1. Match Process

1.1. Role of Referees

Referees are LAN officials who are responsible for making judgments on every match-related issue, question and situation which occurs before, during, and immediately following match play.

1.1.1. Referee Responsibilities. Referee oversight may include, but is not limited to the following:

1.1.1.1. Checking the team's lineup before a match.
1.1.1.2. Announcing the beginning of the match.
1.1.1.3. Ordering pause/resume during play.
1.1.1.4. Issuing penalties in response to Rule violations before, during, or after the match.
1.1.1.5. Confirming the end of the match and its results.

1.2. Competitive Patch & Server

All Games will be played on the North America live server. As such, the current live patch will be used for all competitive play.

1.3. New & Reworked Champions

Champions who have not been available on the live service for more than 7 days will be automatically prohibited from use. Champions that have undergone Gameplay Updates will be subject to LAN officials' discretion.

1.4. Setup and Player Responsibilities for Online Matches

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

1.5. Lateness Penalties

A team will automatically forfeit their match if they are not ready to play within 10 minutes from their official match time, or within 5 minutes of the start of additional games (e.g. games 2 or 3 in a best of three series). Intentionally delaying the lobby or game start will still subject the team to the rules set forth in this section.

1.6. Pause Process

Teams or players may pause the game for any reason. After a pause, the pausing team must use /all to share the reason for the pause and the estimated time to unpause. When a team is ready to unpause, at least one player from both teams must declare their readiness in /all chat (e.g. "ready" or "r") before the pausing team is allowed to unpause the game.

1.7 Pause Allowance

Teams may pause the game for a maximum of 10 minutes over the course of a single game. Pausing beyond allowance time will be considered unfair play and penalties will be applied at the discretion of tournament officials.

1.8. 4v5 Play

Teams are required to field a full team of five players be considered ready to start any match. If a player disconnects from the lobby or champion select, the team is no longer ready to play, and lateness time begins. If a player disconnects from the game, the game may continue as normal or be paused per Section 5.8.

1.9. Player Equipment Responsibility

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

1.10. Spectators, Streaming, and Recording Matches

Spectators are permitted in official matches via Lobby Spectating for the purposes of streaming or recording official matches. Spectators may not actively communicate with players on either team while the game is in play.

All matches may be streamed online. Live streamers must use a stream delay of at least two minutes. Any spectator viewing the game with less than 5 minutes of spectator client delay is considered unfair play, and will subject their associated team with penalties at the sole discretion of LAN officials per Section 3.5.

Players participating in official matches may record the match from their perspective, but are not allowed to stream or publicly post any such recordings until the match is completed.

Rebroadcasts, VOD reviews, and other additional content using official match footage are allowed to be posted after the match is completed with no restrictions.

1.11. Game Lobby Creation.

 LAN officials may provide instructions to join the official game lobby to competing teams. Players must join a game lobby in the following order of positions: Top, Jungle, Mid, ADC, Support. Teams are free to role swap during Champion Select if they so choose.

1.12.1 Game Setup

1.12.1.1. Game Lobby Settings Map: Summoner's Rift
1.12.1.2. Team Size: 5
1.12.1.3. Game Type: Tournament Draft

1.12.2 1v1 Tournament Game Setup

1.12.2.1. Game Lobby Settings Map: Howling Abyss
1.12.2.2. Team Size: 1
1.12.2.3. Game Type: Blind Pick

1.13. Side Selection

Lower seed will have side choice in game one, in a bo3 (Best of Three) bo5 (Best of Five) etc loser of the previous game picks the side.

1.14. Champion Select Process

1.14.1.1 Tournament Draft. All games should be conducted under Tournament Draft format. LAN officials may choose to employ a manual draft that is conducted in chat without the use of an in-game feature.
1.14.1.2 1v1 Blind Pick Draft. All games should be conducted under Blind Pick format. A manual draft that is conducted in chat without the use of an in-game feature, must take place before each match. Team 1 will type in a chat a ban first followed by team 2 ban each team must ban 3 champions or say "pass" when it is their turn to ban a champion.
1.14.2. Restrictions on Gameplay Elements. Restrictions may be added at any time before or during a match, if there are known bugs with any items, Champions, skins, runes, masteries, or Summoner spells, or for any other reason as determined at the discretion of the LAN.
1.14.3. Selection Error. In the event of an erroneously-selected Champion pick or ban, the team in error must notify their opponents before the other team has locked in their next selection. If so, the process will be restarted and brought back to the point at which the error occurred so that the team in error may correct its mistake. If the next selection is locked before the team in error gives notice, the erroneous selection shall be deemed irrevocable.
1.14.4. Placeholder Champions. A player may draft a champion they do not own by selecting a different champion and immediately notifying the opposing team of the intended pick. Teams will complete the pick/ban process as normal, then the player will dodge and redo champion

select with the correct champions. Champion Select must be restarted as soon as possible, and players are not permitted to change their rune pages during the restart.

1.14.5. Game Start. A game will start immediately after the pick/ban process is complete, unless otherwise stated by a LAN official. Players are not allowed to quit a game during the time between the completion of picks/bans and game launch.

1.14.6. Controlled Game Start. In the event of an error in game start or a decision by LAN officials to separate the pick/ban process from game start, a LAN official may start the game in a controlled manner using Blind Pick. All players will select Champions in accordance with the previous valid completed Champion Select process.

1.15 Solo/Duo Queue

1.15.1 Player Registration

1.15.1.1 Players can register with any account they choose.

1.15.1.2 Players must give a preferred roll, a secondary roll, and if they are willing to play off roll.

1.15.1.3 Players must give the highest elo on any account they own or face punishment.

1.15.1.4 Players may register as a "Sub" in the case of someone having to leave, all prizing will be giving to the roster of the last game the team played.

1.15.2 Team Creation

1.15.2.1 All Players will be assigned a point value based determined by LAN officials at time of sign up

1.15.2.2 Duo's will have pointed added and additional points added to the combination.

1.15.2.3 Players who receive their preferred roll will have a small point increase players who receive secondary roll will remain the same, and players who receive on off roll will have a decrease in points.

1.15.2.4 Teams will be balanced to the best of the ability of the LAN officials based off of the point system.

2. Game Rules

2.1. Game of Record

 A game of record ("GOR") refers to a game where all ten players have loaded and which has progressed to a point of meaningful interaction between opposing teams. Once a game attains GOR status, the period ends in which incidental restarts may be permitted and a game will be considered as "official" from that point onward. After the establishment of GOR, game restarts will be allowed only under limited conditions (see Section 2.3). Examples of conditions which establish GOR:

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

2.1.2. Vision. Vision established between players on opposing teams.

2.1.3. Invasion. Setting foot, establishing vision or targeting skillshot ability in opponent's jungle by either team, which includes either leaving the river or entering brush connected to enemy jungle.

2.1.4. Time. Game timer reaches two minutes (00:02:00).

2.2. Directed Pause

LAN officials may order the pause of a match or execute a pause command at any time for any reason, at their sole discretion.

2.3. Game Restart

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

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

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

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

If a team is offered a restart and declines, then the team will be ineligible to request a restart on the bug that caused the potential restart for the remainder of the match. However, LAN officials reserve the right at all times to force a game restart if the game environment reaches a level of instability that compromises the competitive integrity of the game. This section is applicable if

the pause is directed as per Section 2.2 and does not limit the ability of a LAN official to institute a restart.

2.3.1. Controlled Environment. Certain conditions may be preserved in the event of a restart of a game that has not reached GOR, including, without limitation, Champion Select, rune/mastery loadouts, or Summoner spells.

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

2.4. Awarded Game Victory

In the event of a technical difficulty which leads LAN officials to declare a restart, the LAN may instead award a game victory to a team. If a game has been played for more than 20 minutes on the game clock (00:20:00), LAN officials, in their sole discretion, may determine that a team cannot avoid defeat to a degree of reasonable certainty. The following criteria may be used in the determination of reasonable certainty.

2.4.1. Gold Differential. The winning team has more than 133% of the losing team's gold.
2.4.2. Remaining Turret Differential. The difference in the number of remaining turrets between the teams is more than seven (7).
2.4.3. Remaining Inhibitor Differential. The difference in the number of standing inhibitors between the teams is more than two (2).

2.5. Mid-Match Break

Teams are entitled to a short break of at least 5 minutes between games of a multi-game (e.g. best-of-three) match. Teams can agree to a longer or shorter break, but if no agreement can be reached, lateness time will begin counting at 5 minutes exactly. LAN officials may inform players of the remaining amount of time before the next game's Champion Select phase begins. Teams are subject to lateness penalties per Section 5.6 if they are not ready to begin after the break time ends.

2.6. Results of Forfeiture

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

2.7 Game Results

All results must be reported to the LAN officials in a timely manner. Any issues with reporting must be brought to the attention of LAN officials with evidence.

3. Player Conduct

3.1. Competition Conduct

3.1.1. Unfair Play. The following actions will be considered unfair play and will be subject to penalties at the discretion of LAN officials.

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

3.1.1.1.1. Soft play, which is defined as any agreement among two (2) or more players to not damage, impede or otherwise play to a reasonable standard of competition in a game.
3.1.1.1.2. Pre-arranging to split any form of compensation.
3.1.1.1.3. Sending or receiving signals, electronic or otherwise, from a confederate to/from a player.
3.1.1.1.4. Deliberately losing a game for compensation, or for any other reason, or attempting to induce another player to do so.
3.1.1.2. Hacking. Hacking is defined as any modification of the League of Legends game client by any player, team or person acting on behalf of a player or a team.
3.1.1.3. Exploiting. Exploiting is defined as intentionally using any in-game bug or any feature not working as intended, at the sole discretion of LAN officials, to seek an advantage.
3.1.1.4. Ringing. Playing under another player's account or soliciting, inducing, encouraging or directing someone else to play under another player's account.
3.1.1.5. Cheating Device. The use of any kind of cheating device and/or cheat program.
3.1.1.6. Official Discretion. Any other further act, failure to act, or behavior which, in the sole judgment of LAN officials, violates these Rules and/or the standards of integrity established by LAN for competitive game play.

3.1.2. Profanity and Hate Speech. A Team Member may not use language that is obscene, foul, vulgar, insulting, threatening, abusive, libelous, slanderous, defamatory or otherwise offensive or objectionable; or promote or incite hatred or discriminatory conduct, in or near the match area, at any time. A Team Member may not use any facilities, services or equipment provided or made available by LAN or its contractors to post, transmit, disseminate or otherwise make available any such prohibited communications. A Team Member may not use this type of language on social media or during any public facing events such as streaming.
3.1.3. Disruptive Behavior / Insults. A Team Member may not take any action or perform any gesture directed at an opposing Team Member, fan, or official, or incite any other individual(s) to do the same, which is insulting, mocking, disruptive or antagonistic.

3.1.4. Abusive Behavior. Abuse of LAN officials, opposing Team Members, or audience members will not be tolerated. Repeated etiquette violations, including but not limited to touching another player's computer, body or property will result in penalties. Team Members and their guests (if any) must treat all individuals attending a match with respect.

3.2. Unprofessional Behavior

3.2.1. Responsibility Under Code. Unless expressly stated otherwise, offenses and infringements of these Rules are punishable, whether or not they were committed intentionally. Attempts to commit such offenses or infringements are also punishable.

3.2.2. Harassment. Harassment is forbidden. Harassment is defined as systematic, hostile, and repeated acts taking place over a considerable period of time, or a singular egregious instance, which is/are intended to isolate or ostracize a person and/or affect the dignity of the person.

3.2.3. Sexual Harassment. Sexual harassment is forbidden. Sexual harassment is defined as unwelcome sexual advances. The assessment is based on whether a reasonable person would regard the conduct as undesirable or offensive. There is zero tolerance for any sexual threats/coercion or the promise of advantages in exchange for sexual favors.

3.2.4. Discrimination and Denigration. Team Members may not offend the dignity or integrity of a country, private person, or group of people through contemptuous, discriminatory, or denigrating words or actions on account of race, skin color, ethnic, national or social origin, gender, language, religion, political opinion or any other opinion, financial status, birth or any other status, sexual orientation or any other reason.

3.2.5. Statements Regarding LAN. Team Members may not give, make, issue, authorize, or endorse any statement or action having, or designed to have, an effect prejudicial or detrimental to the best interest of LAN, as determined in the sole and absolute discretion of LAN.

3.2.6. Player Behavior Investigation. If LAN officials determines that a Team or Team Member has violated the Summoner's Code, the LoL Terms of Service, or other rules of LoL, LAN officials may assign penalties at their sole discretion. If a LAN official contacts a Team Member to discuss the investigation, the Team Member is obligated to tell the truth. If a Team Member lies to a LAN official creating obstruction of the investigation then the Team is subject to punishment.

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

3.2.8. Moral Turpitude. A Team Member may not engage in any activity which is deemed by LAN officials to be immoral, disgraceful, or contrary to conventional standards of proper ethical behavior.

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

3.2.11. Non-Compliance. No Team Member may refuse or fail to apply the instructions or decisions of LAN officials.

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

 3.2.13. Document or Miscellaneous Requests. Documentation or other reasonable items may be required at various times throughout the LAN as requested by LAN officials. Penalties may be imposed if the documentation or items requested are not received and/or completed at the required time or do not meet the standards set by the LAN.

3.4. Subjection to Penalty

Any person found to have engaged in or attempted to engage in any act that LAN officials believe, in their and absolute discretion, constitutes unfair play, will be subject to penalty. The nature and extent of the penalties imposed due to such acts shall be in the sole and absolute discretion of the LAN.

3.5. Penalties

Upon discovery of any Team Member committing any violations of the rules listed above, the LAN may, without limitation of its authority under Section 3.4, issue the following penalties:

3.5.1. Verbal Warning
3.5.2. Loss of Side Selection for Current or Future Game
3.5.3. Loss of Ban(s) for Current or Future Game
3.5.4. Prize Forfeiture
3.5.5. Game Forfeiture
3.5.6. Match Forfeiture
3.5.7. Player Suspension
3.5.8 Team Disqualification

Repeated infractions are subject to escalating penalties, up to, and including, disqualification from future participation in the LAN. It should be noted that penalties may not always be imposed in a successive manner. LAN officials, in its sole discretion, for example, can disqualify a player for a first offense if the action of said player is deemed egregious enough to be worthy of disqualification by LAN officials.

4. Spirit of the Rules

4.1. Finality of Decisions

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

final. LAN decisions with respect to these Rules cannot be appealed and shall not give rise to any claim for monetary damages or any other legal or equitable remedy.

4.2. Rule Changes

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

4.3. Best Interests of the LAN

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