or is a distraction to other players or ECEA officials. For this reason, as well as those listed in Section 4.8, hats are not allowed.

8.1.9. Spectator Machines. No Team Member or any Team staff member may utilize the backstage coach spectator machines to interfere with any Game or to communicate with anyone involved in any Game. Interference with any game, including pausing the Game or messaging participants in the Game, from any backstage coach spectator machine, will result in forfeit for the offending Team, without regard to intent.

8.1.10. No Interference With Referees. During a game pause or other stoppage of play (including a game server crash), no Team Members may be in the backstage area in proximity to the Head Referee or any Referee, nor may any Team Member attempt to influence the Head Referee, a Referee or any ECEA Official regarding the stoppage of play.

8.2. Specific Requirements

Team Members must at all times adhere to the Event Safety Protocols, Player Handbook and other specified documents, as provided by Riot Games.

8.3. Penalties

Upon discovery of any Team Member committing any violations of the rules listed above, the ECEA may, without limitation of its authority under Section 8.2, issue the following penalties:

● Verbal Warning(s)

● Loss of Side Selection for Current or Future Game(s)

● Loss of Ban for Current or Future Game(s)

● Fine(s) and/or Prize Forfeiture(s)

● Game Forfeiture(s)

● Match Forfeiture(s)

● Suspension(s)

● Disqualification(s)

Repeated infractions are subject to escalating penalties, up to, and including, disqualification from future participation in ECEA. It should be noted that penalties may not always be imposed in a successive manner. The ECEA, 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 ECEA officials.

9. Spirit of the Rules

9.1. Finality of Decisions

All decisions regarding the interpretation of these rules, player eligibility, scheduling and staging of the ECEA, and penalties for misconduct, lie solely with the ECEA, the decisions of which are final. ECEA 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.

9.2. Rule Changes

These Rules may be amended, modified or supplemented by the ECEA, from time to time, in order to ensure fair play and the integrity of the ECEA.

9.3. Language Differences

These Rules may be presented in a variety of languages to the competitors of the event. In any scenario in which the translation of these rules creates a conflict, the English version of this ruleset will prevail.

9.4. Best Interests of the ECEA

ECEA officials at all times may act with the necessary authority to preserve the best interests of the ECEA. This power is not constrained by the lack of any specific language in this document. ECEA 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 ECEA.