

WORLDS 24

2024 World Championship Rules

v1.0

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1. Introduction and Purpose.

1.1 Background and Purpose.

League of Legends Championship Series LLC, a Delaware limited liability company (“**WCE Entity**”), along with its affiliates (collectively, “**Riot**”) has established these Rules for the competitive play of LoL in order to unify and standardize the rules used in the 2024 WCE.

1.2 Purpose.

These Rules are designed solely to ensure the integrity of the system established by the WCE officials for professional play of LoL and a competitive balance among the teams that play at the professional level. Standardized rules benefit all parties who are involved in the professional play of LoL, including the teams, players and general managers.

1.3 Acknowledgement and Acceptance

The acknowledgement of the Competition Ruleset, and an agreement to be bound by and comply with their terms, is an essential term of each Team Tournament Participation Agreement. This Competition Ruleset is the “Official Competition Ruleset” referenced in each Team Participation Agreement and forms part of the broader set of rules and policies described in those agreements (“**Rules**”). The WCE Entity may issue interpretations, guidance and other policy documents (each, a “**Guidance Document**”) from time to time in order to explain, clarify, supplement or provide informal guidance on the provisions of the Policies, the Competition Ruleset and the other Rules. All such Guidance Documents shall be deemed to be incorporated into, and form part of, the Competition Ruleset upon their release to the Teams. The initial Guidance Documents are attached as Exhibits to the Competition Ruleset and incorporated herein.

1.4 Application of the Competition Ruleset

Each Team Entity acknowledges and agrees that a breach of, or failure to comply with, the Competition Ruleset or any Guidance Document by (a) any person or entity who, directly or indirectly through any intermediate corporations or other entities, owns securities, equity interests or other ownership interests in the Team Entity or the Team Marks (“Owner”) shall be deemed a breach of, or failure to comply with, the Competition Ruleset or any Guidance Document by the Team Entity; and (b) any player, coach, administrator, analyst, contractor, consultant, employee, staff member or other person

retained by the Team Entity or Owners who from time to time perform the Team Entity's obligations or exercise the Team Entity's rights under the Team Participation Agreement (the foregoing collectively, "**Team Personnel**") shall be deemed a breach of, or failure to comply with, the Competition Ruleset or any Guidance Document by the Team Entity, in each instance even in cases where the Team Entity was not, itself, at fault. This Competition Ruleset applies only to official WCE play and not to other competitions, tournaments or organized play of League of Legends as administered by employees, contractors or agents of the League ("**WCE Officials**").

1.5 Disciplinary Action

The WCE Entity shall be entitled to undertake such disciplinary procedures as it determines in relation to any breach of, or failure to comply with, this Competition Ruleset by the Team Entity, any Owners or Team Personnel and to impose such fines, suspensions, disqualifications and other disciplinary actions (or combinations thereof) as the WCE Entity determines in its sole discretion (collectively, "**Disciplinary Actions**"); and such Disciplinary Actions (i) may be publicly disclosed by the WCE Entity as determined in its sole discretion, and (ii) are reasonable and necessary in order to maintain the competitive integrity of the WCE or the goodwill associated with the Game, the WCE, and Riot.

2. Event Eligibility

2.1. Team Member Eligibility

To be eligible to participate in the WCE, all players, coaches, and managers (“**Team Members**”) must satisfy the following conditions:

- 2.1.1. **Age.** Each Team Member must have been born on or before September 25, 2007 (i.e. at least 17 years old by the first day of the event).
- 2.1.2. **Residency and Work Eligibility.** Each Team Member must meet the work eligibility requirements for the region they are representing at the WCE.
- 2.1.3. **No Riot Employees.** Team Members may not be employees of Riot Games Inc. (“**RGI**”) or League of Legends Esports Federation LLC or any of their respective affiliates at the start of or at any point during the WCE. “**Affiliate**” is defined as any person or other entity which owns or controls, is under the ownership or control of, or is under common ownership or control with, an Owner. “**Control**” shall mean the power, through any means, to determine the policies or management of an entity, whether through the power to elect, appoint or approve, directly or indirectly, the directors, officers, managers or trustees of such entity or otherwise.
- 2.1.4. **Team Member Handles.** A Team Member must use the tournament handle the Team Member last used in regional play whilst qualifying for WCE. Name changes are not allowed except under certain extenuating circumstances, and must be approved by WCE officials prior to use in a WCE game.

2.2. Team Eligibility

- 2.2.1. **Team Qualification.** Teams will qualify for the WCE through regular and postseason play from the region in which they normally compete, and by the rules set forth by that region. Regions have been awarded the following number of berths:
 - 2.2.1.1. China (LPL), South Korea (LCK): 4 Berths
 - 2.2.1.2. EMEA (LEC), North America (LCS): 3 Berths
 - 2.2.1.3. APAC (PCS), Vietnam (VCS): 2 Berths

2.2.1.4. Brazil (CBLOL), Latin America (LLA): 1 Berth

Throughout this ruleset, teams may be referred to by their region and a number, i.e. LCK2 or VCS1. This number refers to the ranking which they achieved through regional play.

2.2.2. Qualification Revocation. Teams may have their qualification revoked in any of the following situations:

2.2.2.1. The qualified team is not able to travel to the event location due to local / global travel restrictions, or fail to obtain necessary documents for entering any event location country (such as visas, COVID-19 travel clearance, etc.) before traveling to WCE.

2.2.2.2. The qualified team is unable to fulfill the roster requirements by the deadline specified by WCE Officials.

2.2.2.3. Other situations that WCE Officials deemed to be necessary to prohibit a qualified team from participating in WCE.

2.2.3. Team Names, Tags, and Logos. Each team must use the Team Name, Team Tag, and Team Logo the team last used in regional play whilst qualifying for WCE. Changes are not allowed except under certain extenuating circumstances, and must be approved by WCE officials prior to use.

3. Rosters

3.1. Minimum Roster Requirements

- 3.1.1. **Players.** Each team must maintain, at all times during the WCE, a roster of at least six Players. A minimum of four of these players must be considered Residents of the region they are representing. Teams may additionally, at their own cost, maintain a seventh Player on their roster.
- 3.1.2. **Coaches.** Each team must maintain, at all times during the WCE, one Head Coach. Teams may additionally maintain up to three Strategic Coaches on their roster.
- 3.1.3. **Manager.** Each team must maintain, at all times during the WCE, one Team Manager.

3.2. Roster Deadlines

- 3.2.1. **Active Roster Lock.** Teams must finalize and submit their Active Roster to WCE officials no later than August 16st, 2024 at 23:59 PST. The Active Roster submitted at this time will be considered the eligible Active Roster for the WCE. This roster may only be composed of players and coaches that are on a team's regional roster.
- 3.2.2. **Starting Rosters.** For each game at the WCE, teams must designate five players from their Active Roster as that game's Starting Roster. Roster submissions for a Team's first game on any day must be submitted no later than 10:00 pm local time, or an hour after the conclusion of the final game of the day, whichever is the latest, the day prior to the team's match. Roster submissions for subsequent games must be submitted no later than 5 minutes after the conclusion of the previous game.

3.3. Attendance.

All Team Members must be present for all required activities, including, but not limited to:

- 3.3.1. Scheduled Matches
- 3.3.2. Rehearsal / Tech-Check Periods
- 3.3.3. Press and/or Media Events
- 3.3.4. Premium Experiences Program

3.3.5. Any other activities deemed required by WCE Officials

4. Equipment and Peripherals

4.1. Stage Equipment and Peripherals

4.1.1. **WCE Provided Equipment.** The WCE will provide, and players will exclusively use, equipment in the following categories: (1) PC and monitor, (2) Hand Warmers, (3) Headsets and Microphones, and (4) tables and chairs.

Additionally, at the request of a player, the WCE Entity will provide the following categories of equipment for use: (1) PC Keyboards, (2) PC Mice, and (3) Mouse Pads.

All equipment provided by the WCE will be chosen, selected and determined at the sole discretion of the WCE. Subject to the foregoing, the unauthorized modification of WCE-provided equipment or the use of hardware, software or other equipment that is not provided or approved by WCE will be deemed cheating. Players must return all WCE-provided equipment to WCE Officials when the event is over or upon request by WCE Officials. WCE Equipment may be adorned with logos or marks from Event Sponsors. Players may not cover, obscure, or otherwise obfuscate these logos or marks.

4.1.2. **Player and Team Provided Equipment.** Players are allowed to bring equipment in the following categories, which are owned by themselves or their teams, into the match area and use such equipment during official WCE matches: (1) PC Keyboards, (2) PC Mice and Mouse Cord Holders, (3) Mouse Pads. This equipment may not feature or display any name, likeness, logo or other intellectual properties of a company or brand which is a competitor of Riot Games or LoL. The equipment shall also not be used without the copyright owner's consent, or that may give rise to, or subject MSI or its affiliates to, any claim of infringement, misappropriation, or other form of unfair competition. Players may not bring any other equipment into the match area, including but not limited to, headsets, microphones, earbuds, cellular phones, flash drives, or mp3 players.

4.1.3. **Replacement of Equipment.** If equipment or technical problems are suspected, a player or WCE Official may request a technical review of the situation. A technician designated by a WCE Official will diagnose and troubleshoot the suspected issues. Technicians may request that WCE

Officials allow replacements of any equipment at the applicable technician's discretion. If a player wishes to use player/team provided equipment as a replacement, they must have said equipment available at the venue for immediate use. If they do not have this equipment available, they will be required to use the WCE provided equipment, as outlined above. Decisions regarding the replacement of any equipment are solely at the discretion of the WCE.

- 4.1.4. Peripheral Policy.** All player- and team-provided equipment which players wish to use during the event must be submitted to WCE officials in advance of the event. The WCE will maintain possession of these peripherals throughout the event, and will return them following a team's elimination or for travel between venues. Teams will be responsible for transporting equipment from venue to venue, and must re-submit all peripherals prior to the start of any stage of play. WCE Officials will be responsible for storage (and charging, if necessary) of team peripherals. Teams or players who take this equipment out of the match area will be subject to penalties, unless directed by WCE Officials. For clarity, if a player wishes to have matching equipment in their practice areas and on stage, they must bring two sets of said equipment.
- 4.1.5. Unapproved Equipment.** Unapproved equipment or equipment that is suspected by the WCE officials of providing an unfair competitive advantage will not be permitted for use. Usage of unapproved equipment during the competition will be considered cheating. If the Player's equipment is designated as unapproved, then the Player will be required to use WCE-provided equipment instead. Additionally, at their sole discretion, WCE officials may disallow the use of any individual piece of equipment for reasons relating to tournament security, safety, or operational efficiency or effectiveness.

4.2. Computer Programs and Usage

Team Members are strictly prohibited from installing their own programs on any WCE provided computers, including those in the warm-up and practice areas. If a team member wishes to install a program onto any computer, they must first receive approval from a WCE official. Usage of unapproved computer programs will be considered cheating.

- 4.2.1. Voice Chat.** Voice chat will be provided only via the native system used in the WCE-provided headsets. Use of third-party voice chat software (e.g.,

Discord) is not permitted. WCE officials may monitor a team's audio at the discretion of the WCE.

- 4.2.2. Social Media and Communication.** It is prohibited to use the WCE computers to view or post on any social media or communication sites. This includes, but is not limited to, Facebook, X, online forums/message boards, and email.
- 4.2.3. Non-Essential Equipment.** It is prohibited to connect anything other than permitted player/team-owned equipment or WCE-provided equipment to WCE-provided computers, for any reason. By way of example, this includes devices such as mobile phones or flash drives.
- 4.2.4. Macros.** All macro programs, including software macros and hardware implemented macros stored in on-board memory of the hardware, external to the League of Legends game client are prohibited.
- 4.2.5. Native Programs.** Players may use the native programs MS Paint and Notepad before and after Matches. Players may not use the native programs MS Paint and Notepad during a Match, and must close out of those programs before the start of the Match. WCE may prohibit players from accessing native programs in cases of abuse.
- 4.2.6. Pink Noise.** The WCE uses a "pink noise" style noise-cancellation system in its headsets to safeguard the integrity of the competition. Players will be required to maintain minimum "pink noise" levels in their headsets. WCE officials may bar players from adjusting their "pink noise" levels lower if the officials determine, at their sole discretion, that external noise sources would be too easily discernible. Additionally, WCE officials may, at their sole discretion, opt to disuse the "pink noise" system.
- 4.2.7. Additional Audio Restrictions.** Headphones must be placed directly on a player's ears, and must remain there for the duration of the game. The microphone attached to the headset must be close to the player's mouth and may be adjusted by WCE officials if it is determined to be out of position. Players are not permitted to obstruct the placement of headphones by any method or place any item, including hats, scarves or other articles of clothing, between the headphones and the player's ears, except for certain religious articles and/or medical devices (e.g., hijab, dastar, yarmulke and hearing devices). The determination of whether an item qualifies for the religious and/or medical exemption will be made by WCE Officials at their sole discretion.

- 4.2.8. Equipment Tampering.** Players may not touch or handle another teammate's owned or provided equipment after a match has started. Players who require assistance with their equipment should ask assistance from a WCE official.

4.3. Player Apparel

- 4.3.1. Definitions.** Team uniforms include the following parts:

4.3.1.1. Team Jersey. Includes short and long sleeve jerseys.

4.3.1.2. Legwear. Only pants are allowed.

4.3.1.3. Team Uniform. Includes jerseys and pants as well as any over-jersey apparel such as warmups, hoodies, jackets.

4.3.1.4. Socks and shoes. Only closed-toe shoes are allowed.

4.3.1.5. Other clothing items. Players may not wear hats or other headwear inside the match area.

- 4.3.2. Team and Player Identity.** The team must display their logo within the chest area of the jersey and the player's Summoner Name on the upper back of the jersey. The team logo and Summoner Name must be large enough to be easily visible on broadcast and distinguishable from sponsor logos and other elements on the jersey. All player uniforms must match.

- 4.3.3. Sponsor Logo Placement.** Sponsor logos are allowed to be placed on the team uniform. There are no restrictions regarding the number of sponsor logos and the logo placement area at the international events. Teams may choose how team and sponsor logos are distributed across the uniform. Teams, however, should refrain from creating the impression that a sponsor is the team's naming sponsor if this is not the case.

- 4.3.4. Objectionable Material.** Some material is considered objectionable, and may not be displayed on Team Uniforms. This includes:

4.3.4.1. Any false, unsubstantiated, or unwarranted claims for any product or service, or testimonials, that WCE, in its sole and absolute discretion, considers unethical.

4.3.4.2. 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.

4.3.4.3. Anything that is disparaging or libeling any opposing team or player or any other person, entity or product.

4.3.5. Copyrighted Material. Team Uniforms may not contain 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 WCE or its affiliates to, any claim of infringement, misappropriation, or other form of unfair competition.

4.3.6. Apparel Approval. All team uniforms must be approved, in writing, prior to the start of the WCE.

4.3.7. Apparel Policy. Players must wear official team uniforms during all official WCE appearances, including but not limited matches, pre- and post-match interviews, feature interviews, stage introductions, and ceremonies.

4.3.8. Identical Uniforms. During matches, players must wear matching team jerseys and legwear. Players may individually choose to wear team jackets. Any players choosing to wear jackets must match with one another (i.e. only one type of jacket may be worn by the collective team during a match).

4.3.9. Identity. A player may not cover his or her face or attempt to conceal his or her identity from WCE officials. WCE 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 WCE officials. For this reason, as well as those listed above in Section 4.2.7, hats are not allowed.

4.3.10. Regional Restrictions. Any additional regional restrictions from the region a team is representing on player uniforms will be enforced at the WCE.

4.4. Coach Apparel

4.4.1. Apparel Policy. Coaches must wear appropriate attire while at the event. Appropriate attire should be business casual and does not include: athletic wear, team branded apparel (like jerseys), open-toed shoes, etc. Coaches are permitted to wear pins, provided they comply with all listed restrictions in this ruleset.

4.4.2. Regional Restrictions. Any additional regional restrictions from the region a team is representing on coach apparel will be enforced at the WCE.

5. Venue and Competition Area

5.1. Venue Access

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

5.1.2. Pre-Entry Health Inspection. Each Team Personnel must verify their identity with WCE Officials prior to entering the venue for any reason. Additionally, WCE Officials will have the right (prior to allowing any Team Personnel or other person to enter the venue) to check such a person's health by taking their temperature or otherwise taking steps to confirm that they are physically healthy. If, at any time prior to or during a Match, WCE Officials determine that an individual is unhealthy and should not enter the venue, such individual will be denied entry and will be required to leave the venue immediately. If WCE Officials determine that a player is unhealthy and should not participate in a Match, WCE Officials may require the applicable Team to provide a substitute. If applicable law requires any additional or different health inspection, sanitation or public safety procedures, WCE Officials will have full authority to implement those procedures, and all players will cooperate with WCE Officials in the implementation of those procedures.

5.2. Match Area

The "Match Area" is the area immediately surrounding any competition PCs used during Match play. During Match play, the presence of Team Personnel in the Match Area is restricted solely to the players of the Teams in play that are participating in the Match, and the coaches in accordance with Section 5.2.2 below.

5.2.1. Team Personnel. Credentialed Team Personnel, including team managers, translators, and other Team support staff that have been registered and given credentials for the event may be in the Match Area during the Match preparation process, but must leave prior to the start the

pick/ban process, and may not return until after the end of the Match. The total number of Team Personnel, including the players, coaches, and other Team Personnel, allowed in the Match Area during the Match prep process may not exceed ten (10).

5.2.2. Coach Match Area Access. The designated Head Coach must be in the match area during the match prep process and during the pick/ban phase, but must leave at the conclusion of the pick/ban phase and may not return until after the end of the game. Additionally, one Strategic Coach may optionally be present during the match prep process and pick/ban phase, but must also leave at the conclusion of the pick/ban phase.

5.2.3. Wireless Devices. No electronic devices, including, but not limited to: mobile phones, tablets, and smart watches are allowed in the Match Area and the Team huddle rooms during a Match, including during the pick/ban phase, pauses, remakes, and between games of multi-game Matches. WCE Officials will collect such devices from all Team Personnel in the Match Area and Team huddle rooms, and return them after the end of the Match.

5.2.4. Notes and Notepads. Players are not permitted to bring any written or printed materials into the Match Area during a Match. The Head and Strategic Coaches are permitted to bring written or printed materials into the Match Area during a Match. The written or printed materials must remain with the Coach in the area designated for use by the Coach. Coaches are prohibited from using the written or printed materials to communicate or convey information to the players during a Match outside of the pick/ban phase, between games, and other time periods where communication between coaches and players is allowed.

5.2.5. Consumable Restrictions.

Allowed Consumables:

5.2.5.1. Drinks are permitted in the Match Area only in WCE-approved re-sealable containers. WCE Officials will provide such containers to players upon request.

Prohibited Consumables:

5.2.5.2. Food is prohibited in the Match Area.

5.2.5.3. Tobacco and other nicotine products are prohibited in the Match Area.

Teams may not leave any trash within the Match Area after the conclusion of the Match.

5.3. Warm Up Area

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

5.3.2. Warm Up Area Access. Only credentialed Team Personnel are allowed into a team’s warm-up area. Additional access is at the sole discretion of WCE officials.

5.3.3. Warm Up Area Filming. The WCE may occasionally show video footage of the team in their warm up area on the broadcast. For this reason, Team Personnel must obscure their credentials at all times once inside the Warm Up Area.

5.4. Other Team Member Areas

5.4.1. Purpose. Other Team Member Areas are areas within the venue, as defined by WCE officials from time to time, designed to allow players to relax and socialize in locations separate from the match area.

5.4.2. Other Team Member Area Access. Only credentialed Team Personnel are allowed into these areas. Additional access is at the sole discretion of WCE officials.

5.5. Additional Restrictions

5.5.1. Visitors. No external visitors are allowed in the restricted areas venue at any time.

5.5.2. Studio Interference. No Team Personnel may touch or otherwise interfere with lights, cameras or other studio equipment. Team Personnel may not stand on chairs, tables or other studio equipment. Team Personnel must follow all instructions of WCE studio personnel.

5.5.3. Venue Sponsorship Interference. The WCE has established various sponsorship integrations throughout the venue. These integrations may not be covered, moved, obfuscated, or otherwise interfered with.

6. Tournament Structure, Schedule, and Prizing

6.1. Competitive Format

6.1.1. Play-In Stage.

6.1.1.1. Description. Eight teams will be drawn into two best-of-three, double elimination brackets (Bracket A and Bracket B). The top placing team from each bracket will advance to the Swiss Stage. The second place team will face off against the third place team from the other bracket in a final set of best-of-three Advancement matches. The winners of each of these matches will take their place in the Swiss Stage. A visual representation of the Play-In Stage is available in the Appendix as Figures 1a and 1b.

6.1.1.1.1. Each bracket will consist of four best-of-three matches - two Round 1 matches and two Round 2 matches. These will be followed by a pair of cross-bracket, best-of-three Advancement matches.

6.1.1.1.2. The winners of each of the Round 1 matches will advance to Round 2, Match 1, while the losers will advance to the Round 2, Match 2.

6.1.1.1.3. The winner of the Round 2, Match 1 will advance to the Swiss Stage. The loser of the Round 2, Match 2 will be eliminated from the WCE as a 19th/20th place finisher.

6.1.1.1.4. The loser of Bracket A, Round 2, Match 1 will face the winner of Bracket B, Round 2, Match 2 in Advancement Match A. Similarly, the loser of Bracket B, Round 2, Match 1 will face the winner of Bracket A, Round 2, Match 2 in Advancement Match B. The losers of these matches will be eliminated from the WCE as 17th/18th place finishers, while the winners will move on to the Swiss Stage.

6.1.1.2. Side Selection. For Game 1 of the first round, the ability to select which side of the map they prefer (hereafter referred to as the “**right of side selection**”) will be granted to the higher seeded team. Their choice (hereafter referred to as a “**side selection**”) will be due at 10:00pm local time two days before their match. For clarity, if the match was to occur on September 25th, side

selection would be due at 10:00pm local time on September 23rd. The right of side selection for Game 1 of the Round 2 and the Advancement matches will be determined by coin flip (or other equivalent method) following the completion of the preceding matches. Side selection will be due at the time of the coinflip. Within any given match, for all games after the first, the losing Team of the previous game will have the right of side selection, and their side selection will be due within 5 minutes of the end of the previous game.

6.1.2. Swiss Stage.

6.1.2.1. Description. Sixteen teams will face off in five rounds of best-of-one and best-of-three matches. The first round will see the teams drawn into eight, best-of-one matches. Following these matches, teams will be paired into eight more best-of-one matches, with each team playing an opponent with the same record. This process will continue until all teams have earned either three match wins or three match losses. Initial matches will be best-of-one, and any match that determines advancement or elimination will be best-of-three. Teams will advance to the Knockout Stage upon earning three match wins, and teams will be eliminated from the WCE upon earning three match losses. A visual representation of the Swiss Stage is available in the Appendix as Figure 2.

6.1.2.1.1. Round One will consist of eight best-of-one matches.

6.1.2.1.2. Round Two will consist of eight best-of-one matches.

6.1.2.1.3. Round Three will consist of four best-of-three matches and four best-of-one matches. The matches between undefeated teams (i.e. teams with a 2-0 match record) and winless teams (i.e. teams with an 0-2 match record) will be best-of-three, and the remaining matches (i.e. matches between teams with a 1-1 match record) will be best-of-one. Teams that are eliminated during Round Three will be considered the 15th/16th place finishers of the WCE.

6.1.2.1.4. Round Four will consist of six best-of-three matches. Teams that are eliminated during Round Four will be considered the 12th/13th/14th place finishers of the WCE.

6.1.2.1.5. Round Five will consist of three best-of-three matches. Teams that are eliminated during Round Five will be considered the 9th/10th/11th place finishers of the WCE.

6.1.2.2. Side Selection.

6.1.2.2.1. Round One. The right of side selection for games in Round One will be granted to the team from the higher draw pool. Side selection for all matches in Round One will be due at 10:00 pm local time on October 1st (two days before their match).

6.1.2.2.2. Rounds Two through Five. The right of side selection for the first Game in each match in Rounds Two through Five will be granted to the team from the higher draw pool. For these matches, side selection will be due at 10:00 pm local time, or an hour after the conclusion of the final game, whichever is later, on the day before the match. In the case where both teams are from the same draw pool, the right of side selection will be determined by coin flip (or other equivalent method) immediately following the draw. If the right of side selection was determined by coinflip, a team's side selection will be due at the time of the coinflip. Within any given match, for all games after the first, the losing Team of the previous game will have the right of side selection, and their side selection will be due within 5 minutes of the end of the previous game.

6.1.3. Knockout Stage.

6.1.3.1. Description. The eight remaining teams will be drawn into an eight team, best-of-five, single elimination bracket with three rounds: Quarterfinals, Semifinals, and Finals. A visual representation of the Knockout Stage is available in the Appendix as Figure 3.

6.1.3.1.1. Teams that win their matches in the quarterfinals will advance to the semifinals. Teams that lose their matches will be eliminated from the WCE as 5th-8th place finishers.

6.1.3.1.2. Teams that win their matches in the semifinals will advance to the finals. Teams that lose their matches will be eliminated from the WCE as 3rd/4th place finishers.

6.1.3.1.3. The team that wins the finals will be the 2024 WCE Champion. The team that loses the finals will be eliminated from the WCE as the 2nd place finisher.

6.1.3.2. Side Selection.

6.1.3.2.1. Quarterfinals. The right of side selection for Game 1 of the Quarterfinals will be granted to the team with the best match record from the Swiss Stage. In the case where both teams have the same match record, the right of side selection will be determined by the order teams are drawn in the Quarterfinal Draw (see section 6.3 for more information). Side selection for this match will be due at the time of coinflip. For all remaining Quarterfinal matches, side selection will be due at 10:00pm local time two days before each match .

6.1.3.2.2. Semifinals and Finals. The right of side selection for the Semifinals and Finals will be determined by coin flip, held at a time and location as determined by WCE Officials. Side selection will be due at the time of the coinflip.

6.1.3.2.3. Through all rounds, within any given match, for all games after the first, the losing Team of the previous game will have the right of side selection, and their side selection will be due within 5 minutes of the end of the previous game.

6.2. Tournament Seeding

Teams have been seeded into the tournament to start in one of two stages - The Play-In stage or the Swiss Stage.

6.2.1. Teams starting in the Play-In Stage:

6.2.1.1. 1st and 2nd Qualifiers from the PCS

6.2.1.2. 1st and 2nd Qualifiers from the VCS

6.2.1.3. 1st Qualifier from the CBLLOL

6.2.1.4. 1st Qualifier from the LLA

6.2.1.5. 3rd Qualifier from the LEC

6.2.1.6. 3rd Qualifier from the LCS

6.2.2. Teams starting in the Swiss Stage:

6.2.2.1. 1st, 2nd, 3rd, and 4th Qualifiers from the LPL

6.2.2.2. 1st, 2nd, 3rd, and 4th Qualifiers from the LCK

6.2.2.3. 1st and 2nd Qualifiers from the LEC

6.2.2.4. 1st and 2nd Qualifiers from the LCS

6.3. Tournament Draws

6.3.1. Play-In Draw

6.3.1.1. **Draw Pools.** Teams have been split into two draw pools, based on their regions' previous international performance, for the purposes of the Play-In Stage.

6.3.1.1.1. Pool 1: LEC3, LCS3, PCS1, VCS1

6.3.1.1.2. Pool 2: CBLOL1, LLA1, PCS2, VCS2

6.3.1.2. **Draw Procedure.** Teams will be drawn into matches by random selection against an opponent from the opposite pool (i.e. each Pool 1 team will be matched against a Pool 2 team). These matches will be placed into two brackets based on draw order, but following the restrictions below. The order of the draw will not determine the order in which the matches are played.

6.3.1.3. **Draw Restrictions.** No two teams in one bracket can be from the same region. In the case where a draw would result in this scenario, or would force this scenario in a future draw, the drawn team will move to the next available slot.

6.3.2. Swiss Draw - Round One

6.3.2.1. **Draw Pools.** Teams have been split into four draw pools, based on their regions' previous international performance, for the purposes of the Swiss Stage. These pools are split into two pairs - Pools 1&4 and Pools 2&3.

6.3.2.1.1. Pool 1: LCK1, LPL1, LCS1, LEC1

6.3.2.1.2. Pool 2: LCK2, LPL2, LCS2, LEC2

6.3.2.1.3. Pool 3: LCK3, LCK4, LPL3, LPL4

6.3.2.1.4. Pool 4: Play-In Advancer 1, Play-In Advancer 2, Play-In Advancer 3, Play-In Advancer 4

6.3.2.2. Draw Procedure. Teams will be drawn into matches by random selection against an opponent from their paired pool (i.e., Pool 1 vs Pool 4, and Pool 2 vs Pool 3). The order of the draw will not determine the order in which the matches are played.

6.3.2.3. Draw Restrictions. There will be no intra-regional matches in Round One of the Swiss Stage. In the case where a draw would result in this scenario, or would force this scenario in a future draw, the drawn team will move to the next available slot.

6.3.3. Swiss Draws - Rounds Two through Five

6.3.3.1. Draw Procedure. All teams will be randomly paired with an opponent who has the same match record as them. The order of the draw will not determine the order in which the matches are played.

6.3.3.2. Draw Restrictions. There will be no repeated matches throughout the Swiss Stage (i.e. if two teams met in Round 1, regardless of record, they would not be eligible to play again in Rounds 3, 4, or 5). In the case where a draw would result in this scenario, or would force this scenario in a future draw, the drawn team will move to the next available slot. In the case where there are no eligible draws due to this rule, it may be waived by WCE officials.

6.3.4. Knockout Stage Draw

6.3.4.1. Draw Procedure. Teams that finish the Swiss Stage with a (3-0) match record will be randomly paired against teams that finish the Swiss Stage with a (3-2) match record. Following this draw, the remaining four teams will be randomly paired into two matchups.

6.3.4.2. Bracket Construction. The two (3-2) vs. (3-0) matches will be placed on opposite sides of the Knockout Bracket. The remaining match placements will be determined by draw order.

6.3.4.3. Draw Restrictions. There are no additional restrictions for the Knockout Stage draw.

6.3.5. Tournament Draw Schedule

- 6.3.5.1.** Play In Stage Draw: Sept 1, after the LEC Finals.
- 6.3.5.2.** Swiss Round 1 Draw: Immediately following completion of matches on Sep 29.
- 6.3.5.3.** Swiss Round 2 Draw: Immediately following completion of matches on Oct 3.
- 6.3.5.4.** Swiss Round 3 Draw: Immediately following completion of matches on Oct 4.
- 6.3.5.5.** Swiss Round 4 Draw: Immediately following completion of matches on Oct 7.
- 6.3.5.6.** Swiss Round 5 Draw: Immediately following completion of matches on Oct 12.
- 6.3.5.7.** Quarterfinal Draw: Immediately following completion of matches on Oct 13.

6.4. Tournament Play Schedule

6.4.1. Dates of Tournament Stages.

- 6.4.1.1.** Play In Stage: Sep 25 - 29
- 6.4.1.2.** Swiss Stage: Oct 3 - Oct 7, Oct 10 - Oct 13
- 6.4.1.3.** Bracket Stage - Quarterfinals: Oct 17 - Oct 20
- 6.4.1.4.** Bracket Stage - Semifinals: Oct 26 - Oct 27
- 6.4.1.5.** Bracket Stage - Finals: Nov 2

- 6.4.2. Changes to Schedule.** Match order, dates, and scheduling are at the sole discretion of the WCE. WCE officials may, at their sole discretion, re-order the schedule of matches within a given day and/or change the date of a WCE match to a different date or otherwise modify the schedule of matches. In the event that the WCE modifies a match schedule, the WCE will notify all teams at the earliest convenience.

6.5. Tournament Prizing

Prizing for the WCE will be comprised of a percentage share of a prize pool guaranteed by the tournament organizer to be at least \$2.225 million USD, comprised of (i) a \$2.225 million USD contribution by the tournament organizer; and (ii) a percentage of revenue share for the sale of certain designated digital goods associated with WCE (the “Prize Pool”). Prizes will awarded with the following distribution:

Placement	Percentage
1	20.00%
2	16.00%
3rd/4th	8.00% each
5th-8th	4.50% each
9th-11th	3.50% each
12th-14th	3.00% each
15th/16th	2.50% each
17th/18th	1.75% each
19th/20th	1.00% each

7. Match Process

7.1. Arrival at Venue

Members of a Team's Active Roster who are participating in the WCE must arrive at the venue no later than the time specified by WCE Officials. Sanctions for tardiness may be assessed at the discretion of WCE Officials.

7.2. Role of WCE Officials

7.2.1. Competitive Operations Lead. The "Competitive Operations Lead" is a WCE Official who is responsible for judgments on all event-related issues that impact competitive integrity. The role of this person includes, but is not limited to:

7.2.1.1. Making the final determination on all Match Operations Regulations

7.2.2. Match Operations Lead. The "Match Operations Lead" is a WCE Official who is responsible for judgments on every Match-related issue that impacts competitive integrity. The role of this person includes, but is not limited to:

7.2.2.1. Evaluating bug and exploit occurrences and any potential repercussions.

7.2.2.2. Making the initial determination on all Match Operations Regulations

7.2.3. Head Referee. The "Head Referee" is a WCE Official who is responsible for pre- and post Match setup as well as the in-game lobby. Their oversight includes, but is not limited to:

7.2.3.1. Checking the Team's lineup before a Match.

7.2.3.2. Checking and monitoring player peripherals and Match Areas, if applicable.

7.2.3.3. Announcing the beginning of the Match.

7.2.3.4. Determining and Recording Games of Record.

7.2.3.5. Ordering pause/resume during play.

7.2.3.6. Informing Teams of sanctions and Disciplinary Action in response to rule violations during the Match.

7.2.3.7. Making Match-related determinations under this Competition Ruleset, including with regard to pauses and stoppages of play.

7.2.3.8. Confirming the end of the Match and its results.

7.2.4. Stage Referees. The “Stage Referees” are under the direction of the Match Operations Lead and the Head Referee. Responsibilities include but are not limited to:

7.2.4.1. Admitting or denying access to the Match Areas, if applicable.

7.2.4.2. Carrying out security protocols directed by the Head Referee and other WCE Officials, and/or in support of this Competition Ruleset.

7.2.4.3. Administering the player checklist and enforcing this Competition Ruleset, including directing players to take or refrain from taking any action.

7.2.4.4. Communicating with players about any issues experienced, in-game and out.

7.2.4.5. Upon request, explaining any bug exploits.

7.2.5. Compliance Lead. The “Compliance Lead” is a WCE Official who is responsible for investigations into actions of Team Personnel that are unethical in nature and/or breach any Riot esports regulations. The role of this person includes, but is not limited to:

7.2.5.1. Investigating breaches of any Riot esports regulations, including the Team Personnel behavior regulations (Section 9.).

7.2.5.2. Making the final determination on any disciplinary measures taken against Teams.

7.2.5.3. Upon request, explaining any disciplinary measures taken against Teams.

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

7.2.7. Finality of Judgment.

All decisions regarding the interpretation of this Competition Ruleset, player eligibility, scheduling and staging of the event, and penalties for

misconduct, lie solely with the Competitive Operations Lead, the decisions of which are final. Competitive Operations Lead decisions with respect to this Competition Ruleset cannot be appealed and shall not give rise to any claim for monetary damages or any other legal or equitable remedy.

7.3. **Competitive Patch.**

The WCE will be played on the 14.18 patch. Changes to the competitive patch will be at the discretion of the WCE. Any champion, item, rune, skin, or exploit may be disabled at any point at the discretion of WCE officials, including during a match. A list of restricted champions, items, runes, and exploits will be provided to all teams before the event.

7.4. **Pre-Match Setup**

- 7.4.1. **Player Accounts.** Players will be provided with accounts (“Tournament Realm Accounts”) for use in all official Matches of the WCE. Tournament Realm Accounts will be named using the official Team Tag followed by the player’s official tournament handle.
- 7.4.2. **Seating Order.** Players must sit in the order specified by the referee onsite.
- 7.4.3. **Setup Time.** Players will have designated blocks of time prior to their match time to ensure they are fully prepared. WCE officials will inform players and teams of their scheduled setup time and duration as part of their match schedule. WCE 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 WCE official or referee and accompaniment by another WCE official. Setup is comprised of the following:
 - 7.4.3.1. Confirming Tournament Realm Account name accuracy
 - 7.4.3.2. Ensuring the quality of all equipment.
 - 7.4.3.3. Connecting and calibrating peripherals.
 - 7.4.3.4. Ensuring proper function of voice chat system.
 - 7.4.3.5. Setting up rune pages.
 - 7.4.3.6. Adjusting in-game settings.
 - 7.4.3.7. Limited in-game warm-up.

- 7.4.4. Technical Failure of Equipment.** If a player encounters any equipment problems during any phase of the setup process, the player notify a WCE official immediately.
- 7.4.5. Lighting Levels.** Players may request adjustments to the level of lighting being directed at the stage during the setup process. However, there will be a minimum level of stage lighting required by the WCE staff, and the lighting will not be lowered below this level.
- 7.4.6. Timeliness of Match Start.** It is expected that players will resolve any issues with the setup process within the allotted time and that match will begin at the scheduled time. Delays due to setup problems may be permitted, at the sole discretion of WCE officials. Penalties for tardiness may be assessed at the discretion of the WCE officials.
- 7.4.7. Player Ready State.** No fewer than two minutes before the match is scheduled to begin, a WCE 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 leave the match area or enter a warm-up game without permission from a WCE official.
- 7.4.8. Game Lobby Creation.** WCE officials will decide how the official game lobby will be created. Players will be directed by WCE officials to join a game lobby as soon as testing has been completed, in the following order of positions: Top, Jungle, Mid, ADC, Support.
- 7.4.9. Pre-Match Obligations.** Team Members will be informed of any pre-Match obligations, including, but not limited to, media appearances, interviews, or further discussion of any Match matters. Team Members are required to perform these pre-Match obligations.
- 7.4.10. Pre-Match Schedule.** All Teams are obligated to adhere to any pre-Match schedule provided to the teams by WCE Officials. The pre-Match schedule may include designated arrival and departure times from the Team's accommodations and the event venue. The pre-Match schedule may also include scheduled periods for pre-Match obligations, hair and makeup, setup time, and other pre-Match requirements. Sanctions for tardiness and/or failure to comply with the obligations set forth in the pre-Match schedule may be assessed at the discretion of WCE Officials

7.5. Game Setup

- 7.5.1. Start of Pick / Ban Process.** Once all ten players have reported to the official game lobby, a WCE official will request confirmation that both teams are ready for the pick/ban phase. Once both teams confirm readiness, a WCE official will instruct the room owner to start the game. The Head Coach and one Strategic Coach will be granted on-stage access and will be allowed to communicate with the team during the Pick/Ban Process. The coaches must exit the stage to a designated position once the countdown timer has reached 5 seconds during the Trading-Phase and will be muted once the timer has reached zero seconds.
- 7.5.2. Recording of Pick / Ban Process.** Picks/bans will proceed through the client's Tournament Draft feature. WCE officials will record pick/bans as the draft proceeds. In the case of a draft remake, teams must select the picks/bans in the same order up to the incorrect pick/ban that caused the draft remake.
- 7.5.3. Tournament Draft.** WCE officials may choose to employ either the Tournament Draft mode feature or a manual draft (e.g., draft that is conducted in chat without the use of an in-game feature). Players for each team cannot be substituted after the start of the draft. Players may play any Champion which their team has drafted.
- 7.5.4. Draft Mode.** All matches at the WCE will employ a snake draft format during the pick/ban phase. See Figure 4 in the Appendix for more details.
- 7.5.5. Selection Error.** In the event of an erroneously-selected Champion pick or ban, the team in error must notify a WCE official of their intended pick before the other team has locked in their next selection. If so, the process will be restarted and brought back to the point at which the error occurred so that the team in error may correct its mistake. If the next selection is locked before the team in error gives notice to a WCE official, the erroneous selection shall be deemed irrevocable.
- 7.5.6. Trading Champions.** Teams must complete all champion trades before the 20-second mark during the Trading Phase. At the discretion of WCE officials, late trades may be disallowed and players forced to play the champion they were holding prior to the disallowed trade (for example, in situations where penalties are not possible, such as the final game of a best-of series).

- 7.5.7. Game Start After Pick/Ban.** A game will start immediately after the pick/ban process is complete, unless otherwise stated by a WCE official. At this point, WCE officials will remove any printed materials from the Match Area, including any notes written by Team Members. Players are not allowed to quit a game during the time between the completion of picks/bans and game launch.
- 7.5.8. Controlled Game Start.** In the event of an error in game start or a decision by WCE officials to separate the pick/ban process from game start, an WCE official may start the game in a controlled manner and all players will select Champions in accordance with the previous valid completed pick/ban process.
- 7.5.9. Slow Client Load.** If a Bugsplat, disconnect, or any other failure occurs which interrupts the loading process and prevents a player from joining a game upon game start, the game must be immediately paused until all ten players are connected to the game.

7.6. Post-Game Process

- 7.6.1. Results.** WCE officials will confirm and record the official game result.
- 7.6.2. Tech Notes.** Players will identify any tech issues with WCE officials.
- 7.6.3. Break Time.** WCE officials will inform players of the remaining amount of time before the next game's pick/ban phase begins. The standard time for transition in between games is 13 minutes from nexus explosion until players are required in their seats. The exact time will be communicated to the coach and/or players by the referees. Pick/ban phase will commence as soon as all players are in their seats. If all the players are not in their seats, ready for Champion Select, at the time designated to them by the referees, the team may be penalized for delay of game.
- 7.6.4. Results of Forfeiture.** Matches won by forfeit will be reported by the minimum score it would take for one team to win the match (e.g. 1-0 for best-of-1 matches, 2-0 for best-of-three matches, 3-0 for best-of-five matches). No other statistics will be recorded for forfeited matches.

7.7. Post-Match Process

- 7.7.1. Results.** WCE officials will confirm and record the match results.

- 7.7.2. Post-Match Obligations.** Players will be informed of any post-match obligations, including, but not limited to, media appearances, post-game and backstage interviews, or further discussion of any match matters immediately following the conclusion of a match.
- 7.7.2.1. Backstage Interviews.** Players may be required to participate in a live, backstage interview for an official broadcast of the event. These interviews will only be conducted following the team's final game of the day.
- 7.7.2.2. Post-Game Interviews.** Players may be required to participate in a pre-recorded, post-game interview for a future official broadcast of the event. These interviews will only be conducted following the team's final game of the day.
- 7.7.2.3. Press/Media Interviews.** Teams will be required to make available to the media at least three players or coaches that started any game that day, regardless of team victory or defeat, for a minimum of eight total interviews.
- 7.7.2.3.1.** Four of these interviews must be from an outlet from each of the following regions: North America, EMEA, China, South Korea.
- 7.7.2.3.2.** One of these interviews must be in-person.
- 7.7.2.3.3.** Additionally, each team will be required to participate in one "scrum-style" interview during the Play-In and Swiss stages of play. Teams will be informed of these interviews a minimum of one day in advance, and they will take the place of a standard 1:1 interview for that day.
- 7.7.2.4. Press Conferences.** Following matches in the Knockout stage, teams will be required to send their full rosters, including their coach, to a press conference with assorted media outlets. These press conferences will last approximately 30-45 minutes.

8. Pauses and Bugs

8.1. Stoppage of Play

- 8.1.1. **Directed Pause.** WCE officials may order the pause of a match or execute a pause command on any player station at the sole discretion of the WCE officials, at any time.
- 8.1.2. **Authorized Player Pause.** Players may only pause a match immediately following any of the events described below, but must signal a WCE official immediately after the pause and identify the reason. Acceptable reasons include:
 - 8.1.2.1. An Unintentional Disconnection (i.e. a player losing connection to the game due to problems or issues with the game client, platform, network, or PC).
 - 8.1.2.2. A hardware or software malfunction (e.g. monitor power or peripheral disability or game glitch)
 - 8.1.2.3. Physical interference with a player (e.g., fan gank or broken chair)
- 8.1.3. **Unauthorized Pause.** If a player pauses or unpauses a game for an unauthorized reason, or without permission from a WCE official, it will be considered unfair play and penalties will be applied at the discretion of WCE officials. This includes pauses due to incorrect setups established as per the Player Ready State rule (Section 7.4.7).
- 8.1.4. **Intentional Disconnection.** Intentional Disconnections are not allowed. Players may experience an intentional disconnection when their actions (e.g. quitting the game) cause them to lose connection to the game. Any actions of a player which lead to a disconnection shall be deemed intentional, regardless of the actual intent of the player. In the case of an Intentional Disconnection, WCE officials are not required to enforce stoppages.
- 8.1.5. **Illness, Injury or Disability.** Minor Player illness, injury, or disability is not an acceptable reason for a Player pause. In the case of an underlying and/or pre-declared medical condition the Player may however inform a WCE 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 League Official, but not to exceed a few minutes.

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

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

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

8.2. Bug Definitions

- 8.2.1. Chronobreak.** The Deterministic Disaster Recovery Tool.
- 8.2.2. Bug.** An error, flaw, failure or fault that produces an incorrect or unexpected result, or causes a game or hardware device to behave in unintended ways.
- 8.2.3. Minor Bug.** A bug (including a hardware failure) that is, at worst, inconvenient to players. This may include bugs that alter game stats or gameplay mechanics in a manner that, while not optimal, can be played through if necessary. For the absence of doubt, in a case where Chronobreak is not available, these bugs would not result in a remade game.
- 8.2.4. Play Through Bug.** A bug that does not significantly alter the competitive integrity of the game. This may mean that there are mitigation steps available for an otherwise difficult to play around bug (like restarting the game client or computer). Alternatively, this may include situations where the impact of the bug can be mitigated through other in-game functions.

8.2.5. This category also includes bugs provided under the “inform designation” - i.e. those bugs that are provided to teams in advance of games (usually champion, item or environment interactions and persistent effects) for which no remake will be offered. These effects or interactions cannot be avoided or mitigated through any means other than disabling of the offending champions, skins or items and thus remakes are not available for these bugs, which must be played through.

At their discretion, WCE Officials may offer Chronobreak for Bugs under the “inform designation” if, in the sole discretion of WCE Officials, the Bug has a high impact on the competitive integrity of the Game. WCE Officials will not offer a Chronobreak if, in their sole discretion, they determine that the disadvantaged Player or Team intended to or purposefully triggered the Bug. In a Chronobreak situation, WCE Officials shall treat the Play Through Bug as a Minor Bug or Critical Bug, as appropriate, for the execution of the Chronobreak. If Chronobreak is unable to recover the Game or if any Player causes the Bug to reoccur, WCE Officials will force a play through with no option of a remake or additional Chronobreak.

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

8.2.7. Critical Bug. A bug (including an Unintentional Hardware Failure) that significantly damages a player’s ability to compete in the game situation, significantly alters game stats or gameplay mechanics, or a situation in which the external environmental conditions become untenable. The determination of whether the bug has damaged a player’s ability to compete is up to the sole discretion of WCE officials.

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

8.2.9. Terminal Situation. A bug or other circumstance that requires that a game be remade. These circumstances include (i) instances of critical bugs where Chronobreak is unavailable or unable to recover the game; (ii) bugs

which cannot be remedied or avoided through the use of Chronobreak, including champion or skin bugs that may require that such champion or skin be disabled; or (iii) any other instance in the discretion of WCE officials where the continuation of the game is untenable (including environmental concerns and catastrophic hardware failure).

- 8.2.10. “Dead-Ball” State.** A point in a game when neither team is heavily engaged with one another, although some minor engagement may still constitute a dead-ball state.

In establishing a dead-ball state, every effort should be made to identify a time as close to the bug instance as possible while providing an approximate 2 second window before a potential engagement in situations where the game was wound back from a point where the teams were engaged. The goal is to locate a point in time where an engagement remains possible, but not inevitable.

A perfect dead-ball state may not exist, and in those situations, the overarching goal of identifying a state in which there is no major engagement as close as possible to the bug instance should be prioritized (for example, going too far back could potentially remove setup a team has done, including wards, lane pressure and flanking).

- 8.2.11. Cost.** Any (i) player deaths; (ii) objectives (tower, inhibitor, dragon, herald or baron) taken that were not otherwise in progress at the dead-ball state (i.e. dragon was pulled or three players on the tower with a minion wave and no opposition); or (iii) ultimate, item or Summoner spell usage where such ultimate spell at Rank 1 (regardless of the ultimate rank or cooldown at the time of the bug) or base Summoner spell or item (i.e. without cooldown reductions from runes or items) has a cooldown of 110 seconds or longer. An ultimate or Summoner spell used, in the opinion of WCE officials, outside of normal play patterns for the purpose of triggering a cost under this rule shall not constitute a cost. Other factors such as vision (placed or destroyed wards), minions farmed, etc, while all carrying some value in the game, do not rise to the level of consideration in whether to use Chronobreak.
- 8.2.12. Prompt Reporting.** Once a player is aware of a bug (which, as defined, includes presumed hardware failures), the player is required to pause the game as soon as is practical through one of the methods listed below and alert WCE officials as to the bug. These methods are:

- 8.2.12.1. Pausing the game through the /pause command;
- 8.2.12.2. Asking a teammate to pause over audible voice communications;
- 8.2.12.3. Requesting that a referee pause the game.

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

8.2.13. Game of Record. A game where all ten players have loaded and which has progressed to a point of meaningful interaction between opposing teams. Once a game attains Game of Record (“GOR”) status, the period ends in which incidental restarts may be permitted and a game will be considered as “official” from that point onward. Examples of conditions which establish GOR:

- 8.2.13.1. Establishing line-of-sight between players on opposing teams.
- 8.2.13.2. Any attack or ability is landed on minions, jungle creeps, structures, or enemy Champions.
- 8.2.13.3. 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.
- 8.2.13.4. Game timer reaches two minutes (00:02:00).

8.3. Chronobreak Availability and Usage

8.3.1. Bug Determination. If a Game experiences a Bug at any point during the Match, WCE Officials must first determine whether the Player followed the pause protocol set forth above. If the Game was paused in a timely manner, WCE Officials must next determine whether the bug is a Verifiable Bug. If it is a Verifiable Bug, WCE Officials must next determine whether the Bug is a Minor Bug, Critical Bug or Terminal Situation.

8.3.2. Minor Bug.

- 8.3.2.1.** If the Bug is a Minor Bug, WCE Officials must determine what the appropriate Dead-Ball State would be and whether there is a Cost associated with using Chronobreak to revert to that Dead-Ball State. If there is a cost associated with the Minor Bug, Chronobreak is not available and Players should be instructed to play through the Bug.
- 8.3.2.2.** In the case of a Minor Bug with no Cost, WCE Officials must determine (i) whether Chronobreak can restore the Game; and (ii) whether reverting the Game to an earlier state will fix the Bug or avoid the trigger condition for the Bug. If Chronobreak cannot restore the Game or reverting the Game to an earlier state will not fix or avoid the Bug, or in the case of any play through Bug, Chronobreak shall not be used and the Players will be instructed to play through the Bug.
- 8.3.2.3.** If WCE Officials determine the use of Chronobreak is appropriate, WCE Officials shall determine whether either or both Teams were significantly disadvantaged by the Minor Bug, and any significantly disadvantaged Team will be offered the opportunity to Chronobreak the Game, although such Team will not be told what Dead-Ball State will be utilized. If both Teams are significantly disadvantaged, either Team requesting a Chronobreak will trigger the use of Chronobreak.
- 8.3.2.4.** If any significantly disadvantaged Team requests a Chronobreak, WCE Officials will utilize Chronobreak to restore the Game to the appropriate Dead-Ball State. If an appropriate Dead-Ball State does not exist, Players may still be placed back to a recovered spot prior to the Bug occurring at the discretion of WCE Officials.

8.3.3. Critical Bug.

- 8.3.3.1.** In the case of a Critical Bug, WCE Officials must determine (i) whether Chronobreak can restore the Game; and (ii) whether reverting the Game to an earlier state will fix the Bug or avoid the trigger condition for the Bug.
- 8.3.3.2.** If Chronobreak cannot restore the Game, or reverting the Game to an earlier state will not fix or avoid the Bug, then the Bug constitutes a Terminal Situation.

8.3.3.3. In the case of a Critical Bug, WCE Officials will determine whether either or both Teams were significantly disadvantaged by the Critical Bug, and any significantly disadvantaged Team will be offered the opportunity to Chronobreak the Game, although such Team will not be told what Dead-Ball State will be utilized. If any significantly disadvantaged Team requests a Chronobreak, WCE Officials will attempt to find an appropriate Dead-Ball State prior to the Bug occurring. If an appropriate Dead-Ball State does not exist, Players may still be placed back to a recovered spot prior to the Bug occurring at the discretion of WCE Officials. In the event that WCE Officials determine the cost of Chronobreaking would be higher than that of a remake, they may offer a remake to any disadvantaged Team.

8.3.4. Terminal Situation. In the case of a Terminal Situation, WCE Officials shall follow the remake procedures set forth below.

8.3.5. Remakes Before GOR. The following are examples of situations in which a Game may be remade if GOR has not been established:

8.3.5.1. If a Player notices that Player's rune, Summoner Spells, or GUI settings have not applied correctly due to a Bug between the Game lobby and Match, the Player can pause the Game to adjust these settings. If the settings cannot be correctly adjusted, then the Game may be restarted.

8.3.5.2. If WCE Officials determine that technical difficulties will not allow for the Game to resume as normal (including a Team's ability to be in proper position for certain Game events, such as minion spawn).

8.3.5.3. Any circumstance which would permit a remake after GOR.

8.3.6. Remakes After GOR.

8.3.6.1. The following are examples of situations in which a Game may be remade after GOR has been established.

8.3.6.1.1. If a Game experiences a Terminal Situation at any point during the Match.

8.3.6.1.2. If a WCE Official determines that there are environmental conditions which are unfair (e.g. excessive noise, hostile weather, unacceptable safety risks).

8.3.7. Remake Procedure.

8.3.7.1. Awarded Game Victory. In the event of a Terminal Situation in which WCE Officials intend to declare a remake, WCE Officials must first consider whether a Game victory should be awarded to a Team.

WCE Officials, in their sole discretion, may determine that a Team cannot avoid defeat (i.e. cannot come back and win the Game) to a degree of reasonable certainty. WCE Officials may, but are not required to, use any or all of the following criteria in the determination that one Team cannot avoid defeat to a degree of reasonable certainty.

8.3.7.1.1. Gold Differential. Of the total gold earned in the game, one Team has earned 57.5% or more of that gold. For example, if 10,000 gold has been earned in the game, the leading Team has earned at least 5,750 gold as a team.

8.3.7.1.2. Remaining Turret Differential. The difference in the number of remaining turrets between the Teams is eight (8) or higher.

8.3.7.1.3. Remaining Inhibitor Differential. The difference in the number of standing inhibitors between the Teams is three (3).

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

8.3.7.1.5. Respawning Player Differential. The difference in live Player characters between the Teams is at least four (4), with the remaining death timers on all dead Players being at least forty (40) seconds or higher.

8.3.7.1.6. Straight Up GG. At the time of technical difficulty, there is no scenario that in the opinion of WCE Officials, could result in anything other than the victory of one Team (e.g. at 45 minutes one Team is aced and the Mid and Jungler on the opposing Team have a minion wave and are running into the opposing base).

8.3.8. Offering a Remake. If WCE Officials do not award the Game victory, WCE Officials will determine whether either or both Teams were significantly disadvantaged by the Bug, and any significantly disadvantaged Team will be offered the opportunity to remake the Game. If any significantly disadvantaged Team accepts a remake, the Game will immediately be remade as per this section. Significant disadvantage is a prerequisite to a remake offer.

In certain Terminal Situations, for example, where the server has crashed and the Game cannot be continued or recovered through Chronobreak, WCE Officials may direct a remake without offering Teams the opportunity to remake the Game.

8.3.9. Controlled Environment. Certain conditions may be preserved in the event of a remade Game that has not reached GOR, including, without limitation, picks/bans, runes, skins, or Summoner spells. If, however, a Match has reached GOR, WCE Officials shall not retain any settings.

8.3.10. Champion and Skin Disables. If the remake occurred due to a champion Bug, then settings no longer will be retained (including picks and bans) regardless of Game of Record status and the champion may be made ineligible for at least the remainder of the day's Matches unless the Bug can be conclusively tied to a specific Game element that can be fully removed (i.e. a skin that can be disabled).

8.3.11. Hardware Malfunction. In the case of any hardware malfunctions, WCE Officials shall determine whether the hardware malfunction constitutes a minor bug (i.e. a monitor loses power and a Player walks into a wall or takes an odd path), a critical bug (i.e. a keyboard stops working, causing a Player death) or a terminal situation (i.e. the LoL server crashes) and follow the appropriate standard above.

8.3.12. League Discretion. WCE Officials may utilize Chronobreak at any time or remake any Game if WCE Officials, in their sole and absolute discretion, believe that such an action is necessary to preserve the best interests of the League. This power is not constrained in any way by the lack of any specific language in these Rules.

9. Team Personnel Conduct

9.1. Intention Irrelevant.

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.

9.2. Competition Conduct

The following actions will be considered unfair play and will be subject to penalties at the discretion of League Officials.

- 9.2.1. 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. The list of conspirators is not exhaustive. Collusion includes, but is not limited to, acts such as:
- 9.2.1.1.** Soft play, which is defined as any Player not adhering to a reasonable standard of competition in a Game.
 - 9.2.1.2.** Pre-arranging to split prize money and/or any other form of compensation.
 - 9.2.1.3.** Sending or receiving signals, electronic or otherwise, from a confederate to/from a Player.
 - 9.2.1.4.** Deliberately losing or a Game for compensation, or for any other reason, or attempting to induce another Player to do so.
- 9.2.2. Match-Fixing.** No Team Personnel 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.
- 9.2.3. Competitive Integrity.** Teams are expected to play at their best at all times within any Game, and to avoid any behavior inconsistent with the principles of good sportsmanship, honesty, or fair play.
- 9.2.4. Hacking.** Hacking is defined as any modification of competition PCs (or other hardware being used in a Game), server, internet connection or the LoL client by any Player, Team or person acting on behalf of a Player or a Team.

- 9.2.5. Scripting.** Scripting is defined as any attempt to leverage third party software and/or applications against Riot infrastructure. Examples of scripting include scraping scrim information of other Team's matches from the Tournament Realms.
- 9.2.6. Exploiting.** Exploiting is defined as intentionally using any Bug to seek an advantage. Exploiting includes, but is not limited to, acts such as triggering known Bugs or functions within LoL that, in the sole determination of League Officials, is not functioning as intended.
- 9.2.7. Spectator Monitors.** Players on a Starting Roster for a Game are not permitted to look or attempt to look at any screen or device that is displaying an observer level view of that Game (i.e. that is or is capable of showing a neutral view of the map). They must also immediately report these screens or devices if seen.

Note: For example, a Player who is playing cannot look or attempt to look at the overhead screen in the event venue because those screens show or may show the movements, position, gold or other information relating to their opponents that are not otherwise during a Game. There is no prohibition with leaning over and looking at a teammates monitor as long as no other rule is broken (for example, removing a headset).

- 9.2.8. Spectator Machines.** No Team Personnel or any Team staff member may utilize the backstage coach spectator machines to interfere with any Game or to communicate with anyone involved in any Game. Interference with any Game, including pausing the Game or messaging participants in the Game, from any backstage coach spectator machine, will result in forfeit for the offending Team, without regard to intent.
- 9.2.9. Ringing.** Playing under another Player's account or soliciting, inducing, encouraging or directing someone else to play under another Player's account.
- 9.2.10. Cheating Methods.** The use of any kind of cheating device and/or cheat program, or any similar cheating method such as signaling devices, hand signals, etc.
- 9.2.11. League Discretion.** Any other further act, failure to act, or behavior which, in the sole judgment of WCE Officials, violates these Rules and/or the standards of integrity established by WCE for competitive gameplay.

9.3. Team Personnel Conduct Towards Others

- 9.3.1. Profanity and Hate Speech.** Team Personnel 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.
- 9.3.2. Abusive Behavior.** Abuse of WCE Officials, opposing Team Personnel, 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 Personnel and their guests (if any) must treat all individuals attending a Match with respect.
- 9.3.3. Behavior in LoL.** All Team Personnel are subject to behavior checks and reviews for their behavior while playing LoL, including before being permitted to associate with a Team as a Coach, manager, or player. Team Personnel are expected to behave appropriately in-game and to avoid the use of derogatory, racist and offensive language as well as grieving and intentionally feeding.
- 9.3.4. 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.
- 9.3.5. 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.
- 9.3.6. Discrimination and Denigration.** Team Personnel 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.
- 9.3.7. Statements Regarding WCE, Riot Games, and League of Legends.** Team Personnel 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 WCE , Riot Games or its affiliates, or

League of Legends, as determined in the sole and absolute discretion of WCE.

9.4. Other Prohibited Conduct

- 9.4.1. **Studio Interference.** No Team Personnel may touch or otherwise interfere with lights, cameras or other studio equipment. Team Personnel may not stand on chairs, tables or other studio equipment. Team Personnel must follow all instructions of League Officials.
- 9.4.2. **No Interference With Referees.** During a game pause or other stoppage of play (including a game server crash), no Team Personnel may be in the backstage area in proximity to the Head Referee. Team Personnel may interface through a designated Referee or League Official who will relay team input to the Head Referee and relay necessary information from the Head Referee to the Team.
- 9.4.3. **Unauthorized Communications.** All mobile phones, tablets and other voice-enabled and/or “ringing” electronic devices must be removed from the play area before the Game. Players may not directly message offstage players, coaches, or any other entities while in the Match Area. This includes messaging via game client, text, email, social media, and any other avenue of communication. During the Match, communication by a Starter shall be limited to the Players on the Starter’s Team.
- 9.4.4. **Apparel.** League Officials reserve the right at all times to impose a ban on objectionable or offensive apparel. League Officials reserve the right to refuse entry or continued participation in the Match to any Team Personnel who does not comply with the League’s apparel rules as set forth in the League Operating Manual. Hats are not permitted attire.
- 9.4.5. **Identity.** A Player may not cover their face or attempt to conceal their identity from League Officials. League 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 League Officials.
- 9.4.6. **Criminal Activity.** A Team Personnel 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.

- 9.4.7. Immoral Activity.** A Team Personnel may not engage in any activity which League Officials deem to be immoral, disgraceful, or contrary to conventional standards of proper ethical or sporting behavior.
- 9.4.8. Confidentiality.** A Team Personnel may not disclose any confidential information provided by LCS or any affiliate of Riot Games, by any method of communication, including all social media channels.
- 9.4.9. Bribery.** No Team Personnel may offer any gift or reward to a Player, coach, manager, League Official, Riot Games employee, or person connected with or employed by another Team for services promised, rendered, or to be rendered in defeating or attempting to defeat a competing Team.
- 9.4.10. Gifts.** No Team Personnel may accept any gift, reward or compensation for services promised, rendered, or to be rendered in connection with competitive play of LoL, including services related to defeating or attempting to defeat a competing Team or services designed to throw or fix a Match or Game. The sole exception to this rule shall be in the case of performance-based compensation paid to a Team Personnel by a Team's official sponsor or owner.

9.5. Compliance With League Rules

- 9.5.1. Subjection to Penalty.** Any person found to have engaged in or attempted to engage in any act that WCE Officials believe, in their 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 League.
- 9.5.2. Non-Compliance.** No Team Personnel may refuse or fail to apply the reasonable instructions or decisions of WCE Officials.
- 9.5.3. Document or Miscellaneous Requests.** Documentation or other reasonable items may be required at various times as requested by League Officials. If the documentation is not completed to the standards set by the League 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.

9.5.4. Penalties. Upon discovery of any Team Personnel committing any violations of these Rules, the League may, without limitation of its authority, issue the following penalties:

- 9.5.4.1.** Verbal or Written Warning(s)
- 9.5.4.2.** Loss of Side Selection for Current or Future Game(s)
- 9.5.4.3.** Loss of Ban for Current or Future Game(s)
- 9.5.4.4.** Fine(s) and/or Prize Forfeiture(s)
- 9.5.4.5.** Game Forfeiture(s)
- 9.5.4.6.** Match Forfeiture(s)
- 9.5.4.7.** Suspension(s)
- 9.5.4.8.** Disqualification(s)

Repeated infractions are subject to escalating penalties, up to, and including, disqualification from future participation in competitive League of Legends play. It should be noted that penalties may not always be imposed in a successive manner. The WCE, 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 the WCE.

Penalties that state a listed amount of time for discipline will only apply to competition months. Competition months are defined as the months in which League of Legends professional competition are taking place (i.e. January through October).

Infractions will be governed by the Global Penalty Index, which can be found on the riotgames.com/LCS website.

9.5.5. Penalties for Policy Breach. If the WCE or Riot determines that a Team or Team Personnel has violated the Summoner's Code, the LoL Terms of Use, or other rules of LoL, WCE Officials may assign penalties at their sole discretion.

9.5.6. Investigation Conduct and Confidentiality. If a WCE Official contacts a Team Personnel to discuss an investigation, the Team Personnel is obligated to tell the truth. If a Team Personnel withholds information or misleads a WCE Official creating an obstruction of the investigation then the Team and/or Team Personnel is subject to punishment. The Team

and/or Team Personnel may not disclose any information provided by any party during the course of the investigation.

9.5.7. Right to Publish. The WCE shall have the right to publish a declaration stating that a Team Personnel has been penalized. Any Team Personnel and/or Team which may be referenced in such declaration hereby waive any right of legal action against the League of Legends Championship Series, LLC, Riot Games, Inc., and/or any of their parents, subsidiaries, affiliates, employees, agents, or contractors.

9.6. Association with Gambling

No Team Personnel or WCE Official may take part, either directly or indirectly, in betting or gambling on any results of any League of Legends tournament or Match globally.

10. Spirit of the Rules

10.1. Finality of Decisions

All decisions regarding the interpretation of these Rules, Player eligibility, scheduling and staging of the WCE, and penalties for misconduct, lie solely with the WCE, the decisions of which are final. WCE decisions with respect to these Rules cannot be appealed and shall not give rise to any claim for monetary damages or any other legal or equitable remedy.

10.2. Rule Changes

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

10.3. Language Differences

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

10.4. Best Interests of the WCE

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

Glossary of Terms

Game. An instance of competition on the Summoner's Rift map that is played until a winner is determined by one of the following methods, whichever occurs first: (a) completion of the final objective (destruction of a nexus), (b) Team Surrender, (c) Team Forfeit, or (d) Awarded Game Victory (see Section 8.8).

Match. A set of games that is played until one team wins a majority of the total games (e.g., winning the game in a single game match ("Best of One"); winning two games out of three ("Best of Three"); winning three games out of five ("Best of Five")).

Player. An individual athlete who has a written contract for player services with the team they are playing for, and who is listed as a player for the team on the League of Legends Esports League-Recognized Contract Database.

Head Coach. An individual who has a written contract for coaching services with the team they are playing for, and who is listed as a coach for the team on the League of Legends Esports League-Recognized Contract Database. This individual may not be a player, owner, or manager of any professional, semi-professional, or academy level team.

Strategic Coach. An individual who has a written contract with the team they are representing. This individual may be a substitute player, analyst, translator, or other member of the qualified team. This individual may not act as a head coach without written permission from WCE officials.

Manager. The manager is an individual, designated by the team, who is responsible for administering Team commitments associated with participation in the WCE, including, but not limited to, content requests, Event Schedule notifications, on-site coordination, and information passthrough. This person may not be a player or the Head Coach for any team, including the one they are managing.

Team Personnel. Any credentialed member of team staff, including players, coaches, managers, and other staff.

Active Roster. The six or seven Players and Head Coach representing a professional team.

Qualifying Leagues. The leagues that qualify for the World Championship are the League of Legends Pro League (LPL), the League of Legends Champions Korea (LCK), the League of Legends EMEA Championship (LEC), the League of Legends Championship Series (LCS), the Pacific Championship Series (PCS), the Vietnam Championship Series (VCS), the Campeonato Brasileiro de League of Legends (CBLOL), and the Liga Latinoamérica (LLA).

Appendix

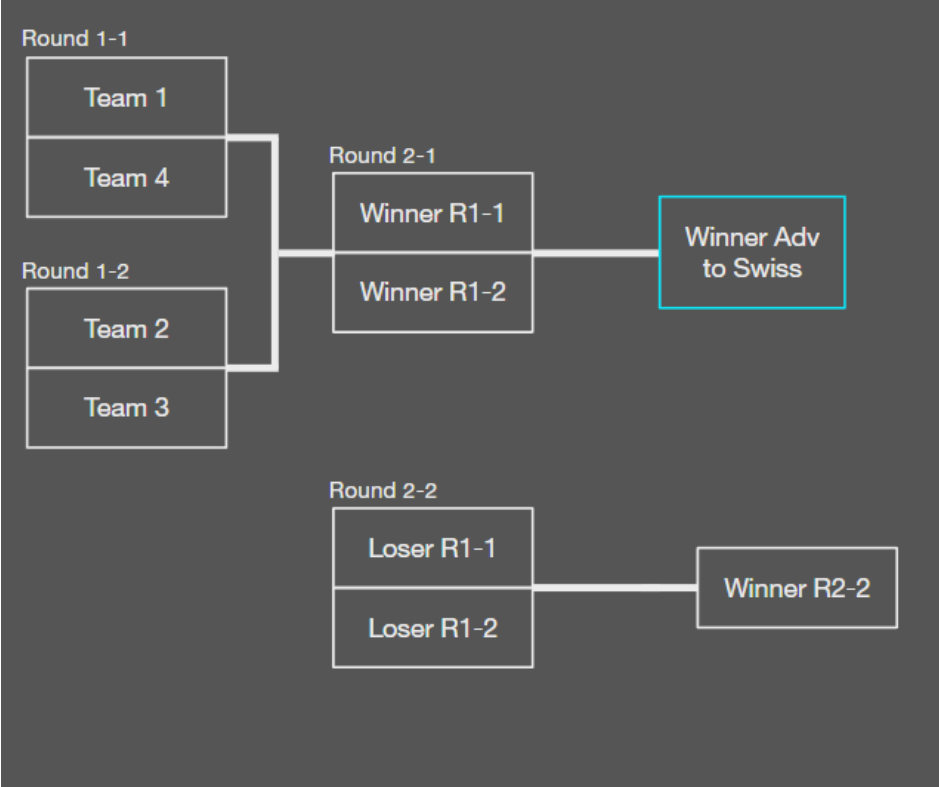


Figure 1a - Play-In Bracket

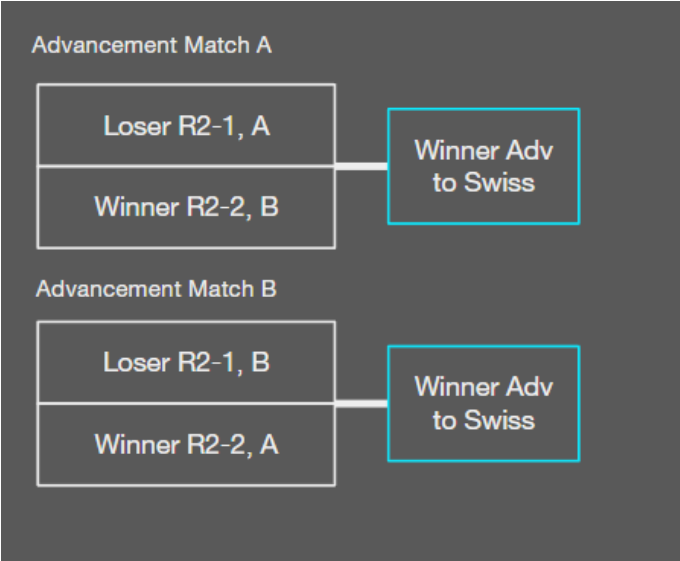


Figure 1b - Play-In Advancement Matches

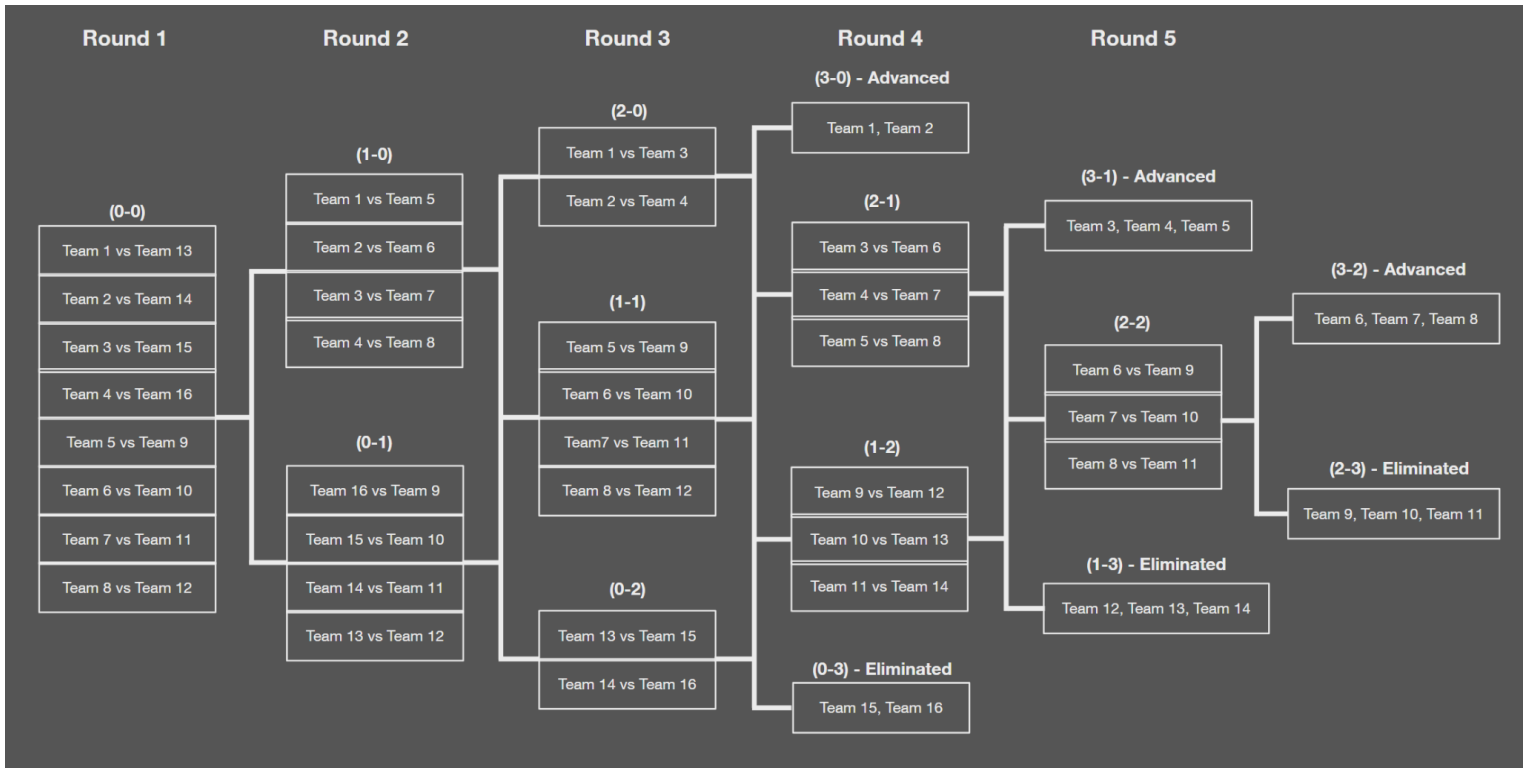


Figure 2- Sample Swiss Stage Bracket

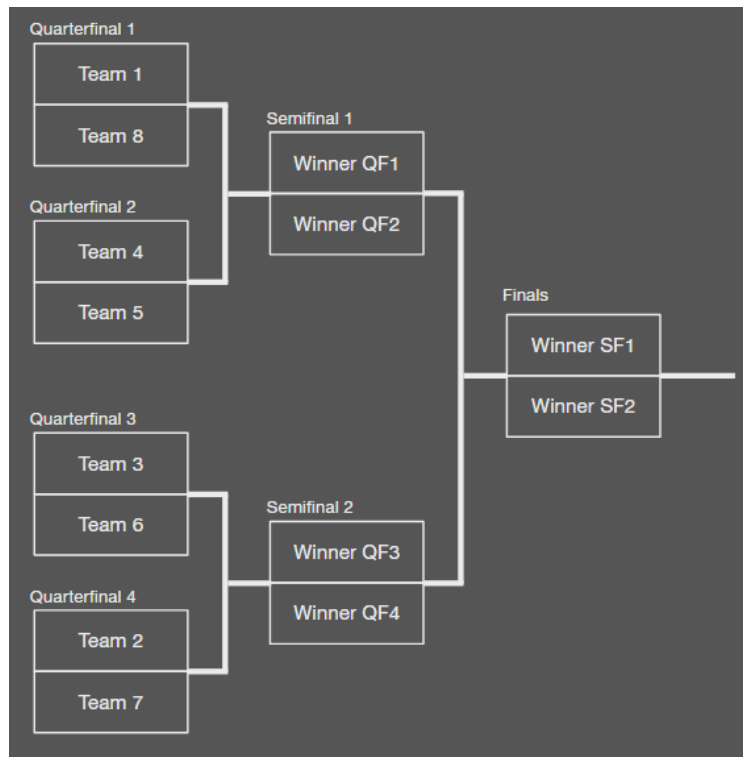


Figure 3 - Knockout Stage Bracket

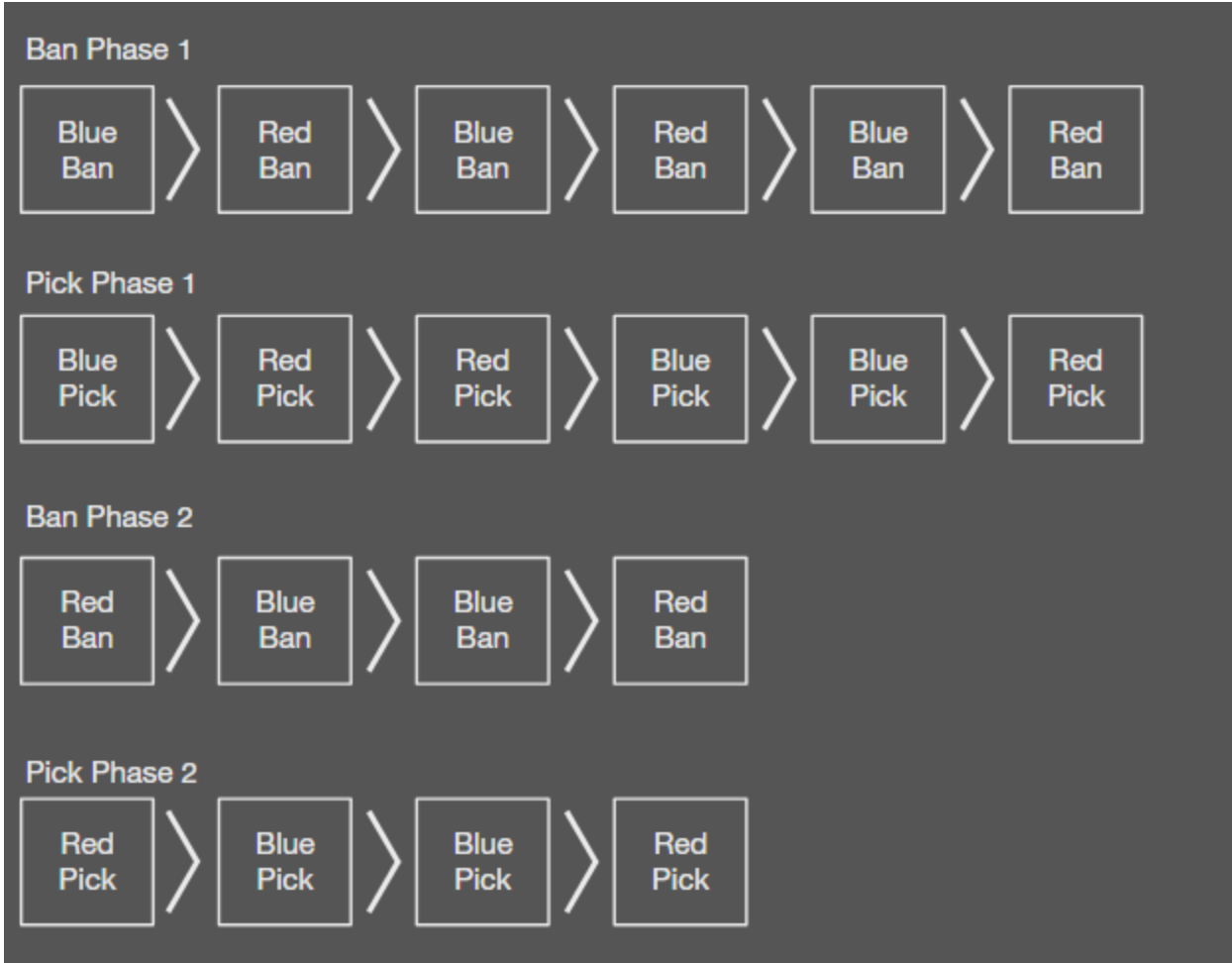


Figure 4 - Draft Mode

Change Log

Version #	Section Changed	Substance of Change