



# **Premier Tour Summer Cup 2019 Rules**

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# 1. Participation

## 1.1. Eligibility Requirements

The following Eligibility Requirements must be met to be eligible to participate in the Premier Tour.

### 1.1.1. Age

No Player shall be considered eligible to participate in any Premier Tour match before having lived 16 full years. Anyone not having lived 18 full years must have signed permission from a parent or legal guardian to participate in the tournament.

### 1.1.2. Residency

1.1.2.1. Upon request, all Players shall certify their residency upon participation in the Premier Tour by submitting an eligibility form and providing proof of residency. Any Player may redact any sensitive information and Premier Tour staff shall not be responsible for the disclosure of any personal information by the Player to Riot Games. Providing false, misleading or incomplete information resulting in the misclassification of such Player's residency is subject to penalties at the sole discretion of Premier Tour staff.

1.1.2.2. Upon request, Players may prove residency by submitting documentary evidence of eligibility. There are two general categories of evidence: government-issued documentation (e.g., government benefits records, military/draft registration papers) and private documentation (e.g., school records, deeds, leases, homeowner association documents, utility bills, bank records/statements, tax returns, insurance documents, medical records & employment records). Minors may also prove residency by providing documentary evidence of the parent-/guardian-child relationship (e.g., a birth certificate) and then submitting evidence for their parent's/guardian's residency, as outlined above.

1.1.2.3. At least three out of the five Players on the **Starting Line-up** of a Team are required to be Residents of either Germany, Austria, Switzerland, Liechtenstein or Luxembourg.

#### **1.1.3. No Riot or Premier Tour Stop Event Employees**

Team Owners, Team employees and Players of such Team may not be employees of Riot Games Inc. ("RGI"), League of Legends eSports Federation LLC, Riot Games Limited, the company hosting any offline event during a Premier Tour Stop or any of their respective affiliates. "Affiliate" is defined as any person or other entity which own or controls, is under the ownership or control of, or is under common ownership or control with, the named Riot entities above. "Control" shall mean the power, through any means, to determine the policies or management of an entity, whether through the power to elect, appoint or approve, directly or indirectly, the directors, officers, managers or trustees of such entity or otherwise.

#### **1.1.4. Local Laws**

Players or other Team Members are not eligible to participate in the Premier Tour if their participation violates local laws.

#### **1.1.5. Ongoing Suspension or Competitive Ruling**

Players or other Team Members are not eligible to participate should they have been suspended from playing League of Legends or if a Riot Games issued Competitive Ruling is in place that would prohibit them to participate in any Riot Games organized tournament at the time they would need to play their first Premier Tour match.

### **1.2. Ownership**

#### **1.2.1. Ownership Restrictions**

In order to preserve the integrity of the Premier Tour and other European Regional Leagues ("ERL"), Organisations will be prohibited from owning multiple Teams across all European Regional Leagues. Ownership of multiple Teams in any given ERL is forbidden. Additionally, rebranding a Team to use the name and/or logo of any ERL Team that has competed in the most recent Season will not be allowed.

Changes in ownership, rebranding and sponsors with naming rights may only occur after the completion of a Premier Tour Season or, should the Team qualify to play in the European Masters (EM), the completion of the European Masters.

#### **1.2.2. Recognition of Ownership**

The Team Captain registering a Team via Riot's Tournament Platform is by default considered the owner of that particular Team unless otherwise requested by that Team Captain or any rights holder of the Team's brand.

Team Ownership of Premier Tour invited Teams will be determined by Premier Tour Officials as soon as an invited Team has accepted the invitation.

A Team Captain or any rights holder of a Team's brand can only own or be associated with one Team across all ERLs.

A Team Captain has to transfer the Team Ownership to an existing member of the Team's Roster before leaving the Team.

Team Members can contact Premier Tour officials should their Captain become inactive to resolve any Ownership-related issues.

Premier Tour officials shall have the right to make final and binding determinations regarding Team ownership, issues relating to the multiple Team restriction and other relationships that may otherwise have an adverse impact on the competitive integrity of the Premier Tour.

### **1.2.3. Sponsors**

Teams may not be sponsored by sponsors that can be seen as objectionable or offensive.

No person or entity may hold the naming rights to more than one Team at a time. A sponsor which holds naming rights to a Team may not sponsor other Teams participating in the Premier Tour in any capacity. No person or entity acting as an owner, partial or total, or as a corporate officer for one Organization may sponsor a Team of a different Organization through themselves, a direct connection, another Organization they represent, or a proxy.

The following is a non-exhaustive list of limited sponsors:

- Any video game, video game console, or video game developer or publisher
- Prescription or non-"over-the-counter" drugs
- Firearms, handguns, ammunition, or peripherals
- Pornography or pornographic products
- Tobacco, tobacco products, or paraphernalia
- Alcohol products, or other intoxicants the sale or use of which is regulated by law
- Sellers or marketplaces of virtual items known to be counterfeit or illegal sellers thereof, or who are otherwise in breach of the LoL Game Terms of Use
- Businesses engaged in gambling, wagering, bookmaking, or sports or esports betting, including fantasy sports or esports
- Political campaigns
- Charities that endorse particular religious or political positions or are not reputable (by way of example, Red Cross, Stand-Up to Cancer and other mainstream charities shall be considered reputable)
- Any other ERL Team, owner, or affiliate thereof

### **1.3. Rosters**

#### **1.3.1. LEC Player Participation**

Players participating in the LEC may engage in the Premier Tour only if the Player participating has consent from their LEC parent Team. If a Player has played in ten or more matches at any point in the most recent LEC Split, that Player is restricted from playing in the Premier Tour and the EM until the start of the next Split.

#### **1.3.2. Roster Requirements**

In the case of extenuating circumstances, such as temporary visa issues or a competitive suspension, the roster requirements set forth hereunder may be waived temporarily. Grant of this waiver is at the sole discretion of the Premier Tour officials.

##### **1.3.2.1. Starting Line-Up**

At least three of the five Players in the Starting Line-Up are required to be Residents of either Germany, Austria, Switzerland, Liechtenstein or Luxembourg.

##### **1.3.2.2. Player Ranked Rating**

All Players on a Team's Roster must have a current ranked rating of Gold 4 or above in 5v5 Summoner's Rift Ranked Solo/Duo or Ranked Flex.

##### **1.3.2.3. Team Affiliation**

A Player is only allowed to compete for one Team during a Premier Tour tournament. A Player will not be allowed to compete for more than one Organization simultaneously and cannot be listed on the roster of more than one Team. A Player cannot have a contractual or financial arrangement with another Team participating in the Premier Tour, any other ERL or EM unless explicitly allowed by Premier Tour officials in writing.

#### **1.3.3. Summoner Names**

Summoner Names may include upper-case letters, lower-case letters, digits, underscores, or single spaces between words only. Summoner Names must not exceed 12 characters including spaces. No additional special characters will be allowed for Team names, Summoner Names, or tags. Summoner Names and Team names may not contain: vulgarities or obscenities; League of Legends Champion derivatives or other similar character names; or derivatives of products or services that may create confusion.



Teams will be permitted a Team tag of 2-3 characters to be added to the front of each Player's Summoner Name on the Tournament Realm. These Team tags must be a combination of uppercase letters and/or digits. Team tags must be unique globally.

All Team tags, Team names and Summoner Names must be approved by Premier Tour officials in advance of use in play. Name changes must be approved by Premier Tour officials prior to use in-game. Premier Tour officials reserve the right to deny a Team name if it does not reflect the standards sought by the Premier Tour and the Team will be required to change their name.

## **2. Tournament Phases**

### **2.1. General**

The following rules apply to all tournament phases and games

#### **2.1.1. Game Settings**

- Map: Summoner's Rift
- Team Size: 5
- Game Type: Tournament Draft

Restrictions may be added at any time before or during a match, if there are known bugs with any gameplay elements or for any other reason as determined at the discretion of Premier Tour officials.

Draft mode proceeds in a snake draft as follows:

- BlueTeam=A; RedTeam=B
- Bans: ABABAB
- Picks: ABBAAB
- Bans: BABA
- Picks: BAAB

If a Player selects a champion by mistake in the Pick-&-Ban Phase, the Player must abort the Pick-&-Ban Phase immediately before the other Team has locked in their next selection. In this case the Pick-&-Ban Phase will be restarted with the same Picks and Bans up until the mistake occurred and the Player may correct the mistake. In the case the other Team has locked in their next selection, before the Player notifies a Premier Tour Official, the Pick-&-Ban Phase will not be restarted and the mistakenly selected champion stays locked in. Teams must complete all champion trades before the 20-second mark during the Trading Phase, or may be subject to penalties.

### **2.1.2. Restricted Champions**

Champions who have not been available on the live service for more than one week will be restricted. Champions that have undergone reworks will be subject to the Premier Tour Officials' discretion. A list of restricted Champions will be provided to the Teams before the event.

Changes to the competitive patch and champion availability will be at the sole discretion of the Premier Tour officials.

## **2.2. Open Qualifier**

### **2.2.1. Registration**

To participate in the Open Qualifier Teams have to create a Team on <https://battlegrounds.leagueoflegends.com/> and sign it up for the tournament "[Premier Tour 2019 Summer Cup - Offenes Qualifikationsturnier](#)"

All Team members have to be ranked Gold IV or higher in Solo/Duo or Flex Queue on Summoner's Rift on the EU West server, or the registration will not be accepted.

The tournament is limited to 128 Teams. Registrations are processed on a "first come, first serve" basis, counting only valid Teams.

### **2.2.2. Roster**

The Team roster for the Open Qualifier consists of 5-10 Players. All Players have to be registered during the registration period of the tournament. It is not permitted to add Players after the tournament has started, except in special circumstances and with the written approval of a Premier Tour official.

Any Player on the roster can be used in any position for any Open Qualifier match.

### **2.2.3. Schedule**

#### **2.2.3.1. Day 1**

The first phase consists of 7 rounds of Swiss system. All teams play 7 rounds and the top 8 (everyone with 6 or 7 wins) advance

#### **2.2.3.2. Day 2**

Teams are randomly seeded into a Double Elimination bracket. Teams with two wins qualify to the group stage. The fifth qualifying team is determined in an elimination game between the two teams dropping out in the second round of the lower bracket.

Additionally, the two teams remaining in the upper bracket play a final game to determine the winner of the Open Qualifier.

**2.2.4. Communication**

All information about match starting times, opponent and tournament codes is sent to all participants by email. If a Team does not receive an email, the information can also be viewed on

<https://battlegrounds.leagueoflegends.com>

If any questions occur, Adjudicators can be contacted on the website for the given match.

**On day 2 match starting times may differ from the one mentioned in the email. This will be communicated directly to the teams**

**2.2.5. Server**

The Open Qualifier is played on the EUW League of Legends server. Every participant is required to use their own account. This means they will only have access to the champions they own on that account.

**2.2.6. Patch**

The Open Qualifier is played on the patch that is live at the day of the tournament, i.e. 9.13.

**2.2.7. Side Selection**

Side Selection will be randomized by the Riot Tournament Platform and communicated to Teams via email.

**2.2.8. No Shows**

If a Team is not ready with 5 registered Players 10 minutes after the designated starting time, it forfeits the match. In this case the Team may be disqualified from the entire tournament if the forfeit has not been announced to an Adjudicator ahead of time.

If the opponents are not ready 10 minutes after the designated starting time, the match result should be registered automatically within 5 minutes. In case the match is not closed automatically, an Adjudicator should be contacted immediately.

**2.2.9. Broadcast**

Each round one selected game will be broadcast. The Teams are required to cooperate with the broadcast Team, specifically by waiting for their "ready" before starting champ select. A Premier Tour official will join the game lobby for coordination between the Players and broadcast Team.

## **2.3. Group Stage**

### **2.3.1. Roster**

The Team roster for the Group Stage and all later stages consists of exactly five starting Players and up to five substitutes. The starting line-up has to be submitted to Riot Games ahead of time. Any changes to the starting line-up have to be announced as early as possible.

It is within an Adjudicator's discretion to allow an additional substitute in case of emergency.

### **2.3.2. Seeding**

The four top Teams of the Premier Tour Winter Season (BIG, SK, MOUZ and ESG) are seeded into the four different groups. The three remaining Teams of the Premier Tour Winter Season (AHG, AeQ and S04) along with the best Team of the Open Qualifier will be randomly assigned to a group. The last spot in each group is taken up by one of the remaining top 5 Teams from the Open Qualifier

### **2.3.3. Schedule**

Group stage matches will be played on July 6th, 7th, 14th and 21st. If there are any tiebreaker matches they will be played on July 25th.

### **2.3.4. Communication**

All communication regarding the tournament should be done by a designated Team representative on the Premier Tour Slack server. Each Team will receive an invitation for this server after qualifying for the group stage.

Any information about group stage matches received by email should be ignored, including tournament codes and match starting times. Everything will be communicated on Slack.

### **2.3.5. Server**

The Group Stage and all subsequent stages are played on the Tournament Realm. Riot will provide all Players with an account that includes all champions and skins allowed in competitive play.

It is the Players' responsibility to configure their account to their preferences. The account's summoner name must be set to the Player's official tournament handle as approved by Premier Tour Officials.

### **2.3.6. Patch**

The Group stage is played on patch 9.13.

### **2.3.7. Tiebreakers**

A tie between two Teams is resolved by a single game between them.

A tie between three Teams is resolved by playing an additional Round Robin. If that does not resolve the tie, the Team with the shortest victory time during that tiebreaker wins the group.

## **2.4. Playoff Stage**

### **2.4.1. Seeding**

The 4 group winners are randomly seeded into a Double Elimination bracket.

### **2.4.2. Schedule**

The playoff stage will be played from August 6th to 8th.

### **2.4.3. Best of 3 matches**

All Playoff matches are played as Best of 3. The games are played back to back, with a maximum of 15 minutes break between the explosion of the nexus and the start of the next champion select.

If a Team wishes to substitute Players between games, this has to be communicated within 5 minutes after the explosion of the nexus of the previous game.

### **2.4.4. Side selection**

Premier Tour officials will flip a coin to determine the Team that has side selection for the first game. The other Team has side selection for the second game, and the Team with the faster victory time during the first two games has side selection for game 3.

### **2.4.5. Patch**

The Playoff stage is played on patch 9.15.

## **2.5. Finals**

### **2.5.1. Schedule**

The Final will be played on August 23rd.

### **2.5.2. Location**

The Final will be played live on stage during the gamescom 2019 in Cologne.

### **2.5.3. Travel & Accommodation**

Riot will organise accommodation for Players and staff. Riot will also provide the Teams with a fixed budget for travel costs.

#### **2.5.4. Format**

The final will be played as a Best of 5 match. The Team advancing from the Playoffs Upper Bracket has side selection for the first game, afterwards it alternates every game

#### **2.5.5. Patch**

The Finals are played on patch 9.15.

#### **2.5.6. Information**

All other necessary information about the Finals will be communicated directly to the qualifying Teams.

### **3. Online Matches**

All Players will be expected to be ready to join the game lobby at the time specified by the Premier Tour Officials. Readiness includes, but is not limited to, all five Players on the Starting Line-up having completed client patching, configuration of in-game settings, and completed Rune Pages.

Tournaments held on a rolling schedule will have estimated Match start times. Teams are required to be available to play their Match up to three hours in advance of their estimated time, or as otherwise directed by Premier Tour Officials.

#### **3.1. Equipment**

For all online matches, Players will be expected to provide all of their own equipment. This includes, but is not limited to: computers, keyboards, mice, and voice programs. As the matches will be played on the live realm, Players will also need to account for their own DDOS and other computer protection. Exclusive responsibility for protection will fall upon the Players and Teams. Additionally, the stability of the Player's hardware and internet connection are the responsibility of the Player.

#### **3.2. Lateness Penalties**

Lobby times for the online part of any Premier Tour Stop will be communicated to participating Players by the Riot Tournament Platform via email. All five starting Players have to be present in the lobby no later than ten minutes past the scheduled starting time. At this point the tournament platform will automatically check if all Players are present and disqualify any incomplete Team. Premier Tour officials can override this disqualification, in which case both the result on the tournament website and the disqualification email are obsolete.

If a Team expects a member to be late, they should contact a Premier Tour official as early as possible via the tournament platform.

If a match consists of more than one game, lateness results in a forfeit of the entire match, not just the first game, unless decided otherwise by a Premier Tour official.

### **3.3. Pause Allowance**

Should at least one Player due to internet or hardware malfunction be unable to play, Teams may pause the Game for a maximum of 10 minutes over the course of a single Game, or 20 minutes over the course of a Match. Fair play principles should apply when interrupting a match with an in-game pause. The pausing Team needs to state the reason why a game is being paused. Pausing beyond allowance-time will be considered unfair play and penalties will be applied at the discretion of Premier Tour Officials.

We recommend to take screenshots during the pause to document any irregularities or rule violations.

### **3.4. No 4v5 Play**

Teams are required to field a full Team of five Players to start a Match. If a Player disconnects during a Game, a Team may continue to play after the pause-allowance is exhausted to attempt to complete the Game.

### **3.5. Player Equipment Responsibility**

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

Only five Players per Team are allowed in the game-lobby. No additional spectators are permitted for any reason.

Players are not permitted to stream their Games publicly or privately on any platform or service.

### **3.6. Tournament Broadcast**

Matches of the online part of the Premier Tour might be broadcasted live at the sole discretion of Premier Tour Officials who will inform the Team captains of a respective match that is going to be broadcasted.

Participants of a Premier Tour Stop are not allowed to broadcast any Premier Tour matches without the prior written approval by Premier Tour Officials. Should permission be granted, the Premier Tour logo needs to be added to the broadcast overlay and the broadcast of the live game needs to be delayed by three minutes.

## **4. Offline Matches**

### **4.1. Equipment**

For all offline matches, Premier Tour Officials will provide and Players will exclusively use the following equipment: (1) PC & monitor; (2) headsets and/or microphones; (3) table & chair.

Players will be expected to provide the following equipment and use it during on-site Matches: (1) PC keyboards; (2) PC mice; (3) PC mouse pads; (4) In-ear headphones.

Premier Tour Officials may disallow use of specific equipment at their sole discretion for reasons relating to tournament security, safety, operational efficiency/effectiveness or if the equipment features a company or brand competing with Riot Games or League of Legends.

Players are prohibited from installing their own programs and must use only the programs provided by the Premier Tour Officials on-site, unless explicitly allowed by a Premier Tour Official.

### **4.2. Clothing & Apparel**

For all offline matches and pre/post-match interviews Players must wear official Team uniforms. These uniforms must consist of closed-toe shoes and matching jerseys & pants. The attire will require approval from the Premier Tour Officials.

No other apparel may be worn over the jersey on stage, other than official Team hoodies. All Team apparel must have the same design.

Team Members may wear apparel with multiple logos, patches or promotional language. All decisions in regard to apparel are at the sole discretion of Premier Tour officials. Objectionable or offensive examples below are listed for illustrative purposes only:

- Containing any false, unsubstantiated, or unwarranted claims for any product or service, or testimonials, the Premier Tour officials consider unethical.
- Advertising any non-"over the counter" drug, tobacco product, firearm, handgun or ammunition.
- Containing any material constituting or relating to any activities which are illegal in any League region, including but not limited to, a lottery or an enterprise, service or product that abets, assists or promotes gambling.
- Containing any material that is defamatory, obscene, profane, vulgar, repulsive or offensive, or that describes or depicts any internal bodily functions or symptomatic results of internal conditions, or refers to matters which are not considered socially acceptable topics.
- Advertising any pornographic website or pornographic products.



- Containing any trademark, copyrighted material or other element of intellectual property that is used without the owner's consent or that may give rise to, or subject the Premier Tour or its affiliates to, any claim of infringement, misappropriation, or other form of unfair competition.
- Disparaging or libeling any opposing Team or Player or any other person, entity or product.
- Hats are not allowed.
- A Player may not cover their face or attempt to conceal his or her identity from The Premier Tour Officials. Premier Tour Officials must be able to distinguish the identity of each Player at all times and may instruct Players to remove any material that inhibits the identification of Players or is a distraction to other Players or Premier Tour Officials.
- Premier Tour Officials reserve the right to refuse entry or continued participation in the competition to any Team Member who does not comply with the apparel rules
- Headphones must be placed directly on a Player's ears, and must remain there for the duration of the Game. Players shall not obstruct the placement of headphones by any method. This includes placing any item, excluding glasses, between the headphones and the Player's ears

#### **4.3. Live Finals Match Area**

Access for Teams to the restricted areas of venues for Matches is restricted to the Team only, unless otherwise approved by Premier Tour Officials. Permission to attend Premier Tour Matches is solely at the discretion of the Premier Tour Officials.

Team Managers/Captains are not allowed in the Match Area during the Match. They may be in the Match Area during the Match preparation process but must leave prior to the Pick-&-Ban Phase.

Should a Team file a Head Coach, the Head Coach will be granted on-stage access and will be allowed to communicate with the Players during the Pick-&-Ban Phase. The Head Coach will exit the stage to a designated position once the countdown timer has reached five seconds during the Trading Phase. Players are not allowed to have wireless devices in the Match Area. The Premier Tour Officials will collect such devices in the Match Area and return them at the end of the Match (e.g. Phones, Watches etc.).

Players must sit in the order in which they will join the game-lobby: Top, Jungle, Mid, ADC, Support. This order should be considered from the vantage point of a viewer facing the Players, and read from left to right.

No food is allowed in the Match Area. Drinks may be permitted in Premier Tour provided re-sealable containers.

Access to other areas within the venue may be granted by the Premier Tour Officials. Access to these areas is also restricted to Teams and at the Premier

Tour's discretion.

#### **4.4. Setup Time For Offline Matches**

For all offline matches Players will have a designated time frame prior to their Match to ensure they are properly prepared. Premier Tour Officials will inform Players and Teams of their scheduled preparation time frame as part of their Match schedule. Premier Tour Officials may change the schedule at any time. Setup Time is considered to have begun once Players enter the Match Area, at which point they are not allowed to leave without permission of the on-site Premier Tour Official or Referee and accompaniment by another Premier Tour Official or Referee. Setup is comprised of the following:

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

Players must sit in the order in which they will join the lobby: Top, Jungle, Mid, ADC, Support. This order should be considered from the vantage point of a viewer standing in front of the Players, and read from left-to-right.

If a Player encounters any equipment problems during any phase of the setup process, the Player must alert and notify a Premier Tour official immediately.

Premier Tour officials will be available to assist with the setup process and troubleshoot any problems encountered during the pre-match setup period.

It is expected that Players will resolve any issues with the setup process within the allotted time and that match will begin at the scheduled time. Delays due to setup problems may be permitted, at the sole discretion of Premier Tour officials. Penalties for tardiness may be assessed at the discretion of the Premier Tour officials.

No fewer than ten minutes before the match is scheduled to begin, a Premier Tour official will confirm with each Player that their setup is complete. Once all ten Players in a match have confirmed completion of setup, Players may not alter their rune pages or enter a warm-up game.

Premier Tour officials will decide how the official game lobby will be created.

Players will be directed by Premier Tour officials to join a game lobby as soon as testing has been completed, in the following order of positions: Top, Jungle, Mid, ADC, Support.

#### **4.5. Pick-&-Ban Phase During Offline-Events and Streamed Matches**

Once all ten Players have reported to the official game-lobby, a Premier Tour Official will request confirmation that both Teams are ready for the Pick-&- Ban Phase. Once both Teams confirm readiness, a Premier Tour Official will instruct the game-lobby owner to start the Game. Should a Team file a Head Coach, the

Head Coach will be granted on-stage access and will be allowed to communicate with the Players during the Pick-&-Ban Phase. The Head Coach will exit the stage to a designated position once the countdown timer has reached five seconds during the Trading Phase.

The Pick-&-Ban Phase will be executed through the Client's Tournament Draft feature. At the discretion of Premier Tour Officials the Pick-&-Ban Phase may be recorded and the Game's start aborted.

Game Settings:

- Map: Summoner's Rift
- Team Size: 5
- Allow Spectators: Lobby Only
- Game Type: Tournament Draft

Restrictions may be added at any time before or during a Match, if there are known bugs with any Gameplay Elements or for any other reason as determined at the discretion of Premier Tour officials.

Draft mode proceeds in a snake draft as follows:

- BlueTeam=A;RedTeam=B
- Bans: ABABAB
- Picks: ABBAAB
- Bans: BABA
- Picks: BAAB

If a Player selects a Champion by mistake in the Pick-&-Ban Phase, the Player must notify a Premier Tour Official before the other Team has locked in their next selection. In this case the Pick-&-Ban Phase will be restarted with the same Picks and Bans up until the mistake occurred and the Player may correct the mistake. In the case the other Team has locked in their next selection, before the Player notifies a Premier Tour Official, the Pick-&-Ban Phase will not be restarted and the mistakenly selected Champion stays locked in. Teams must complete all Champion trades before the 20-second mark during the Trading Phase, or will be subject to penalties.

#### **4.6. Game Start For All Offline Matches**

A Game will start immediately after the Pick-&-Ban Phase is complete, unless otherwise stated by a Premier Tour Official. At this point, Premier Tour Officials will remove any printed materials from the Match Area, including any notes written by Team Members. Players are not allowed to quit a Game after the completion of the Pick-&-Ban Phase.

If there is an error in Game Start or a Premier Tour Official decides to separate the Pick-&-Ban Phase and the Game Start, the Blind Pick feature may be used at the discretion of the Premier Tour Officials. All Players will select Champions in accordance with the valid completed Champion selections.

If a Bugsplat, disconnect or any other failure occurs which interrupts the loading process and prevents a Player from joining a Game, the Game must be immediately paused until all Players are connected.

Once a Game has reached Game of Record status it is considered official and restarts may only be permitted under limited conditions as defined by the Premier Tour officials. Examples of conditions which establish Game of Record include:

- Any attack or ability is landed on minions, jungle creeps, structures, or enemy Champions.
- Line-of-sight is established between Players on opposing Teams.
- Setting foot, establishing vision or targeting skill-shot ability in opponent's jungle by either Team, which includes either leaving the river or entering brush connected to enemy jungle.
- Game timer reaches two minutes (02:00).

#### **4.7. Pauses During All Offline Matches**

If a Player intentionally disconnects without notifying a Premier Tour Official or pausing, the Premier Tour Official is not required to enforce a pause. During any pause Players may not leave the Match Area during a Finals stage of a Stop unless authorized by a Premier Tour Official.

Premier Tour Officials may order or execute a pause of a Game at the sole discretion of the Premier Tour Officials.

Players may only pause a Game immediately following any of the events described below, but must notify a Premier Tour Official immediately and identify the reason:

- Unintentional Disconnect
- Hardware or software malfunction
- Physical interference

Minor Player illness, injury, or disability is not an acceptable reason for a Player pause. In the case of an underlying and/or pre-declared medical condition the Player may however inform a Premier Tour Official prior to the Match, who may then grant a pause during the Match in order to evaluate the issue and to determine whether the Player is ready, willing, and able to continue playing within a reasonable period of time, as determined by the Premier Tour Official, but not to exceed a few minutes. If the Premier Tour Official determines that the Player is not able to continue playing within such reasonable period of time, then the Player's Team shall forfeit the Game unless a Premier Tour Official determines that the Game is subject to an Awarded Game Victory at the Premier Tour Officials discretion.

Players are not permitted to resume the Game after a pause during matches played at the Finals stage of a Stop (offline event). After clearance from a Premier Tour Official is issued and all Players are notified and ready, which will be contingent on confirming through in-game chat, the in-client spectators will un-pause the Game.

If a Player pauses or un-pauses a Game without permission from a Premier Tour Official, it will be considered unfair play and penalties will be applied at the discretion of the Premier Tour Officials.

For the fairness of all competing Teams, Players are not allowed to communicate with each other during a pause while playing at a Stop's offline event. For the avoidance of doubt, Players may communicate to the Referee, but only in order to identify and remedy the cause for the pause. If a pause extends long enough, Referees may, at their discretion, allow Teams to talk before the Game is un-paused, in order to discuss the Game's conditions.

#### **4.8. Post-Game Process For All Offline Matches**

- Premier Tour Officials will confirm and record the Game's result.
- Players will inform Premier Tour Officials of any technical issues.
- Referees may log into Player Accounts to join the game-lobby for games played on the Tournament Realm.

Premier Tour Officials will inform Players of the remaining time before the next Game's Pick-&-Ban Phase. Pick-&-Ban Phase will commence as scheduled even if a Team is not fully present in the Match Area. If only a single Player of a Team is present when the Pick-&-Ban Phase begins, this Player may determine all Picks and Bans for the Team. If no Player from a Team is present in the Match Area when the Pick-&-Ban Phase begins that Team shall be deemed to have forfeited the Game.

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

#### **4.9. Referees**

Referees will oversee the offline Premier Tour Matches, including the following:

- Checking the Team's Starting Line-up before a Match.
- Checking and monitoring Player peripherals and Match Areas.
- Announcing the beginning of a Game.
- Ordering pause/resume during a Game Issuing penalties in response to rule violations during the Match.
- Confirming the end of the Match and its results.

At all times, Referees shall conduct themselves in a professional and impartial manner. No passion or prejudice shall be shown towards any Player, Team, Team Manager, Team Captain, Head Coach or other individual. If a Referee makes an incorrect judgment, the judgment can be subject to reversal. Premier Tour Officials, at their discretion, may evaluate the decision during or after the Match to determine if the proper procedure was implemented. If the proper procedure was not followed, Premier Tour Officials reserve the right to potentially

invalidate the Referee's decision. Premier Tour Officials will always maintain final say in all decisions set forth throughout the Premier Tour competition.

## **5. Prizes**

1st Place:	30.000 Euro, European Masters Qualification (1st Seed)
2nd Place:	24.000 Euro, European Masters Qualification (2nd Seed)
3rd Place:	12.000 Euro
4th Place:	9.000 Euro

## **6. Code of Conduct**

### **6.1. Competitive Integrity**

Teams are expected to play at their best at all times within any Premier Tour Match, and to avoid any behavior inconsistent with the principles of good sportsmanship, honesty, or fair play. Violating this rule will be subject to penalties at the discretion of Premier Tour Officials. All decisions in regard to violations are at the sole discretion of Premier Tour Officials. Examples below are listed for illustrative purposes only:

### **6.2. Collusion**

Collusion is defined as cooperation or conspiracy to cheat or deceive others. The cooperation or conspiracy can occur among Players, Teams, and/or Organizations, and can be done to the sole benefit of the parties involved in the cooperation or conspiracy. The list of conspirators is not exhaustive. Collusion includes, but is not limited to, acts such as:

- Soft play, which is defined as any agreement among Players to not play at a reasonable standard of competition in a Game.
- Pre-arranging to split prize money and/or any other form of compensation
- Sending or receiving signals, electronic or otherwise, from outside sources to/from a Player.
- Deliberately losing a Game for compensation, or for any other reason, or attempting to induce another Player to do so.
- Conspiring to predetermine locations for Free Agents and/or conspiring to fix the salaries of contracts for Team Members and/or potential Team Members.

### **6.3. Hacking**

Hacking is defined as any modification of the League of Legends game client.

### **6.4. Exploiting**

Exploiting is defined as intentionally using any in-game bug to an advantage. Looking at spectator monitors.

### **6.5. Ringing**

Ringing is defined as playing using another Player's account or solicitation to do so.

- The use of any kind of cheating device and/or cheat program, or any similar cheating method.
- Intentional disconnect without a proper and explicitly-stated reason.
- Any other act which violates these rules and/or standards established by the Premier Tour.

A Team Manager/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 Manager/Member may not use any facilities, services or equipment provided or made available by Premier Tour officials or its contractors to post, transmit, disseminate or otherwise make available any such prohibited communications. A Team Manager/Member may not use this type of language on social media or during any public-facing events.

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

Abuse of Premier Tour Officials, opposing Team Managers/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 Managers/Members and their guests (if any) must treat all individuals attending a Match with respect.

No Team Manager/Member may touch or otherwise interfere with lights, cameras or other studio equipment. Team Managers/Members may not stand on chairs, tables or other studio equipment. Team Managers/Members must follow all instructions of Premier Tour Officials. During the Match, communication by a Player on the Starting Line-up shall be limited to the Team Members of the Player's Team.

### **6.6. 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.

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

Sexual harassment 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.

Team Managers/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. Team Managers/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 the Premier Tour, Riot Games, or its affiliates, or League of Legends, as determined in the sole and absolute discretion of the Premier Tour officials.

Teams may receive or may be asked to submit paperwork for approval or visibility throughout the Premier Tour event. This paperwork is necessary for maintaining expectations throughout the Premier Tour. Early announcements can disrupt the competitive scouting a Team would use to create strategies for upcoming Matches. For this reason, if a Team Manager/Member has been told not to release information, as it may undermine the competitive process, and the Team Manager/Member proceeds to release said information, then the Team Manager, Team Member and/or Team will be subject to penalties.

If the Premier Tour officials or Riot Games determine that a Team, Team Manager or Team Member has violated the Summoner's Code, the League of Legends Terms of Use, or other rules of League of Legends, Premier Tour Officials may assign penalties at their sole discretion. If a Premier Tour Official contacts a Team Manager/Member to discuss the investigation, the Team Manager/Member is obligated to tell the truth. If a Team Manager/Member withholds information or misleads a Premier Tour Official creating an obstruction of the investigation then the Team Manager, Team Member and/or Team is subject to punishment.

A Team Manager/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.

A Team Manager/Member may not disclose any confidential information provided by Premier Tour officials or any affiliate of Riot Games, by any method of communication.

No Team Manager/Member may offer or accept any gift or reward to a Player, Head Coach, Team Manager, Team Captain, Premier Tour Official, Riot Games employee or person connected with or employed by another Premier Tour Team for services promised, rendered, or to be rendered in defeating or attempting to defeat a competing Team. The sole exception to this rule shall be in the case of



performance-based compensation paid to a Team Manager/Member by a Team's official sponsor or Owner.

No Team Manager/Member or Affiliate of a Team may solicit, lure, or make an offer of employment to any official Head Coach or Player who is signed to any Premier Tour Team, nor encourage any such Head Coach or Player to breach or otherwise terminate a contract with said Premier Tour Team. A Head Coach or Player may not solicit a Team to violate this rule. A Head Coach or Player may express publicly their desire to leave the Team and encourage any and all interested parties to contact their Manager. But the Head Coach or Player may not entice a Team directly to reach out to their Team Manager or attempt to violate their contractual obligations. Violations of this rule shall be subject to penalties, at the discretion of Premier Tour Officials. To inquire about the status of a Head Coach or Player from another Team, Team Managers must contact a Team Manager of the Team that the Player and/or Head Coach is currently contracted with. The inquiring Team must provide visibility to Premier Tour Officials before being able to discuss the contract with a Player.

No Team Manager/Member may refuse or fail to apply the reasonable instructions or decisions of Premier Tour Officials.

No Team Manager/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.

Documentation or other reasonable items may be required at various times throughout the Premier Tour event as requested by Premier Tour Officials. If the documentation is not completed to the standards set by Premier Tour officials, then a Team may be subject to penalties. Penalties may be imposed if the items requested are not received and completed at the required time.

No Team Manager/Member or Premier Tour Official may take part, either directly or indirectly, in betting or gambling on any results of any League of Legends tournament or Game/Match globally.

## **6.7. Penalties**

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

Upon discovery of any Team Manager/Member committing any violations of the rules, the Premier Tour officials may issue the following penalties:

- Verbal Warning
- Loss of Side Selection for current or future Game(s)
- Loss of Ban(s) for Current or Future Game(s)
- Fine(s) and/or Prize Forfeiture(s)
- Game and/or Match Forfeiture(s)

- Suspension(s)
- Disqualification(s)

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

Premier Tour officials, in their sole discretion, can disqualify a Team Manager, any other Team Member or Team for a first offense if the action of the Team Manager, any other Team Member or Team is deemed egregious enough to be worthy of disqualification by Premier Tour officials. Penalties that state a listed amount of time for discipline will only apply to competitive months. Competitive months are defined as the months in which League of Legends' professional competition is taking place.

Infractions will be governed by the Global Penalty Index for major infractions.

## **7. Additional Provisions**

### **7.1. Publishing**

Premier Tour officials shall have the right to publish a declaration stating that a Team Manager/Captain, Team Member and/or Team has been penalized. Any Team Manager/Captain, Team Member and/or Team that may be referenced in such declaration hereby waives any right of legal action against the Premier Tour, Riot Games Limited, Riot Games Services GmbH and/or any of their parents, subsidiaries, affiliates, employees, agents, or contractors for publishing such a declaration.

### **7.2. Finality of Decisions**

All decisions regarding the interpretation of these rules, Player eligibility, scheduling and staging of the Premier Tour and penalties for misconduct, lie solely with the Premier Tour officials, the decisions of which are final.

### **7.3. Right of Modification**

These rules may be amended, modified or supplemented by the Premier Tour officials, in order to ensure fair play and the integrity of official Premier Tour play.