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# **Aegis Esports**

## ***League of Legends Official Rulebook***

### ***(ACL Uncapped League)***

#### ***Summer 2023***

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## Preface

- Aegis Esports ("**Aegis**") is a *players first* organization that holds competitive League of Legends multi-week leagues capped at different skill levels. Aegis acts as a combination of a competitive league and community, aiming for the highest integrity possible. In addition to being transparent, unbiased, and providing the smoothest experience to players, **we emphasize inclusivity, improvement, good sportsmanship, and a safe environment above all else**. Aegis is always open to feedback, given that it is reasonable and productive. Likewise, we expect the same integrity from the players.

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- Our goal with the uncapped league is to provide a satisfactory competitive environment for teams who may not feel ready or have qualified for NACL. We want to give resources and space for the next level of talent to practice and hone their skills as they prepare for the next level to NACL.
- Every game played in Aegis Esports will have its stats stored and publicly displayed on <https://www.doowanstats.com>. This is an extremely rare and important resource primarily used for scouting purposes.
- Additionally, the league's progress will be recorded on Liquipedia.
- The official rulebook applies to all teams participating, including their roster, coaches, managers, owners and any miscellaneous employees that represent their team.
- All operations in Aegis Esports are handled virtually in their Discord server <https://discord.gg/aegisesports>.
- The rules only apply to this split of Aegis Esports and are unrelated to any other competitions, tournaments, or organized play of League of Legends.
- When applicable, the rules will also apply to every employee, volunteer, and contractor that operates under Aegis Esports.
- Details about the league competitive formats can be [found here](#).
- All amendments made during the split will be underlined and reflected on the change log<sup>[Ref]</sup>. Rule amendments during the split are only made if they have yet to affect any players or teams.
- The admins at all times may act with necessary authority to combat rulesharking and preserve the best interests of Aegis Esports. This power is not constrained by the lack of any specific language in this document. The admins may use any form of punitive action at their disposal against any entity whose conduct does not fit within their best interests.

## League Information

### ***Definitions***

#### League Day

The designated default day and time for the matches to be played.

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## Split

To distinguish from a League of Legends “season”, Aegis will regard its league duration for the complete competition as a “split”. Each league’s split duration is under the following range:

- **Start (of the split)** - After the group draw show<sup>[Ref]</sup> ends.
- **End (of the split)** - Conclusion of the championship match.

# List of Leagues

## Aegis Champion League [ACL]

### League Day(s):

- **Fridays** at **8pmET**.
- **Mondays** for some of the *Lower Bracket playoff* matches.
- Starting in Lower Quarters and Upper Finals, matches will become Bo5 and start at **7pmET**.

## Entry Fee

In order to compete in the league, each team must pay an entry fee based on their respective league.

**Champion League [ACL]:** \$250 per team.

Once the entry fee is paid, *it is nonrefundable*.

New teams that join the league midway into the split from a waitlist to fill in a vacant spot are only required to pay *half* of the entry fee amount.

## Withdrawal

A withdrawal can be requested by the team owner<sup>[Ref]</sup> and will follow a procedure by the admins. A forfeit (before or mid-match) in a playoff match that results in an elimination is considered a withdrawal.

## Prize Pool

At minimum, 80% of the *total* entry fees collected from *all paid leagues* will be allocated to the prize pool. The prize pool will be distributed in a way where the higher tier paid leagues have a higher payout than the lower tier paid leagues.

The remaining money will go into production, graphics, and the website. Aegis promises to make clear in the announcements (or when asked) of financial records and how they are used if they do not go into the prize pool.

The uncapped league has the *estimated* prize pool based on the number of teams 12 / 16 / 24:

**Champion League [ACL]:** \$2400 / \$3200 / \$4800 prize pool.

- 1st - 65%, 2nd - 25%, 3rd - 10%.

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As the prize pool is dependent on the number of teams, Aegis will disclose the exact prize pool amount and distribution after all fees are received.

Prizes will solely be distributed directly to the team owner<sup>[Ref]</sup> at the conclusion of the split. Beyond that, Aegis is not responsible for the manner of how the prize will be distributed. The only exception to this is if players or Team Leads provide proof that their team owner is currently undergoing a lawsuit or is being sabotaged. Aegis admins will use their discretion to determine plausibility.

## Referral Bonus

For each person who is a past Aegis participant (either as a player, coach, manager, or owner; subjected to admin discretion), they will receive the following rewards dependent on the number of *NEW* teams they refer that are accepted AND have paid all their fees. The person referring *cannot* be a part of the new team in any capacity.

**1 new team:** 1350RP or below skin.

**2+ new teams:** 1820RP or below skin.

The players, managers, and owner(s) of the newly referred team must not have had any exposure to Aegis leagues before, with the exception of **only 1** player who was exposed to Aegis previously.

## Penalties

### Types

#### Order of Penalties

The penalty types below are ordered from top to bottom in level of severity, where penalties become more severe. Penalties may be defined as being delivered in:

- The “**upcoming**”<sup>[Ref]</sup> game or match, meaning the penalty is dealt for the next game/match. If the match is rescheduled or forfeited, the penalty is no longer applicable.
- The “**next playable**”<sup>[Ref]</sup> game or match, meaning that no matter if the match is rescheduled or forfeited, the penalty still applies whenever that player or team plays their next game or match. If the penalty is dealt during an ongoing match and the match has not concluded, the penalty will be appropriately applied for the remainder of the match instead.

#### Ban Loss

The team loses champion ban(s) in their draft phase. Any number of ban losses dealt **will always be the first X bans in the 1st phase**, and if applicable, subsequently after in the 2nd phase. Ban losses should be left empty<sup>[Ref]</sup> in the client without a placeholder ban.

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## Player Suspension

The player is prevented from playing the match. Suspensions are always at minimum 1 match and apply to the next playable match(es).

## Game Forfeit

The team automatically loses a game in the match. Forfeits can also be done after a game is played to reverse the win.

## Match Forfeit

The team automatically loses a match. Forfeits can also be done after a match is played to reverse the win.

## Removal from the League

The player or team is forcibly removed from the league and cannot be readded for the rest of the split.

## Banned from Aegis Esports

The player or team is forcibly removed from the league and is prohibited to participate in any Aegis Esports competitions (including other game titles).

# Waivable

Some uncontrollable situations can lead to penalties. Teams are given the option to waive the punishments dealt to the opposing team by a select few waivable penalties. Aegis encourages waiving penalties as a sign of good gesture, especially for those uncontrollable events.

In order to validly waive a penalty that is approved or established, it must be explicitly stated by the team who is waiving the penalty. The best way to receive such a confirmation is by clearly asking the opposing team (i.e. "Are you fine with waiving our penalty as we wait for our player who is running late?").

Once the waiving of a penalty is confirmed, it is finalized. It can only be reversed if both teams agree.

# Forgivable

Due to the enormous size of the rulebook, players and managers have a small window of grace to forgive specific minor and unmalicious mistakes. Such forgiveness can be perceived as warnings.

During the *regular season only*, each team has *two* (2) tokens to waive a penalty that is explicitly stated to be forgivable by the rulebook. If a forgivable penalty is violated and caught by any member or staff, admins will automatically deduct the token and inform teams in their text channel. Forgiveness tokens will be kept track in the official sheet as its own tab.

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If there is a penalty that is both forgivable and waivable, the forgivable token deduction takes precedence.

## Minimum

Some penalties are intentionally ambiguous due to its scalability of severity based on malicious intent or repeatability. Therefore, such penalties are classified to deal “a minimum penalty” where a more severe penalty could be dealt if deemed necessary. The minimum penalty is always explicitly stated in the rulebook.

## Appeal

An individual can plead their case by submitting a ticket from an enforced penalty. Admins will make a determination in whether the penalty can be reversed based on the reasoning and proof provided.

## Penalty Table

To ensure penalties are easily findable, the complete list of penalties can be found in the below table. [Min] indicates a minimum penalty and can be more severe than what's stated if necessary.

| Name   | Penalty                          | Waivable | Forgivable  |
|--|----------------------------------|----------|-------------|
| Undisclosed Account Used in Match <sup>[Ref]</sup>     | [Min] 1 ban loss                 | ✗        | ✓           |
| Not Completing Minimum Games <sup>[Ref]</sup>          | Player suspension                | ✗        | Week 1 only |
| Unrostered Player In a Match <sup>[Ref]</sup>          | [Min] 2 ban loss                 | ✗        | ✗           |
| Wrong Team Roles <sup>[Ref]</sup>                      | [Min] 1 ban loss                 | ✗        | ✓           |
| Late Summoner Name Change <sup>[Ref]</sup>             | 2 ban loss                       | ✓        | ✓           |
| TBD Rescheduling <sup>[Ref]</sup>                      | Double forfeit                   | ✗        | ✗           |
| Undeclared Reserve <sup>[Ref]</sup>                    | 1 ban loss per undeclared player | ✓        | ✗           |
| Emergency Substitutes <sup>[Ref]</sup>                 | ~2 ban losses per E-Sub          | ✓        | ✗           |
| E-Sub Limit <sup>[Ref]</sup>                           | Match forfeit                    | ✓        | ✗           |
| Did Not Use Tournament Codes <sup>[Ref]</sup>          | [Min] 1 ban loss                 | ✗        | ✗           |
| Late Lobby Setup w/o Tournament Codes <sup>[Ref]</sup> | [Min] 1 ban loss                 | ✗        | ✓           |

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|   |  |   |             |
|---|--|---|-------------|
| Late/Incorrect Match Results <sup>[Ref]</sup>         | [Min] 1 ban loss                                       | ✘ | ✔           |
| Not in Voice Channel During Game <sup>[Ref]</sup>     | [Min] 2 ban loss                                       | ✘ | ✔           |
| Unmuted in Voice Channel During Game <sup>[Ref]</sup> | [Min] Match forfeit and team voice channel restriction | ✘ | ✔           |
| Wrong Bans In Client Draft <sup>[Ref]</sup>           | [Min] 1 ban loss                                       | ✘ | ✔           |
| Not Ready After Draft Tool <sup>[Ref]</sup>           | 2 ban loss   | ✘ | ✘           |
| Bad Unpause <sup>[Ref]</sup>                          | [Min] 2 ban loss                                       | ✘ | ✘           |
| Tardiness <sup>[Ref]</sup>                            | 1+ ban loss  | ✔ | Week 1 only |
| Double Absence <sup>[Ref]</sup>                       | Double forfeit   | ✘ | ✘           |
| Pausing Again w/o TD Time <sup>[Ref]</sup>            | [Min] 2 ban loss                                       | ✘ | ✘           |
| Expired TD Time Outside of Game <sup>[Ref]</sup>      | Game forfeit   | ✘ | ✘           |
| Untimely Draft Selection <sup>[Ref]</sup>             | 2 ban loss   | ✘ | ✔           |
| Accidental Pick/Ban <sup>[Ref]</sup>                  | 2 ban loss   | ✘ | ✔           |
| Inaccurate Marking of Ban Losses <sup>[Ref]</sup>     | [Min] 1 ban loss                                       | ✘ | ✔           |
| Late in Trading Champions <sup>[Ref]</sup>            | [Min] 1 ban loss                                       | ✘ | ✔           |
| Repeatedly Selecting Disabled Skins <sup>[Ref]</sup>  | [Min] 1 ban loss                                       | ✘ | ✘           |
| Disrespectful /All or Lobby Chat <sup>[Ref]</sup>     | [Min] 1 ban loss                                       | ✘ | ✘           |
| Illegal Pauses <sup>[Ref]</sup>                       | 2 ban loss   | ✘ | ✘           |
| Bug Exploit <sup>[Ref]</sup>                          | [Min] Match forfeit                                    | ✘ | ✘           |
| Competitive Integrity <sup>[Ref]</sup>                | [Min] 2 ban loss                                       | ✘ | ✘           |
| Discord Rules <sup>[Ref]</sup>                        | [Min] 1 ban loss                                       | ✘ | ✘           |
| Account Suspended by Riot <sup>[Ref]</sup>            | Player suspension or player removal                    | ✘ | ✘           |
| Poaching <sup>[Ref]</sup>                             | [Min] 1 ban loss                                       | ✘ | ✘           |
| Collusion <sup>[Ref]</sup>                            | [Min] Player banned                                    | ✘ | ✘           |
| Confidentiality <sup>[Ref]</sup>                      | [Min] 2 ban loss                                       | ✘ | ✘           |

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|  |  |   |   |
|--|--|---|---|
| Account Sharing <sup>[Ref]</sup>                 | [Min] Player removed                   | ✘ | ✘ |
| Bribery <sup>[Ref]</sup>                         | [Min] Player banned                    | ✘ | ✘ |
| Cheating <sup>[Ref]</sup>                        | [Min] Player banned                    | ✘ | ✘ |
| Elo Integrity <sup>[Ref]</sup>                   | [Min] Player suspension                | ✘ | ✘ |
| Insubordinate <sup>[Ref]</sup>                   | [Min] 1 ban loss                       | ✘ | ✘ |
| Obligation to Report <sup>[Ref]</sup>            | [Min] Player suspension                | ✘ | ✘ |
| Untruthful <sup>[Ref]</sup>                      | [Min] Player suspension                | ✘ | ✘ |
| Conspiracy <sup>[Ref]</sup>                      | [Min] Dependent on source of violation | ✘ | ✘ |
| Miscellaneous & Riot Guidelines <sup>[Ref]</sup> | [Min] 1 ban loss                       | ✘ | ? |
| Official Broadcast Spoilers <sup>[Ref]</sup>     | [Min] 1 ban loss                       | ✘ | ✓ |
| Tampering of Property <sup>[Ref]</sup>           | [Min] 1 ban loss                       | ✘ | ✓ |

# The Rules in Their Order

## Rule 1 - The Player

These rules cover applications for the individual players.  
Modified rules for playoffs will be highlighted in dark blue.

### Section 1.1 - Account Disclosure

#### Article 1.1.1 - Purpose

The disclosure of accounts is only necessary if players intend to use more than 1 account to play in their Aegis matches.

#### Article 1.1.2 - Procedure

If a player will or intends to use any account for Aegis matches, that account will be considered theirs and it must be disclosed. Once those accounts are disclosed, they cannot be shared by another person<sup>[Ref]</sup>.

**Penalty: If a player uses an undisclosed account in a match, they are dealt a minimum penalty.**

**Waivable: No.**

**Forgivable: Yes.**

**Minimum: 1 ban loss in the player's next playable game.**

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### Article 1.1.3 - Usage of Accounts

Once the player is successfully approved for roster addition, they are allowed to use any of their disclosed accounts for matches.

## Section 1.2 - Eligibility Requirements

### Article 1.2.1 - Definition

A player is considered eligible once they fulfill *ALL* of the following articles. Once eligible, they can be reviewed for roster addition or emergency substitution.

### Article 1.2.2 - Current Season Minimum Games

Their REA<sup>[Ref]</sup> must complete at least 60 minimum games from season 2023-1. The player can make up for it by playing the difference in season 2023-2.

**Penalty: If a player from an initialized roster<sup>[Ref]</sup> or week 1 addition<sup>[Ref]</sup> does not complete the minimum games by the scheduled time of their match, they are **suspended for the upcoming match**.**

**Waivable: No.**

**Forgivable: Week 1 only.**

## Section 1.3 - Rank Evaluation Account (REA)

### Article 1.3.1 - Definition

Each player will have a designated REA that will be evaluated for fulfilling their minimum games<sup>[Ref]</sup>.

### Article 1.3.2 - Determination of REA

Players are able to select which of their accounts they want to designate as their REA.

### Article 1.3.3 - Changing REA

A player can change their REA by submitting a request in the account disclosure form<sup>[Ref]</sup>.

## Section 1.4 - Conflicts in Other Aegis Leagues

### Article 1.4.1 - Purpose of Conflicts

Players and/or non-players may be involved in more than one team within Aegis leagues in different tiers. This section is to clarify such instances to avoid conflicts.

### Article 1.4.2 - Specified Conflicts

*Item 1. Same League.* A player is *NOT* allowed to be a player in a team, and play / E-Sub / manage / coach / own another team in the *same* Aegis league.

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*Item 2. Separate League.* A player IS allowed to be a player in a team, and play / E-Sub / manage / coach / own another team in a *separate* Aegis League.

## **Rule 2 - The Team**

These rules cover applications for the team, including managers and owners.

Modified rules for playoffs will be highlighted in dark blue.

### **Section 2.1 - Application**

#### **Article 2.1.1 - Team Application Instructions**

Each team must have one person submit a team application form<sup>[Ref]</sup> on their behalf. Once submitted, the applicant must open a ticket that will serve as a communication channel with the admins. Applications are normally open for 3 weeks, with 2 waves of deadlines.

#### **Article 2.1.2 - Preliminary Wave**

The first wave of the deadline (usually a week before the final deadline). When teams apply before this deadline, they have the chance to secure an early spot in the league. If not accepted at this deadline, the staff will give out early feedback and defer them to the final deadline. The feedback can range from expressing lack of confidence in the competitiveness of the roster, or pointing out if certain answers in the application require more work.

#### **Article 2.1.3 - Final Wave**

The final deadline. After this deadline, Aegis will have a meticulous process to accept teams. Teams that are not accepted will be put onto a waitlist. When teams withdraw from the league or do not pay their fees in time, they will be replaced by a team from the waitlist.

#### **Article 2.1.4 - Closing the Ticket**

Once the team is accepted, the ticket will remain open until the group draw show<sup>[Ref]</sup>.

If the team is waitlisted, the admins will inform the applicant and leave the ticket to be open until the day before the 3rd week of the regular season. The applicant can close the ticket if they choose to withdraw from the waitlist.

### **Section 2.2 - Team Logos**

#### **Article 2.2.1 - Team Logos Instruction**

Aegis will only accept logos that resemble the team professionally with a transparent background. If a team fails to provide a logo or does not meet the standard, Aegis will use the basic League of Legends logo as a placeholder.

#### **Article 2.2.2 - Team Logos Restriction**

A team's logo cannot use the image and likeness of an individual nor intellectual property.

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Admins will also deny the logo if it is deemed inappropriate.

## Section 2.3 - Sister Teams

### Article 2.3.1 - Sister Teams Definition

Multiple teams within the league that are under the same organization. This section is to clarify certain scenarios to avoid conflict of interest.

### Article 2.3.2 - Different Groups or Conferences

If more than one team from the same organization is accepted into the same league, they will be placed in separate groups and/or conferences to the best extent possible.

### Article 2.3.3 - Acquisition Restriction

A team cannot be acquired by another organization in the same group after the group draw show<sup>[Ref]</sup> concludes.

## Section 2.4 - Aegis Management

### Article 2.4.1 - Restriction

All LoL admins and general executives represented by Aegis cannot be a manager, coach, player, or owner of a team participating in Aegis. Moderators are exempt from this restriction.

## Section 2.5 - Team Owner

### Article 2.5.1 - Definition

A participant that pays for the team's spot and is solely responsible for it. They will hold executive power over the entire team.

### Article 2.5.2 - Number of Team Owners

Each team will have 1 team owner.

### Article 2.5.3 - Changing Team Owner

*Item 1. Transfer of Power.* The original team owner can request to transfer their power to another individual by submitting a ticket. The new team owner must provide a new payment source (i.e. email, paypal account). Otherwise, the team spot is vacated and withdrawal rules will be enforced<sup>[Ref]</sup>. Once approved, the action is irreversible.

*Item 2. Admin Removal.* Admins reserve the right to strip the team owner of their power if they demonstrate behavior unfit to lead. The admin will ask team members to determine a more appropriate replacement, but the admin will make the final decision on the new owner. The fees paid by the original owner will be returned if and only if there is a new individual who will pay the fees to become the new team owner. Otherwise, the team spot is vacated and withdrawal rules will be enforced<sup>[Ref]</sup>.

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## Section 2.6 - Team Lead

### Article 2.6.1 - Definition

A participant that acts on behalf of the team and is their main point of contact for communication between the players and admins. Team leads will be identified in their application and then be given the Discord role by admins after the roster sheet is released.

### Article 2.6.2 - Number of Team Leads

Each team must have at least 1 and up to 2 team leads. It is recommended that one team lead is the main manager and the other to a player acting as a captain.

### Article 2.6.3 - Owner Treatment

Team owners are also treated as team leads. Team owners can also be marked as a team lead in addition to being an owner.

### Article 2.6.4 - Changing Team Leads

*Item 1. Transfer of Power.* The original team lead can request to transfer their power to another team member. Once approved, the action is irreversible.

*Item 2. Team Owner Request.* The team owner can request to transfer power of a team lead to another individual. Once approved, the action is irreversible.

*Item 3. Admin Removal.* Admins reserve the right to strip the team lead of its power if they demonstrate behavior unfit to lead. If there are no more team leads remaining, the admins will mark the team owner as the new team lead.

## Section 2.7 - Roster

### Article 2.7.1 - Roster Requirement

A minimum of 5 players is required for each team. A maximum of 10 players is allowed for each team. Each player in the roster will have a classification<sup>[Ref]</sup>.

**Penalty: If an unrostered player that wasn't approved as an E-Sub is caught to have played in a match, the team is dealt a **minimum penalty**.**

**Waivable: No.**

**Forgivable: No.**

**Minimum: 1 ban loss per game in the next playable match and loss of an E-Sub token<sup>[Ref]</sup> for using the unrostered player. If no E-Sub tokens remain, the team **forfeits the match**.**

### Article 2.7.2 - Order of Classification

The first 5 players submitted will be classified as the starters.

The next 2 players will be classified as the substitutes.

The next (and remaining) 3 players will be classified as the reserves.

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### **Article 2.7.3 - Roster Initialization**

In order to be part of the initial roster in a team before the group draw show<sup>[Ref]</sup>, players must be declared in the roster in the team application. Players who are approved as part of the initialized roster do not have to complete the current season minimum games<sup>[Ref]</sup> yet (however, they must complete the games in order to compete in a match).

## **Section 2.8 - Departure**

### **Article 2.8.1 - Withdrawal Process**

Team owners are only allowed to request the withdrawal of their team. Once approved, withdrawal rules will be enforced<sup>[Ref]</sup>. If the owner is no longer present in the Aegis discord server, then the admins will allow the team leads to request withdrawal on behalf of the owner.

### **Article 2.8.2 - Removal Process**

Admins can enforce the removal of a team from the league according to the rulebook or in their best interest.

### **Article 2.8.3 - Timing of Departure**

$X = \text{FLOOR}(\# \text{ of Group Stage weeks} / 2)$ .

*Item 1. Before Week X.* If a team departs before Week X, admins will ask a team in the waitlist to replace the departing team and inherit their record. If there are no viable teams to replace, the remaining games will be forfeited and adjusted into byes.

*Item 2. On or After Week X.* The remaining games will be withdrawn and adjusted into byes.

## **Section 2.9 - Team Name Change**

### **Article 2.9.1 - Team Name Change Process**

A team name change can only be requested by the team owner and is only allowed if there is written proof that a team has been acquired by an organization or dropped from their former organization.

# ***Rule 3 - League Procedure***

These rules will cover procedures in Aegis that encompass the league and before or after the matches.

Modified rules for playoffs will be highlighted in dark blue.

## **Section 3.1 - Regular Season**

**NOTE:** More details about the specific competitive formats can be found [here](#).

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### **Article 3.1.1 - Definition**

The period between the date on which the first competitions in the league is played until the date on which the regular season ends. Teams compete to advance to the playoffs and attain a higher seed.

### **Article 3.1.2 - Group Draw Show**

Admins will place teams into different tiers, determined by the aggregation of their roster's five highest ranks and player history in Aegis or abroad. Through a live draw show, admins will place teams into groups that have a set number of tiers as evenly as possible. Each team is assigned a pool number in their group based on their five highest ranks.

### **Article 3.1.3 - Group Stage - Round Robin**

At the beginning of the regular season, each team will play 1 Bo3 match per week against the teams in their group in a single round robin. At the end of the group stage, teams will be assigned a rank in their group (i.e. the top team from Group A is A1, 2nd from Group A is A2, etc.).

### **Article 3.1.4 - Group Stage - Cross Group**

After the round robin and if necessary, teams will play a set number of matches against the other group. These matches do *not affect group records* and will only affect the *overall record*, which can be crucial for both game 1 side selection (in playoff matches) and advancing past the group stage.

### **Article 3.1.5 - Group Stage - Advancing**

At the end of the group stage, the standings and tiebreaker criteria will give each team a seed in their group/conference. Teams who do not make a certain cutoff are eliminated. It is guaranteed that *at least* two of the lowest standing teams per group will be eliminated.

## **Section 3.2 - Playoffs**

**NOTE:** More details about the specific competitive formats can be found [here](#).

### **Article 3.2.1 - Definition**

An additional series of matches are played to crown a champion, styled as a knockout stage. The competition is normally between the leading teams in their groups or conferences.

### **Article 3.2.2 - Double Elimination Bracket**

A double tree diagram that represents a series of games where a team is eliminated when they lose two matches. All teams will begin at the upper bracket.

Every stage in the bracket will be reseeded by the matchup determiner and all rematches will be avoided to the best extent possible.

The earlier matches will be a Bo3, but the matches that are at least the upper finals (U-F) and lower quarterfinals (L-QF) are guaranteed to be a Bo5. The lower side of the bracket will have a few matches be *played on a different day* (Monday) in the same week.

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## Section 3.3 - Tiebreaker Criteria

**NOTE:** More details about the specific competitive formats can be found [here](#).

### Article 3.3.1 - Group Record

The group record is a compiled number of wins and losses against other teams in the same group. The following criteria will be used to determine if a team has a better group record.

- Group Stage match record with higher win/loss differential.
- Group Stage game record with higher win/loss differential.
- Group Stage head to head in match record.
- Group Stage game record with higher win/loss percentage.
- Group Stage game record with more game wins.
- Group Stage head to head in game record.
- Fastest average win time so far in the regular season.

### Article 3.3.2 - Overall Record

The overall record is a compiled number of wins and losses against every team played so far in the regular season (including cross group matches). Comparing overall records will be used for standings in a conference, side selection<sup>[Ref]</sup> in a playoff match, and determining matchups. The following criteria will be used to determine if a team has a better overall record.

- Most recently came from the upper bracket (only relevant for lower brackets in double elimination).
- Higher seed value (only relevant for playoffs)
  - For a “wild card” seed, they are considered the lowest compared to other seeds.
- Overall match record with higher win/loss differential.
- Overall game record with higher win/loss differential.
- Overall head to head in match record.
- Overall game record with higher win/loss percentage.
- Overall game record with more game wins.
- Rank from the group stage.
- Group Stage tiebreaker criteria.
- Fastest average win time so far in the regular season.

## Section 3.4 - Gentlemen’s Agreement

### Article 3.4.1 - Restriction

NO form of gentlemen’s agreement is allowed between teams. All rules must be adhered to by the Aegis rulebook. The common instances that normally fall under gentlemen’s agreements (like waiving ban losses) are addressed in the rules as waivable<sup>[Ref]</sup> and agreements<sup>[Ref]</sup>.

## Section 3.5 - Holidays

### Article 3.5.1 - Observed Holidays

1 week of games will not be played on the league days surrounding any of the following American holidays:

- New Year's Day (January 1st)
- Memorial Day (last Monday of May)
- Independence Day (July 4th)
- Labor Day (first weekend of September)
- Thanksgiving (fourth Thursday of November)
- Christmas (December 25th)

## Section 3.6 - Team Roles

### Article 3.6.1 - Team Roles Definition

Discord roles that are team exclusive to distinguish themselves from other competitors and give access to their own dedicated team channel<sup>[Ref]</sup> during Aegis matches.

### Article 3.6.2 - Receiving Roles

A Discord bot will be made available in a dedicated text channel to receive team roles. Players are tasked to react to the emote that maps to their team.

**Penalty: If a player or non-player is discovered to have the team role of a separate unrelated team, that team can request an admin to remove the role. Additionally, if the participant is affiliated or rostered on another team at the time of role removal, that other team is dealt a **minimum penalty** (depending on how recent the participant's affiliation is on the other team).**

**Waivable: No.**

**Forgivable: Yes.**

**Minimum: 1 ban loss in the player's next playable game.**

## Section 3.7 - Roster Addition

### Article 3.7.1 - Process

During the split, team leads can submit a request for a player to be added to their roster through the roster management form<sup>[Ref]</sup>. Their submission will be publicly displayed for the league to see. The admins will review the request and either give an approval or denial.

### Article 3.7.2 - Roster Denials

*Item 1. Preliminary Check.* The submission will first be reviewed by the Discord bot to make sure the requested player is eligible<sup>[Ref]</sup>. The request will be automatically denied if any of the checks fail.

For week 1 only, the current season minimum games<sup>[Ref]</sup> check can be ignored.

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*Item 2. Not Present in Discord.* The Discord bot will check if the requested player is in the Discord server. The request will be automatically denied if they have not joined the Discord server yet.

*Item 3. Recently Dropped.* If the player was recently dropped from a roster and is still in their cooldown<sup>[Ref]</sup>, the request will be automatically denied.

*Item 4. Eliminated.* A player that was on the roster of an eliminated team in any league cannot be added again and the request will be denied.

*Item 5. Best Interests.* If the admins do not believe the account or player represents the best interests of the league, they can deny the request.

### **Article 3.7.3 - Before the Group Draw Show**

Team leads are allowed to make any additions without limit to their roster by stating them in the opened ticket for their team application. Once the group draw show<sup>[Ref]</sup> concludes, the ticket will be closed and roster addition limits (FRAs) are activated.

### **Article 3.7.4 - Flexible Roster Additions (“FRAs”)**

*Item 1. Purpose.* Each team is given 10 total slots to fill their roster. Once a team has filled their allotted slots, the team no longer needs the flexibility for more roster additions. Aegis values “flexibility” as the ability to do 2 roster additions per week.

*Item 2. Process.* After the group draw show, roster addition limits are activated.

Each team starts with an initial value of  $FRA = 10 - [Number\ of\ players\ initialized\ in\ roster^{[Ref]}]$ . For example, if a team has 6 players in their initial roster, they start with an FRA value of 4.

The team’s FRA is decremented for each *roster addition* until it hits 0.

- If a team’s FRA > 0, they are allowed up to 2 roster additions per week<sup>[Ref]</sup>.
- If a team’s FRA = 0, they are only allowed 1 roster addition per week.

Any additions past the weekly limit will instead follow E-Sub procedures<sup>[Ref]</sup>.

**NOTE:** If a team has 1 FRA remaining, they are still allowed up to 2 roster additions for the week.

*Item 3. Restoration.* An FRA can only be restored if the player is dropped the same week they are added to a roster before the roster lock<sup>[Ref]</sup>.

### **Article 3.7.5 - Playoffs Restriction**

During playoffs, no roster additions are allowed and will instead follow E-Sub<sup>[Ref]</sup> procedures.

## Section 3.8 - Roster Lock

### Article 3.8.1 - Weekly Deadline

In each week, the roster will be locked to prevent any further additions 24 hours before each match (including reschedules). As long as the team lead submits a request by the deadline, it will always be reviewed for approval. Rosters are unlocked after 12amPT and after the conclusion of the match. However, if a team has another match that is within the next 24 hours, the roster remains locked.

### Article 3.8.2 - Roster Freeze

24 hours before the last match of the regular season, the roster will be frozen permanently from any new additions. The following are dates of each league's roster freeze:

**Champion League [ACL]:** [Thu] July 20th at 8pmET.

## Section 3.9 - Roster Drop

### Article 3.9.1 - Process

*Item 1. Team Lead Request.* During the split, team leads can submit a request for a player to be dropped from their roster through the roster management form<sup>[Ref]</sup>. Their submission will be publicly displayed for the league to see.

*Item 2. Player Request.* A player can express their desire to leave the current team by submitting a ticket. Admins will first confirm with the team lead. If the admins deem it necessary, they will enforce a roster drop of the player.

### Article 3.9.2 - Cooldown

Any player dropped from a roster has a cooldown period for 7 days (*not* an Aegis week) after their previously played game, where they cannot be added to an unlocked roster in the same league.

For example, if a player last played on February 17th, they cannot be added into an unlocked roster until February 25th.

A player is waived from the cooldown period if they were on a roster that was removed/withdrawn from the league.

## Section 3.10 - Summoner Name Change

### Article 3.10.1 - Reporting Name Changes

Team leads or the player themselves must submit an entry through the account disclosure form if they changed any of their summoner names. Their submission will be publicly displayed for the league to see.

Name changes will be denied if the summoner has not name changed yet,

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**Penalty: If a player's summoner name change is not reported by the reserve declaration deadline<sup>[Ref]</sup> (24 hours before the match), the team is dealt a 2 ban loss per game for each unreported player that plays in the upcoming match.**

**Waivable: Yes.**

**Forgivable: Yes.**

## Section 3.11 - Disabled Champions or Interactions

### Article 3.11.1 - Process

A text channel *#disabled-updates* will show a list of all champions and/or interactions that are disabled in Aegis. Each post will have a template detailing why and for a duration dependent on the number of Aegis weeks. Announcements will always be made to update the players.

### Article 3.11.2 - Critically Bugged Champions / Interactions

Champions and/or interactions with a severe bug that is unintentionally advantageous will be disabled if there's either proof of the bug provided to the admins or if it is disabled in professional/collegiate leagues. The champion will be re-enabled by either of the following criteria:

- Twitter confirmation from a Riot employee.
- Included in a patch notes bugfix list.
- After 2 patch cycles (including the patch cycle that the champion was disabled on) without any notes and with collective admin approval.

### Article 3.11.3 - Non-critical Bugged Champions / Interactions

Champions and/or interactions with a severe bug that is advantageous but can *only* be done intentionally will remain enabled. Players that use such bugs will be penalized per the bug exploit section<sup>[Ref]</sup>.

### Article 3.11.4 - New/Updated Champions

Champions that are newly released or updated will be disabled in its inaugural patch. A champion is classified to be updated when it appears as a "Gameplay Update", "Visual and Gameplay Update", or "Comprehensive Gameplay Update" in the [list of champion updates](#).

Upon the next patch, the champion will be enabled if it does not meet the above article of a critically bugged champion<sup>[Ref]</sup>. If it is still disabled in the next patch, the champion will continue to be disabled until the admins see an official word from Riot in professional (i.e. LEC/LCS) or collegiate (i.e. CLoL) leagues that enable the champion.

## Section 3.12 - Reschedule

### Article 3.12.1 - Rescheduling Process

All matchups and times for the group stage will be released prior to the beginning of the split. A team can ask the opposing team for an agreement to reschedule. Reschedules are not mandatory and dependent on the opposing team's discretion. Aegis asks teams to operate and respond in good faith.

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After an agreement is made, the team who asked to reschedule must post in their league's reschedule text channel, where an admin will give a final approval.

### **Article 3.12.2 - Elimination Match**

If a playoff, swiss, or a match that results in an elimination is being rescheduled, the match must be *scheduled to play 68 hours (more simply, 3 days) before the next default day of matches.*

### **Article 3.12.3 - Regular Season Completion**

For the following leagues, all group stage matches must be completed by:

**Champion League [ACL]:** [Thu] July 11th at 11:59pmET.

Subsequently, all cross group matches must be completed by:

**Champion League [ACL]:** [Fri] July 21st at 11:59pmET.

### **Article 3.12.4 - New Week Number**

A rescheduled match may change its week number depending on which Aegis week range the new date falls on. This is important for instances that follow a weekly timeline (i.e. disabled champions)

### **Article 3.12.5 - TBD Rescheduling**

A match can be rescheduled to an undetermined date. The undetermined match must have a rescheduled date and time posted by the roster freeze<sup>[Ref]</sup> deadline.

Playoff matches CANNOT be rescheduled to an undetermined date.

**Penalty: If both teams cannot agree to a new date and time and post by the above roster lock deadline, it will result in a double forfeit. By accepting this request, teams understand they take the risk of a double forfeit.**

**Waivable: No.**

**Forgivable: No.**

### **Article 3.12.6 - During a Match**

In the middle of a match or in between games, both teams can agree to reschedule the remaining game(s) in the match to a date and time before the next roster lock<sup>[Ref]</sup>.

The rescheduling has to be done on the spot and with admin approval. If the rescheduled match is within the next 24 hours, then reserve declaration will also be done on the spot.

If no agreement is made, then the match must be continued as is.

If no agreement is made and both teams abandon the match, then it will result in a double forfeit<sup>[Ref]</sup>.

### **Article 3.12.7 - Extraordinary Events**

An uncontrollable event that affects multiple teams (the number of teams affected is discretionary to admins) within a single day. Such instances can range from internet and server outages, participating in Riot sanctioned competitions, etc.

If the extraordinary event affects matches on the league day and at least half of the teams *2 hours before the matches*, then every match is postponed to next week and all subsequent matches are pushed back by a week.

Otherwise (i.e. the event affects a select few teams, or on a rescheduled match), a TBD reschedule<sup>[Ref]</sup> will be enforced. The affected team(s) will submit a ticket and an admin will actively work with both teams to resolve rescheduling.

## **Section 3.13 - All-Star**

### **Article 3.13.1 - Voting**

At the end of the regular season, the admins will send out a poll for the community to vote on who are the top 3 players in each role (classified as All-Star, 2nd Team, and 3rd Team honors).

### **Article 3.13.2 - Qualification**

To be qualified for All-Star, each player must have played at least [# of Regular season weeks \* 3 / 2] games. After the conclusion of the quarterfinals, admins will use a mix of their discretion, stats, and the poll results to make a final decision of the recipients.

## ***Rule 4 - Match Procedure***

These rules are specific to match procedures in Aegis, and cover the time right before the game lobby is created and in between games.

Modified rules for playoffs will be highlighted in dark blue.

## **Section 4.1 - Reserve Declaration**

### **Article 4.1.1 - Definition**

Reserve declaration is a deadline before the scheduled match where a team must declare the intention to use a reserve(s) who will replace a starter/substitute for the match. Teams must inform their opponents in the league's *#tournament-chat* text channel before the reserve declaration deadline and they must specifically state which starter/sub the reserve is replacing.

Failure to declare in the text channel or not specifying who or what position is being replaced will result in the reserve being undeclared. By default, all players and subs are deemed as declared players. This process exists to ensure that teams have ample time to prepare for at most 7 players (the starters and subs).

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**Penalty:** If a team uses an undeclared reserve to play in the match, they are dealt a **1 ban loss per undeclared reserve** that plays per game in the upcoming match.

**Waivable:** Yes.

**Forgivable:** No.

**Penalty:** If a team declares a reserve to replace a player (starter/substitute), but then that replaced player ends up playing, they are dealt a **1 ban loss per replaced player** that plays per game in the upcoming match.

**Waivable:** Yes.

**Forgivable:** No.

## Article 4.1.2 - Deadline

The reserve declaration deadline is *24 hours* before each scheduled match.

**NOTE:** Other aspects of the rules may also use this deadline for their own purpose<sup>[Ref][Ref]</sup>.

## Section 4.2 - Emergency Substitutes

### Article 4.2.1 - Definition

Emergency substitutes (or “E-Sub”) are players that are not rostered in any team in the league, and are brought on to play a match on behalf of a missing player, normally in cases of unforeseen circumstances.

### Article 4.2.2 - Process

Because there is a sense of urgency to approve E-Subs, the approval process is heavily scrutinized. Team leads must submit a roster management form<sup>[Ref]</sup> to request an E-Sub. Their submission will be publicly displayed for the league to see. The admins will review the request and either give an approval or denial.

### Article 4.2.3 - Denial of E-Subs

*Item 1. Basic Guideline.* E-Sub denials will follow exactly the roster addition denials article<sup>[Ref]</sup>.

*Item 2. Ringers.* For playoffs, if the requested E-Sub has already played in at least 1 Aegis game *while rostered* in a team, they will be denied.

### Article 4.2.4 - Approval of E-Subs

Once reviewed and approved by an admin, it automatically deals the following penalty.

**Penalty:**

**If the E-Sub(s) was requested *before* the reserve declaration<sup>[Ref]</sup> deadline (24 hours before the match), the following penalties are dealt in the upcoming match dependent on how many E-Subs play in the game:**

- [1 E-Sub] **1 ban loss.**
- [2 E-Subs] **3 ban loss.**

If the E-Sub(s) was requested *after* the reserve declaration<sup>[Ref]</sup> deadline (24 hours before the match), the following penalties are dealt in the upcoming match dependent on how many E-Subs play in the game:

- [1 E-Sub] **2 ban loss.**
- [2 E-Subs] **4 ban loss.**

If the E-Sub(s) was approved during playoffs (regardless of reserve declaration deadline), the following penalties are dealt in the upcoming match dependent on how many E-Subs play in the game:

- [1 E-Sub] **3 ban loss.**
- [2 E-Subs] **5 ban loss.**

If at least 3 E-Subs are requested for a match, then the team **forfeits the upcoming match**. The opposing team can waive the forfeit and only deal ban losses equivalent to 2 E-Subs.

**Waivable:** Yes.

**Forgivable:** No.

### Article 4.2.5 - E-Sub Limit For the Entire Split

Each team will have five (5) E-Sub tokens *for the entire split*. Each E-Sub that plays in a match consumes one token. The number of E-Sub tokens remaining will be documented in the official sheet.

**Penalty:** If a team runs out of E-Sub tokens and they request an E-Sub, they are forced to **forfeit the upcoming match**.

**Waivable:** Yes. If the forfeit is waived, E-Sub ban loss penalties<sup>[Ref]</sup> are followed instead (also waivable).

**Forgivable:** No.

If a team forfeits the match after running out of E-Sub tokens and they could be mathematically eliminated (with calculation of remaining FRAs), the admins will enforce a team withdrawal.

## Section 4.3 - Side Selection

### Article 4.3.1 - Game 1

For the group stage, side selection for game 1 of each match is predetermined randomly and set in a way where each team gets an equal number of red and blue sides to the best extent feasible.

For playoff matches, the higher seed receives side selection. If the seed is tied from a playoff match, the team with the better overall record<sup>[Ref]</sup> receives side selection.

The team must inform their opponents in the text channel *#tournament-chat* 24 hours before the scheduled match. Failure to do so in time will default the team to blue side. Teams are able to agree otherwise after the deadline.

### Article 4.3.2 - Game 2+

The loser of the previous game is given side selection.

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The team must inform the opposing team of their side within 5 minutes of the nexus explosion. Failure to do so in time will default the team to blue side.

If a team had forfeit the previous game, they will have side selection.

### **Article 4.3.3 - Finalization**

Once the side selection for a game is confirmed, it is finalized and can only be changed if both teams agree otherwise.

## **Section 4.4 - Lobby Creation**

### **Article 4.4.1 - Tournament Codes**

All custom game lobbies will be made through tournament codes distributed by the admins.

**Penalty: If a game did not use a tournament code, both teams are dealt a minimum penalty.**

**Waivable: No.**

**Forgivable: No.**

**Minimum: 1 ban loss per game in the next playable match.**

### **Article 4.4.2 - Codes Unavailable**

In the rare event that tournament codes are unavailable, then a custom game lobby will be created and must have the following settings.

- *Tournament Draft* mode.
- *Spectator*: All.
- *Password*: Any assortment of characters (to deny random players from joining the lobby).

The following groups will be responsible for creating the lobby.

- *Game 1*: The team predetermined as blue side or has side selection.
- *Game 2+*: The loser of the previous game.
- *Broadcast*: If the match is being officially broadcasted, the production crew.

Lobby creation and invites must be sent out by the scheduled time.

**Penalty: If a team fails to set up the lobby in time when codes are unavailable, the opposing team can provide proof to an admin for review. If confirmed, they are dealt a minimum penalty.**

**Waivable: No.**

**Forgivable: Yes.**

**Minimum: 1 ban loss in the upcoming game.**

## Section 4.5 - Match Results

### Article 4.5.1 - Process

The winning team must submit results to the match results form<sup>[Ref]</sup> by preparing post match screenshots, third party draft links, and match history links.

**Penalty: If the winning team fails to submit match results within 24 hours of the concluded match, they are dealt a minimum penalty.**

**Waivable: No.**

**Forgivable: Yes.**

**Minimum: 1 ban loss in the next playable game.**

**Penalty: If the winning team submits incomplete or incorrect information in the match results, they are dealt a minimum penalty.**

**Waivable: No.**

**Forgivable: Yes.**

**Minimum: 1 ban loss in the next playable game.**

## Rule 5 - Game Procedure

These rules are specific to game procedures in Aegis. They cover the time right after the lobby is created (with all parties involved in attendance) and during the game until the nexus explodes.

Modified rules for playoffs will be highlighted in dark blue.

## Section 5.1 - Voice Channel

### Article 5.1.1 - Purpose

Teams must use their designated voice channels in the Aegis Discord server for each match. Any player, coach, manager, or content creator can connect to the voice channel and communicate with the team outside of games (including the draft phase).

**Penalty: If a team is playing in an Aegis match while not being present in the voice channels without reason, they are dealt a minimum penalty.**

**Waivable: No.**

**Forgivable: Yes.**

**Minimum: 2 ban loss in the next playable game.**

### Article 5.1.2 - During the Game

Once the game enters the loading screen, only the 5 players playing are allowed to be unmuted. Every other person in the call can stay but **MUST** be *muted or deafened, and cannot be using any type of video streaming (whether that is video sharing or by camera).*

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Teams are obligated to track whether their opposing team is following the rule.

**Penalty:** During a game, If a non-player is caught unmuted in an ongoing game, the opposing team can provide proof to an admin for review. If confirmed, they are dealt a **minimum penalty**.

**Waivable:** No.

**Forgivable:** Yes.

**Minimum:** Match forfeit AND their voice channel will be limited to only 6 people for the rest of the split.

## Section 5.2 - 3rd Party Draft Tool

### Article 5.2.1 - Definition

A 3rd party draft tool is an external tool used outside of the League of Legends client that both teams use to draft instead. The purpose is to make up for players not owning all the champions and allow a larger down time before the game loads.

### Article 5.2.2 - Mandate

If a team prefers to use <https://draftlol.dawe.gg/>, then both teams will use Draftlol for the draft phase.

If both teams agree to use any other 3rd party drafting tool (i.e. Prodraft, PentaQ, etc.), they can be used. However, a team has the right to deny the usage of such tools and only use Draftlol.

### Article 5.2.3 - Responsibility

The teams responsible for preparing the 3rd party draft tool go by the following:

- *Game 1:* If predetermined, the blue side team is responsible. Otherwise, the team with side selection is responsible.
- *Game 2+:* The team with side selection is responsible.
- *Broadcast:* If the match is being officially broadcasted, Draftlol will be enforced. The production crew will be responsible for creating the Draftlol links.

### Article 5.2.4 - Ensuring Ban Accuracy

After the draft tool is finished, teams must make sure that the bans in the client draft are completely accurate in selection and order.

The information is vital for scouting as Aegis (and other 3rd party services) publicly display game logs.

**Penalty:** If a team fails to follow selection and order accuracy of bans, they are dealt a **minimum penalty**.

**Waivable:** No.

**Forgivable:** Yes.

**Minimum:** 1 ban loss in the next playable game.

## Section 5.3 - Ready Check

### Article 5.3.1 - Ready Definition

A rostered player is considered to be ready when they are both:

- 1) In the voice channel.
- 2) In the game lobby.

If a player does not satisfy either of the above, then they are considered to be an unready player.

### Article 5.3.2 - Ready Check Confirmation

A mutual confirmation between both teams that they are ready to either start or continue a specific instance. The confirmation normally entails both teams stating an "R".

### Article 5.3.3 - Seating Order

In the lobby, players must be lined up in LCS order as a formality that follows the roles they intend to play. LCS order is from the top down: Top, Jungle, Middle, Bottom, and Support. Seating order can also be confirmed by declaring each player's intended role in the lobby chat.

### Article 5.3.4 - Ready Checks for Draft Tool

A ready check<sup>[Ref]</sup> should be done before starting the draft tool, and implies that players are ready in the voice chat and client lobby. Once the draft tool is finished, another ready check must be done and the client draft must start within 1 minute.

**Penalty: If the client draft of a game does not start within 1 minute due to an unready team, then the opposing team has the option to either:**

- **Enforce a full remake draft and deal a 2 ban loss to the unready team in the remake draft.**
- **Wait for 5 additional minutes for the unready team to get their declared player(s) ready. If the team is still unready after 5 minutes, the opposing team can wait further for an indefinite period, and can choose to have the unready team forfeit the upcoming game at any point. A forfeit would result in extending the intermission period<sup>[Ref]</sup> to 10 minutes (realistically 15 minutes when including the grace period).**

**Waivable: No.**

**Forgivable: No.**

### Article 5.3.5 - Broadcast

If the game is being streamed by the official broadcast, the producer will give the ready signal instead, which then both teams will follow with "R" after.

### Article 5.3.6 - Unpausing

A proper ready check must be done to unpauses a paused game<sup>[Ref]</sup>.

**Penalty:** If an unpauses happens without a proper ready check, then the instance is reviewable by an admin. If confirmed, the team who unpaused is dealt a **minimum penalty**.

**Waivable:** No.

**Forgivable:** No.

**Minimum:** **2 ban loss** in the next playable game.

## Section 5.4 - Timeliness

### Article 5.4.1 - Tardy

For each game, a team must have 5 players from their starters or substitutes be ready by:

- 1) The scheduled time of the match.
- 2) End of the intermission time period<sup>[Ref]</sup> in between games.

**Penalty:** If a team is unable to ready 5 players in the game lobby by the scheduled time or intermission period, then depending on how much time has passed:

- **0:00 - 5:00 minutes:** No penalty (grace period).
- **5:01 - 10:00 minutes:** **1 ban loss** in the upcoming game.
- **10:01 - 15:00 minutes:** **2 ban loss** in the upcoming game.
- **15:01 - 30:00 minutes:** The opposing team can accept a **game forfeit**. If the forfeit is not accepted, then **3 ban losses** in the upcoming game.
- **30:00+ minutes:** The opposing team can accept a **match forfeit**. If the forfeit is not accepted, then **3 ban losses** in the upcoming game.

**Waivable:** Yes.

**Forgivable:** Week 1 only for a tardiness of less than 10 minutes.

**E-Sub Exception** - If an E-Sub is needed while a team is late, then the number of ban losses is the **highest** from either the E-Sub penalty or tardiness (i.e. If a team with a 1 ban loss from an E-Sub has a player(s) that is 10+ minutes late, the team loses 2 bans for the game). It does not waive the forfeit option(s) if a team is tardy by 15+ minutes.

**Clarification** - The following examples of ban losses are in conjunction with undeclared reserves<sup>[Ref]</sup>.

- [Tardiness + Undeclared] When a team has 4 ready players, but the 5th player is not ready by the scheduled time, and the team has an undeclared reserve ready *after* the grace period.
- [Undeclared only] When a team has 4 ready players, but the 5th player is not ready by the scheduled time, and the team has an undeclared reserve ready *before* the grace period.
- [Tardiness only] When a team has 4 ready players, but the 5th player is not ready by the scheduled time, and the team has an undeclared reserve ready *before* the grace period, but then the 5th player comes *after* the grace period.
  - **NOTE:** Taking this option is risky as teams could potentially increase their ban losses if the 5th player does not come on time.

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## Article 5.4.2 - Double Absence

An event where both teams are unable to ready 5 players 15 minutes after the scheduled time.

**Penalty:** In the event of a double absence, both teams will default to a **double forfeit**.

**Waivable:** No.

**Forgivable:** No.

## Section 5.5 - Intermission

### Article 5.5.1 - Time Period

After a game's conclusion, there will be a 5 minute intermission before the next game starts (if applicable).

The only instance where intermission period is extended to 10 minutes is when a team forfeits a game after attempting to resolve a technical difficulty<sup>[Ref]</sup> in the lobby or during draft.

If teams are tardy after the intermission period is over, penalties will follow the timeliness section<sup>[Ref]</sup>.

**NOTE:** Intermission period is realistically 10 minutes since there is a 5 minute grace period.

## Section 5.6 - Extra Preparation Time

### Article 5.6.1 - Purpose

While teams are expected to be fully prepared in their scouting, not every single instance will be accounted for due to unforeseen roster shifts.

### Article 5.6.2 - Process

The opposing team is allowed 5 additional minutes after the scheduled time and intermission period for extra preparation if one of the following happens to a team:

- They use any substitute, reserves, or E-Sub(s) to play the game.
- Their starters change their seating order that is different from the roster sheet.

## Section 5.7 - Technical Difficulties ("TD")

### Article 5.7.1 - Definition

Technical difficulties are issues that happen to a player or team that are uncontrollable (i.e. connection issues, ganked by parents, etc.). When TD time is confirmed to be used, a timestamp of its start should always be documented to keep track of the time and how much TD time is remaining.

### Article 5.7.2 - Allotted Time

Each team is allotted 20 minutes of TD time per match to resolve those issues.

For playoffs, each team is allotted 30 minutes of TD time per match.

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### Article 5.7.3 - In-Game TD (Pauses)

*Item 1. Pause.* A pause must be used to resolve issues during a game.

*Item 2. TD Time Start.* When a pause is initiated by a team.

*Item 3. TD Time Ends.* When an unpause is initiated by a team.

*Item 4. If TD Time Expires.* The team must unpause the game regardless of the solution.

*Item 5. Number of Pauses.* Each team can only pause a maximum of 3 times per game.

**Penalty: If the team pauses again or refuses to unpause while they have no TD time nor number of pauses remaining, then the instance can be reviewed by an admin. If confirmed, they will be dealt a minimum penalty.**

**Waivable: No.**

**Forgivable: No.**

**Minimum: 2 ban loss in the next playable game.**

*Item 6. Admin Intervention.* If a pause happens due to an issue that requires an admin review, then TD time nor number of pauses will be used.

### Article 5.7.4 - Lobby (Before Client Draft)

*Item 1. Admin Approval.* For any issues that occur *before* the client draft, teams must request an admin to use TD time. The admin will join the voice chat to confirm the player's issue and its legitimacy. If confirmed, the admin will inform the opposing team. TD time *cannot* be used to excuse tardiness or players tending to personal matters (i.e. getting water, bathroom, etc.).

*Item 2. TD Time Start.* When the admins give approval to use TD time.

*Item 3. TD Time Ends.* When both teams do a ready check and begin either the draft tool or client draft.

*Item 4. If TD Time Expires.*

**Penalty: The team must forfeit the upcoming game. Teams can preemptively declare the game forfeit to save remaining TD time. The intermission period<sup>[Ref]</sup> for the next game is extended to 10 minutes (realistically 15 minutes when including the grace period).**

**Waivable: No.**

**Forgivable: No.**

### Article 5.7.5 - During Client Draft

*Item 1. Proof and Resolution.* When issues occur *during* the client draft, a screenshot should be taken of the draft before exiting the client. If the issue is resolved successfully, both teams will do a partial remake up to the point of interruption.

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Item 2. *TD Time Start.* When the player exits their client and draft is interrupted.

top

Item 3. *TD Time Ends.* When both teams do a ready check and the client draft begins.

Item 4. *If TD Time Expires.*

**Penalty:** The team must **forfeit the upcoming game**. Teams can preemptively declare the game forfeit to save remaining TD time. The intermission period<sup>[Ref]</sup> for the next game is extended to 10 minutes (realistically 15 minutes when including grace period).

**Waivable:** No.

**Forgivable:** No.

## Section 5.8 - Drafting Mistakes

### Article 5.8.1 - No Selection

*(3rd party draft tool)* If a team does not select a champion ban or pick when the timer is finished, they must declare a selection within 5 seconds in a separate chat.

**Penalty:** If a team does not declare a selection within 5 seconds, the opposing team can cease the draft and request the instance to be reviewed by providing proof to an admin. If confirmed, the opposing team has the option to either:

- 1) Continue with the draft by conducting a partial remake up to the point of the mistake and deal a **2 ban loss** in the next game of the match (if applicable).
- 2) Request a full remake. If approved, the admins will enforce the full remake and deal a **2 ban loss** in the remade draft.

**Waivable:** No.

**Forgivable:** Yes. Proceed with 1) without ban losses.

### Article 5.8.2 - Accidental Pick/Ban

*(3rd party draft tool)* If an incorrect/disabled champion is picked or banned by accident, the other team must be notified ASAP before they pick or ban. If using the in-game client to draft, take a quick screenshot of the draft, and quit immediately to ensure this. A partial remake will be in effect up to the point before the error was made.

**Penalty:** If the other team picks/bans before being notified of the mistake, the team that selected the incorrect champion must either:

- 1) **Follow through with the incorrect pick.**
- 2) Request a full remake of the draft to an admin. If approved, they are dealt a **2 ban loss** in the remade draft.

**Waivable:** No.

**Forgivable:** Yes. Partial remake up to the point before the incorrect pick.

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### Article 5.8.3 - Marking Ban Losses

*(Client draft)* If a team loses bans, they should let the timer run out in the client draft to indicate that they lost a ban. Teams should not use placeholder bans. The information is vital for scouting as Aegis publicly displays tournament game logs and puts less stress on the staff to upload stats.

**Penalty: If a team uses a placeholder for a ban loss without reporting the correction in match results<sup>[Ref]</sup>, they are dealt a **minimum penalty**.**

**Waivable: No.**

**Forgivable: Yes.**

**Minimum: 1 ban loss in the next playable game.**

### Article 5.8.4 - Trading Champions

*(Client draft)* Teams must complete all champion trades in the client before the 20-second mark during the trading phase.

**Penalty: If a team trades after the 20-second mark in the trading phase, the opposing team can either exit the draft before loading into the game, or pause before the 0:15 mark in the game to request an admin review by providing proof of the instance. If confirmed, the admin will enforce an identical remake<sup>[Ref]</sup> and the champion trade is disallowed for the violating team. The violating team will also be dealt a **minimum penalty**.**

**Waivable: No.**

**Forgivable: Yes. Allow the trade without dealing a minimum penalty.**

**Minimum: 1 ban loss in the next playable game.**

## Section 5.9 - Identical Remakes

### Article 5.9.1 - Early Request

Before the 0:15 mark, a team can pause and request an identical remake<sup>[Ref]</sup> with stated reason (i.e. runes bugged, did not take smite, disconnected and cannot reconnect, very early bug, etc.) to an admin. If approved, the admin will enforce an identical remake. Each team can only make one early request per game.

### Article 5.9.2 - General Agreement

At any point during the game, both teams can agree to conduct an identical remake<sup>[Ref]</sup> for whatever reason (i.e. both teams experiencing server side lag).

## Section 5.10 - Discretionary Disallowed Skins

### Article 5.10.1 - Process

If a team uses any of the following skins (or any of its prestige variants), the opposing team can pause before the 0:15 mark and request an identical remake<sup>[Ref]</sup> to an admin. If confirmed, the violating team must use a different skin of the same champion.

- *Aatrox: Mecha*

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- *Ahri*: Elderwood
- *Anivia*: Blackfrost
- *Annie*: Frostfire, Goth
- *Blitzcrank*: iBlitzcrank
- *Diana*: Dark Valkyrie
- *Ekko*: True Damage
- *Ezreal*: Pulsefire
- *Fiora*: Lunar Beast
- *Fizz*: Fuzz
- *Gragas*: Santa, Vandal
- *Heimerdinger*: Dragon Trainer
- *Jayce*: Forsaken
- *Jarvan IV*: FNATIC
- *Karma*: Dark Star
- *Kog'Maw*: Lion Dance, Hextech, Battlecast
- *Lux*: Steel Legion, Elementalist
- *Morgana*: Blackthorn
- *Nautilus*: Astro
- *Nidalee*: Headhunter, Challenger
- *Nunu & Willump*: Bot, Zombie
- *Shyvana*: Boneclaw, Darkflame
- *Sona*: Arcade, DJ
- *Syndra*: Atlantean, Pool Party, Spirit Blossom
- *Twisted Fate*: Underworld
- *Varus*: Arclight
- *Vladimir*: Nightbringer, Dark Waters

**Penalty: If a player repeats the selection of a disabled skin within the same match, the instance can be reviewed by providing proof to an admin. If confirmed, the violating team is dealt a **minimum penalty**.**

**Waivable: No.**

**Forgivable: No.**

**Minimum: 1 ban loss in the next playable game.**

### **Article 5.10.2 - Updating the List**

Additional skins can be added by submitting a ticket with proof and explanation of why the skin should be disabled.

## **Section 5.11 - /All and Lobby Chat**

### **Article 5.11.1 - Purpose**

/all chat and the client lobby chat must be used to communicate logistics or issues between both teams. Any usage otherwise must be respectful and follow all conduct standards.

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**Penalty:** The disrespectful use of /all and lobby chat is punishable. The opposing team can request a review by providing proof of the violation to an admin. If confirmed to be severe by the admin's discretion, the team is dealt **a minimum penalty**.

**Waivable:** No.

**Forgivable:** No.

**Minimum:** **1 ban loss per game** in the next playable match.

## Section 5.12 - Illegal Pauses

### Article 5.12.1 - Definition

Illegal pauses happen when at least 2 players become involved in a fight and a pause is initiated.

Fighting is when a visible ability is used to aim or target a champion. If the ability is being used from Fog of War, it is still considered reviewable for illegality.

If a pause happens right after the complete usage of a first ability targeting or aiming at an opponent, it is still considered reviewable for illegality.

### Article 5.12.2 - Review Process

When a team causes a potentially illegal pause, the opposing team can request the instance to be reviewed either during or after the game. Admins will first meet with the opposing team and they must provide proof of the instance.

**Penalty:** If the pause is confirmed for illegality, the following penalties are dealt based on when the review happened.

- **Reviewed Mid-Game:** The opposing team is given options based on the timing of the pause:
  - **If the fight just started or is reversible:** The admin will give direction of the outcome of a potential fight (i.e. ADC must die, or jungler can be let go freely) and they will personally oversee it in the team's voice channel through a Discord stream. The paused team is then dealt **a minimum penalty**.
  - **If the fight has concluded or is irreversible:** The admins will offer a full remake to the opposing team. If accepted, the paused team is dealt **a minimum penalty** in the remade draft. If rejected, the game will continue and the paused team is dealt **a minimum penalty**.
- **Reviewed After Game:** The paused team is dealt **a minimum penalty**.

**Waivable:** No.

**Forgivable:** No.

**Minimum:** **2 ban loss** in the next playable game.

## Section 5.13 - Bug Remake

### Article 5.13.1 - Definition

If a previously unknown bug is discovered *accidentally* mid-game where an item's/champion's ability/passive *unintentionally creates an advantage* for their own team, the opposing team can pause the game and have the instance be reviewed by providing proof to an admin. If confirmed, the admin will offer a full remake to the opposing team.

### Article 5.13.2 - Disadvantage

If a champion's ability/passive produced a disadvantage for their own team, it cannot be reviewed for a full remake.

### Article 5.13.3 - Multiple Advantages

If more than one champion (from either side) is involved in producing an advantage, then the advantages will offset each other to the maximum extent possible.

### Article 5.13.4 - State of No Return

If the bug leads to the decision of a full remake and the opposing team accepts, the violated team (the team who accidentally caused the bug) has the option to deny the full remake if the game is considered to be in a state of no return. Any of the following criteria will be used to determine that state during the time of the pause:

- **Gold Differential:** Of the total gold earned in the game, the violated team has earned 60% or more of that gold.
  - I.e. If 10,000 total gold has been earned in the game from both teams, the violated team has earned at least 6,000 gold as a team.
- **Remaining Turret Differential:** The difference in the number of remaining turrets between the teams is 8 in favor of the violated team.
- **Remaining Inhibitor Differential:** The difference in the number of standing inhibitors between the teams is 3 in favor of the violated team.
- **Remaining Nexus Turret Differential:** The difference in the number of remaining nexus turrets between the teams is 2 in favor of the violated team.
- **Respawning Player Differential:** The difference in alive players between the teams is at least four in favor of the violated team, with the remaining death timers on all dead players being at least 40 seconds.
- **Straight Up GG:** Per admin discretion, there is no scenario that could result in anything other than the victory of one team (i.e. at 45 minutes one team is aced and the ADC and jungler on the opposing team have a minion wave and are running into the opposing base).

## Section 5.14 - Bug Exploit

### Article 5.14.1 - Definition

If a bug (regardless if known or unknown) is found to be *intentionally* used to create an advantage for their own team, the opposing team can have the instance be reviewed either during or after the game by providing proof to an admin.

**Penalty: If the exploitation is confirmed, the violating team is dealt a minimum penalty.**

**Waivable: No.**

**Forgivable: No.**

**Minimum: Forfeit of the match** in which the bug occurred.

## Rule 6 - Player Conduct

Breaking conduct rules during the split is separated into *sanctions* and *violations*. *Sanctions* [S] are generally meant to be less severe and are dealt with privately. *Violations* [V] involve more severe consequences and result in a written competitive ruling that will be posted publicly.

Note that all of these conduct penalties are **not waivable**.

### Section 6.1 - Competitive Integrity [V]

Players are expected to try and play to the best of their best ability at all times within any Aegis match, and to avoid any behavior inconsistent with the principles of good sportsmanship, honesty, or fair play. The following categories deemed to violate competitive integrity are prohibited:

- Intentional Feeding
- Griefing
- Trolling
- Sabotaging the team or sister team
- Match fixing
- Anything else deemed to be violating competitive integrity will be at the sole discretion of the Aegis admins.

**Penalty: Violation will result in the team being dealt a minimum penalty.**

**Forgivable: No.**

**Minimum: 2 ban loss per game** in the next playable match.

### Section 6.2 - Discord Rules [S/V]

The rules and policies that are part of the Discord server. All conduct within text and voice channels must be adhered to by every player. The details of the penalty system is detailed in the #discord-rules text channel.

This includes but is not limited to:

- Confidentiality

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- Abusive Behavior
- Harassment
- Threatening
- Sexual Harassment
- Discrimination & Denigration

**Penalty:** Sanction will result in the team being dealt **a minimum penalty**. It becomes a violation when the player or team is removed.

**Forgivable:** No.

**Minimum:** Once past 1 warning, **1 ban loss per game** in the next playable match.

## Section 6.3 - Riot Account Suspension [S]

Players who compete must act with conduct not only in Aegis, but also in their solo queue games.

**Penalty:** If any of the player's accounts is suspended by Riot Games during the Aegis split, then the **player is suspended** in Aegis for the same amount of time. If the suspension is indefinite, the **player is removed from the league**.

**Waivable:** No.

**Forgivable:** No.

This suspension/removal can be reviewed for an appeal by submitting a ticket and providing chat logs along with Riot's stated reason for the suspension.

## Section 6.4 - Poaching [S]

Only during the Aegis split, no member from a team is allowed to initiate contact with a member from another team by soliciting, luring, asking the status, or making an offer of recruitment to any player who is in an active roster, nor encourage such member to breach or otherwise end an agreement with said team.

**Penalty:** Sanction will result in the team being dealt **a minimum penalty**.

**Forgivable:** Yes.

**Minimum:** **1 ban loss per game** in the next playable match.

Current players are allowed to ask about openings in other teams. If the player in question first initiates contact (this includes posting in the "free agents" or "looking for" Aegis text channels), then the team contacting them is exempted from penalty.

## Section 6.5 - Collusion [V]

No player may offer, agree, conspire, or attempt to influence the outcome of a game or match by any means.

**Penalty:** Violation will result in the team being dealt **a minimum penalty**.

**Forgivable:** No.

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**Minimum: Player banned from the league and match forfeit of matches affected.**

## Section 6.6 - Confidentiality [S]

A player may not disclose any confidential information to opposing players through any method of communication that is deemed sensitive by:

- Their own team (i.e. strategy, picks, etc.)
- Admins

**Penalty: Sanction will result in the team being dealt a minimum penalty.**

**Forgivable: No.**

**Minimum: 2 ban loss per game in the next playable match.**

## Section 6.7 - Account Sharing [V]

A player playing on another account that they do not have sole ownership of, or allowing another person to play on their account is prohibited. Any activity on an account that is being shared by more than one person will be scrutinized.

**Penalty: Violation will result in the team being dealt a minimum penalty.**

**Forgivable: No.**

**Minimum: Player removal from the league.**

## Section 6.8 - Bribery [V]

No player may offer/accept any gift or reward to/from a player, coach, manager, an admin, or person connected with or recruited by another Aegis team for services promised, rendered, or to be rendered in defeating or attempting to defeat a competing team.

**Penalty: Violation will result in the team being dealt a minimum penalty.**

**Forgivable: No.**

**Minimum: Player banned from Aegis esports and forfeit of every game and match that player played in.**

## Section 6.9 - Cheating [V]

The use of any kind of cheating device and/or cheat program, or any cheating method that gives an unfair competitive advantage is prohibited.

3rd party applications that provide overlays are allowed if the player provides proof that they are either Riot compliant or endorsed. Any apps not listed below are at risk of cheating. Please consult an admin if the app in question is not listed below.

- Blitz
- Porofessor
- Overwolf
- Zargg

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- Mobalytics
- Game Recording softwares (i.e. Medal.tv, Lowkey.gg) that are Riot compliant.

**Penalty: Violation will result in the team being dealt a minimum penalty.**

**Forgivable: No.**

**Minimum: Player banned from Aegis esports and forfeit of every game and match that player played in.**

## Section 6.10 - Insubordination [S]

No player may refuse or fail to apply the instructions or decisions of the admins.

**Penalty: Sanction will result in the team being dealt a minimum penalty.**

**Forgivable: No.**

**Minimum: 1 ban loss per game in the next playable match.**

## Section 6.11 - Obligation to Report [V]

ALL members have an obligation to report any/all forms of violations with proof of misconduct. Unless expressly stated otherwise, offenses and infringements of these rules are punishable, whether or not they were committed intentionally. Knowledge of any Rule infringement and failure to report any such offenses or violations is also punishable.

**Penalty: Violation will result in the team being dealt a minimum penalty.**

**Forgivable: No.**

**Minimum: Player suspension in the next playable match.**

## Section 6.12 - Untruthfulness [V]

All players are obligated to tell admins the truth in any setting. Being untruthful can involve players withholding information or misleading admins to create an obstruction of a potential investigation.

**Penalty: Violation will result in the team being dealt a minimum penalty.**

**Forgivable: No.**

**Minimum: Player suspension in the next playable match.**

## Section 6.13 - Conspiracy [V]

Any individual(s) who is recognized to be the leader and planner of any violation. This includes influencing, encouraging, coercing, gaslighting, or threatening other people to conspire.

**Penalty: Violation will result in the team being dealt a minimum penalty.**

**Forgivable: No.**

**Minimum: A more severe penalty than the source of violation.**

## Section 6.14 - Miscellaneous & Riot Guidelines [S/V]

To the extent a conduct is not addressed or contemplated, Aegis is empowered to enforce a miscellaneous violation not addressed by the Rulebook or that is in [the Summoner's Code](#) and [Riot's Terms of Service](#).

**Penalty:** Violation will result in the team being dealt a **minimum penalty**.

**Forgivable:** Yes (if not severe).

**Minimum:** **1 ban loss per game** in the next playable game.

# Rule 7 - Streaming

## Section 7.1 - Official Broadcast

### Article 7.1.1 - Definition

Any match that is featured each week will be streamed by the official Aegis Twitch channel. Aegis will be responsible for setting up the logistics, production, and moderation of its chat.

### Article 7.1.2 - Spoilers

While a game is being streamed on the official broadcast, no player, coach, or anyone affiliated with either team may talk nor post results on Twitch chat of the game being streamed.

**Penalty:** Anything posted in relation to giving away game results before it ends will deal a **minimum penalty**.

**Waivable:** No.

**Forgivable:** Yes.

**Minimum:** **1 ban loss** in the next playable game.

## Section 7.2 - Personal Streaming

### Article 7.2.1 - Definition

Personal streaming (or "unofficial broadcasts") are allowed as long as the match being streamed is not the same as the official broadcast. They are defined by a 3rd party producer streaming on an organization/team's channel or a player's perspective on their personal channel.

### Article 7.2.2 - Stream Delay

Unofficial broadcasts are advised to have a minimum delay of three minutes. Aegis is not responsible for any instances of stream sniping.

### Article 7.2.3 - Tampering of Property

If the Aegis logo is used, it can be found in the media kit. The logo and assets cannot be tampered with (i.e. changing the color, warping the shape, changing the font, etc.)

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**Penalty:** Tampering of the Aegis logo will result in the team being dealt a **minimum penalty**.

**Waivable:** No.

**Forgivable:** Yes.

**Minimum:** 1 **ban loss per game** in the next playable match.

## ***Rule 8 - Definitions***

Terms that are used across all sections of the rules.

### **Section 8.1 - Admins**

The head organizers of their respective league. They will oversee the entire league operations, handle all submitted tickets, and will be responsible for making executive decisions that comply with the rulebook.

### **Section 8.2 - Moderator**

Highly knowledgeable individuals who enforce Discord rules and help admins answer any questions related to Aegis during game day. In the event that admins are not present, the moderators will be deferred in collecting information until the admins are available.

### **Section 8.3 - Participant**

#### **Article 8.3.1 - Player**

Any participant enlisted as a starter, substitute, or reserve in an active team roster.

*Item 1. Starter.* Five (5) players designated as Top, Jungle, Middle, Bottom, and Support.

*Item 2. Substitute (Sub).* Up to *two* (2) players designated to replace a starter in any game of a match.

*Item 3. Reserve.* Up to *three* (3) players that are only intended to replace a starter or substitute and require a separate process for declaration<sup>[Ref]</sup>.

#### **Article 8.3.2 - Non-Player**

Any participant that is not a player, but is affiliated with a team by some role.

*Item 1. Manager.* Any non-player(s) responsible for managing the players and any additions or drops. If they are not a team lead, they do not need to be officially documented in the roster sheet.

*Item 2. Coach.* Any non-player(s) responsible for assisting the draft phase or mentoring players. If they are not a team lead, they do not need to be officially documented in the roster sheet.

*Item 3. Miscellaneous.* Any non-player that is allowed access to the team's voice channel while they're not in a game. This includes organization members, content creators, peanut gallery, etc.

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## Section 8.4 - Involvement of Admins

Actions or decisions in which admins are involved to move forward for the players and their team.

### Article 8.4.1 - Request

An individual asking admins about a specific instance specified in the rulebook by submitting a ticket or in a form. If the admins are present in the help desk, a verbal request can be made (unless otherwise stated in the rulebook). Sending a direct message to the admins is not defined to be sending a request.

### Article 8.4.2 - Approval

A decision from the admin that the request is granted successfully. Otherwise, the admins will deny the request.

### Article 8.4.3 - Review

An event specified in the rulebook that involves the assessment and examination of an admin by submitting a ticket. If the admins are present in the help desk, an on-site review can be done (unless otherwise stated in the rulebook). Sending a direct message to the admins is not defined as asking for a review.

### Article 8.4.4 - Confirm

A decision by the admins that the event reviewed is judged to be correct. Otherwise, the admins will reject the review.

### Article 8.4.5 - Enforce

A part of the rules (also involving penalties) that the admins will forcefully enact, usually resulting from an approval, confirmation, or conduct violation.

## Section 8.5 - Involvement without Admins

Actions or decisions that do not involve admins in order to move forward for the players and their team.

### Article 8.5.1 - Agreement

A resolution or decision made between two teams to enact a specific section of the rules.

## Section 8.6 - Leaving the League

Any instances where a player or team permanently leaves the league.

### Article 8.6.1 - Withdraw

A decision made by the team owner to willingly take away their own team from the league.

### Article 8.6.2 - Remove

A decision made by the admins to take away a player or team from the league, usually by rule violations or forfeiting too many matches.

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### **Article 8.6.3 - Banned**

A decision made by the admins to not only remove a player or team from the league, but also prohibit the player or team's brand and name from participating in all Aegis Esports events (including other game titles).

## **Section 8.7 - Match and Game**

### **Article 8.7.1 - Game**

A 5v5 game played in Summoner's Rift that is played until a winner is determined by one of the following methods, whichever occurs first:

- Completion of the final objective (destroying the nexus).
- One team surrendering.
- A team forfeiting.

### **Article 8.7.2 - Match**

A set of games that is played until one team wins a majority of the total games. The winning team will either receive a win tally in the regular season or advance to the next round in a playoff stage.

- Best of 3 (or "Bo3"). Winning two games out of three.
- Best of 5 (or "Bo5"). Winning three games out of five.

### **Article 8.7.3 - Next Playable**

The team's (or player's) next game or match that will be played.

For example, if a team's next match is on a Friday and Saturday, but the Friday match is rescheduled to Monday instead, then Saturday becomes the next playable match.

### **Article 8.7.4 - Upcoming**

The team's (or player) game or match that they are currently playing or that is on the same day. This term is normally applied to for penalties that only affect that game or match only.

## **Section 8.8 - Group Draw Show**

A public event where the admins explain the format and place all of the teams into their respective groups for the regular season. It also acts as a deadline for a few sections of the rules, mainly for roster management before limits are enacted<sup>[Ref]</sup>.

## **Section 8.9 - Proof**

Evidence of either video or a screenshot to move forward in the next step of a process, normally for a review.

## Section 8.10 - Inability to Play

### Article 8.10.1 - Ineligible

A player cannot play in a match because they are not approved to play in the league. The ineligibility is unwaivable.

### Article 8.10.2 - Suspension

A player is rostered in a team but cannot play in a match due to a severe rule break or a specific condition in the rules.

## Section 8.11 - Week

### Article 8.11.1 - Range

The range of a week

- *Starts:* On the league day.
- *Ends:* 1 day before the next league day.

The day starts at 12amPT.

For example, an ACL week ranges from Friday to the following Thursday.

### Article 8.11.2 - Week 0

Week 0 will be defined as the period that

- *Starts:* After the group draw show.
- *Ends:* 1 day before the week 1 league day.

## Section 8.12 - Season

### Article 8.12.1 - Season 2022

All references of "season 12" will be referred to as the above term.

### Article 8.12.2 - Season 2023-1

All references of "season 13 - split 1" will be referred to as the above term.

### Article 8.12.3 - Season 2023-2

All references of "season 13 - split 2" or "current season" will be referred to as the above term.

## Section 8.13 - Remakes

### Article 8.13.1 - Full Remake

A complete redraft will be done with new picks and bans. An admin will normally offer the team affected by the rules for a full remake.

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### **Article 8.13.2 - Partial Remake**

Redraft with the same picks and bans up to a certain point of error or admin direction.

### **Article 8.13.3 - Identical Remake**

Redraft (and complete reset of the game state) with the same picks and bans for a completed draft of the same game.

While there are instances an identical remake can be agreed<sup>[Ref]</sup> upon by both teams, it is still important to inform an admin about it. Once approved, the action is irreversible and if applicable, all players must leave the current game and redraft.

Teams must use the same tournament code<sup>[Ref]</sup>. If unusable, teams can inform the admins and use a backup tournament code.

## **Section 8.14 - Ranks**

All usages of the term "rank" is specifically the player's League of Legends solo queue rank.

### **Article 8.14.1 - Current Rank**

At the time when the rule states "current rank", it is the player's rank at that specific moment.

### **Article 8.14.2 - Tier**

Tier is the separation of ranks by an emblem type (i.e. Gold, Platinum, Diamond, etc.)

### **Article 8.14.3 - Division**

Division is a subcategory within a tier, usually numerically valued at 100LP. For League of Legends, it is split between 4 divisions (i.e. Platinum 1, Gold 2, Diamond 3, etc.)

## **Section 8.15 - Double Forfeit**

An instance where both teams forfeit the match and results in a 0-1 match record and 0-2 game record.

## **Section 8.16 - Google Forms**

Participants must use the following Google Forms for certain procedures.

### **Article 8.16.1 - Team Application Form**

The form used to submit applications for organized groups to participate in the league.

### **Article 8.16.2 - Roster Management Form**

The form for team leads used to request roster additions, drops, and E-Subs.

### **Article 8.16.3 - Account Disclosure Form**

The form for any player to disclose any new alternate accounts or summoner name changes.

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## Article 8.16.4 - Match Results Form

The form for teams to submit match results to officialize a win.

## Section 8.17 - Sheets

### Article 8.17.1 - Official Sheet

The main sheet utilized by admins to keep track of team standings and the progress of the split.

### Article 8.17.2 - Roster Sheet

A public sheet and tool utilized by admins to keep track of team's rosters.

# Change Log

All minor/major updates to the rules will be updated in the table below after applications are released. All revisions to the rulebook during the split will be underlined.

| Date | Summary of Revision   |
|------|---|
| 6/12 | <u><a href="#">3.12.3</a></u> - Clarified the finish date of group stage matches AND cross group matches. |

The Aegis Esports League of Legends Official Rulebook was created by Doowan.

Additional edits and approvals were made by the Aegis LoL admins.

The inspiration of this document is credited to the LCS and NFL rules and their format.

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