



## 2017 Season Official Rules

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## **Introduction and Purpose**

These Official Rules (“Rules”) of the The Legends Circuit (“TLC”) apply to each of the teams who have qualified to play in the TLC in 2017, as well as their head coach, managers, owners, Starters, Reserve players, (collectively “Team Members”) and other employees. The 2017 Season of the TLC will be divided into 2 seasons. Each seasons will consist of three phases:

- (a) TLC Qualifiers (Novice Cup, Semi Pro Cup)
- (b) TLC Group Stage
- (c) TLC Playoffs

These Rules apply only to official TLC play and not to other competitions, tournaments or organized play of League of Legends (“LoL” or the “game”).

The Legends Circuit Committee has established these Rules for the competitive play of LoL in order to unify and standardize the rules used in TLC competitive play.

These Rules are designed solely to ensure the integrity of the system established by the TLC for professional play of LoL and create 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.

These rules do not restrict competition for players. The terms of engagement between players and teams are left to each of the teams and its players.

## **1. Competition Eligibility**

To be eligible to compete in the TLC, each team must satisfy all of the following conditions:

### **1.1 Player and Team Eligibility**

No team shall be able to compete in any TLC match without a minimum of three starting players who would potentially be able to compete in the next regional tournament season.

To be considered potentially eligible to compete, a TLC player must have lived 17 full years (by or before the start of the next TLC Season) and may not have any current disciplinary suspension from the TLC that would prevent him/her from playing in the first game of the season.

## **1.2 Region Residency Requirement**

### **1.2.1 Resident Defined.**

For purposes of this Rule 1.2, a player is deemed to be a "Resident" of a region if such player has legally resided and been primarily present in such region for no less than twenty-four months out of the thirty-six months immediately prior to such players' participation in the first game of the applicable tournament (i.e., a match in the The Legends Circuit, or Garena Premier League).

### **1.2.2 Certification of Residency.**

All players shall certify their residency upon participation in The Legends Circuit Event by submitting an eligibility form, and providing proof of residency as defined in Rules 1.2.3 and 1.2.4. For the avoidance of doubt, any player may redact any sensitive information in such player's sole discretion and TLC shall not be responsible for the disclosure of any personal information by player to next regional tournament. Each team is responsible for ensuring that its players meet the residency requirements in this Rule 1.2. It shall be a violation of these Rules, by both the team and the player, if a player (or his or her parent or guardian) provides false, misleading or incomplete information resulting in the misclassification of such player's residency and region. A violation of this Rule 1.2 by a team or a player shall also be deemed a violation of Rule 9.2, and the disciplinary measures in Rules 9.5 and 9.6 shall apply.

### **1.2.3 Proof of Residency.**

Any player over eighteen years of age may prove residency by the provision of documentary evidence sufficient to demonstrate actual residence in the region in which he or she wishes to play. Such documentary evidence may be in the form of one or more examples of:

- i. Government Issued Documentation. A player may prove residency by providing copies of a government benefits records distributed over time, military or draft registration papers or other government-issued records or identification that demonstrate residency.
- ii. Private Documentation. A player may prove residency by providing copies of school records, deeds, leases, homeowners association documents, utility bills (such as gas, water, electricity, cable, or telephone, provided that all show levels of use consistent with actual residency), bank records and statements, tax returns, insurance documents, medical records and employment records.

### **1.2.4 Residency of Minors.**

Players who are below eighteen years of age may prove residency by either:

- i. School Records. A player may prove residency by providing proof of full-time attendance at school in the region, including by providing copies of

report cards, enrollment documentation, or attendance records certified by school officials; or

ii. Parents' Records. A player may prove residency by (i) providing documentary evidence of the parent-child relationship, such as a birth certificate that lists the names of parents, and (ii) proof that one parent lives in the region, which may be demonstrated by provision of Version 2.01; documentary evidence sufficient to prove residency as specified in Rule 1.2.3, above.

#### **1.2.5 Starters.**

For purposes of Rule 1.2, as stated in Rule 3.2, a "Starter" is defined as one of the five players established in the Team's starting lineup for any given game.

#### **1.2.6 Substitutes**

All teams will be required to maintain at least one Resident player as a substitute at any given time. At no point in time will teams be permitted to make a substitution which is in violation of any provision of this Rule 1.2.

#### **1.2.7 Losing Residency**

For purposes of this Rule 1.2, a player who is considered a Resident for a region will no longer be deemed to be a "Resident" of that region if such player has been primarily present in another region for 24 months.

#### **1.2.8 TLC Residency**

The TLC, including the Malaysia and Singapore regular season and all matches leading up to the regional playoffs, are designed to identify the teams that will represent the Malaysia and Singapore in The Legends Circuit Event. In order to fulfill this mandate, all teams competing in the TLC and TLC-affiliated matches must meet the requirements that at least 60% (three out of five) Starters on each team be Residents of the region covered by the TLC in which they play.

## **2. Prizes and Compensation**

### **2.1 TLC MY Prizes**

1<sup>st</sup> Place: RM 40,000 + Seeded into Next TLC MY Group Stage

2<sup>rd</sup> Place: RM 20,000 + Seeded into Next TLC MY Group Stage

3<sup>th</sup> Place: RM 12,500 + Seeded into Next TLC MY Group Stage

4<sup>th</sup> Place: RM 7,500 + Seeded into Next TLC MY Group Stage

5<sup>th</sup> Place: RM 5,000

6<sup>th</sup> Place: RM 5,000

7<sup>th</sup> Place: RM 5,000

8<sup>th</sup> Place: RM 5,000

### **2.2 No Minimum or Maximum Compensation**

Teams and players are not restricted in their ability to come to terms regarding the player's services. Nothing in these Rules is intended in any way to limit the compensation a team offers its players.

### **2.3 Direct Payment to Players**

Teams will be paid prize money, if any, in accordance with the number of matches they played in over the course of the season.

We encourage a team to follow the guideline of a player who plays in every match in the season will be entitled to 20% of the Prize Pool, if any, won by the Team due to its performance in that Series, while a player who plays in half of his team's matches will be entitled to 10% of the Prize Pool, if any, won by the Team due to its performance in that Series. However, this should be served only as a guideline and is not limiting on the teams prizes distribution.

Any such prizes will be paid directly to the team representative's designated account or entity unless being requested by the team to paid separately to each members.

## **3. Team Ownership and Roster Rules**

### **3.1 Team Ownership**

Changes in Ownership and Sponsors with naming rights is only applicable for TLC Promotional and TLC teams upon request to TLC Officials, but may not occur during or within a stage the team is involved in:

- Stage 1: TLC

Each team must designate a team owner or team representative, who may be but does not need to be a player on the Active Roster. This owner will be the primary point of contact for all TLC officials, and will also be the signatory authority for any documents which cause changes to the Active Roster, as outlined in Section 1.2 and 3.4. This owner must be identified before the start of the season, and a successor must be immediately identified if the owner leaves the team (for any reason). This owner must be at least 18 years old.

One TLC team may be owned by the same company, individual, or other legal entity that currently owns other team in The Legends Circuit or any other global league. The teams may not choose or be forced to play a team which, at any time during The Legends Circuit, was owned by the same company, individual, or other legal entity.

TLC Committee shall have the right to make final and binding determinations regarding qualification, issues relating to the multiple team restriction and other relationships that may otherwise have an adverse impact on the competitive integrity of the TLC. Any person that petitions for ownership into the TLC can be denied admission if they are found to have not acted with the professionalism sought by the TLC. Someone seeking admission into the TLC must meet the highest standards of character and integrity. Candidates who have violated this rule set or attempted to act against the spirit of these rules, even if not formally contracted to the rule set, can be denied admission into the TLC. Team Owner agrees that it will not contest any final determination of the League in connection therewith. The inquiring team must provide visibility to TLC officials before being able to discuss the ownership with a player.

### **3.2 Roster Requirements**

Each team is required to maintain, at all times during the TLC, five players in the starting lineup (“Starters”), and between two and five substitute players (“Reserves”) (collectively, the “Active Roster”). No individual may simultaneously hold two or more of the roles listed above.

Teams that have qualified from the previous stage of the tournament must start with 3 or more members from the “Starters” that secured the qualification. Teams must start in their first match 3 members of the Active Roster from their most recent match. An exemption can be provided to teams with a recent Ownership Change upon prior request and approval by TLC Officials. An Active Roster will be considered finalized upon receipt by a TLC official prior to the first game played in the League Series.

Teams that have made the TLC will be required to have at least two substitutes on the roster and can have up to three substitutes (i.e. 7 total players on the Active Roster minimum, 8 total players on the Active Roster maximum).

The Active Roster will be displayed on [tlc.garena.com](http://tlc.garena.com) and TLC player kit. The Active Roster on the website and TLC player kit will be updated upon proper filing of documentation. Once an acquisition is confirmed, the acquisition will be placed on the website. The Active Roster on that website will be considered the most up to date roster that could be applied within a reasonable time. Roster eligibility is still at the discretion of TLC officials.

No team may have on their roster more than two players at a time from any single starting lineup of a different team that played in either region of the TLC in the last Season.

A team that wins its qualification spot must start the first match with at least 3 members of the active roster that earned the spot in the next phase.

Further clarification:

**Team A (Based on the last game in TLC Qualifiers (Novice Cup / Semi Pro Cup / TLC Promotional / TLC))**

**Starter (aka main players in last game)**

1. John
2. Jack
4. Urisxz
6. Norris
7. Wrathxx

**Reserve**

3. Kingston
5. Paperplain

If the team has won the Novice Cup Grand Final game with Member 1,2,4,6,7 and having reserve members of 3,5. The team need to start the first match in Semi Pro Cup with at least 3 of the members among (1,2,4,6,7). TLC Committee has the right to make changes or final determination on this if there is a change of ownership as mentioned in rules 3.1.

### **3.3 Substitutes**

If a team wishes to substitute players within the Active Roster, those substitutions should be expressed to a TLC official before 11:59pm GMT+8 (SG/MY Time), the night before the match. If a substitution is to occur after this deadline, then the

team must reach out to a TLC official immediately for approval. Substitutions may only include members of the team who are recognized to be on the Active Roster. TLC officials reserve the right to approve or deny any such request, based upon the eligibility of the players involved and the compliance with the Rules of such request.

### **3.4 Acquisitions**

A team may acquire new players as long as the requirements in section 1.2 are met. As long as Section 1.2 is met and the player is eligible, then a player that is not currently on any other TLC Active Roster as a Starter is considered a free agent and available for acquisition. Acquisitions will be restricted when the TLC free agency period has reached its Hard Lock Down date.

Player Transfer Period (Subjected to Rules 3.2)

		<b>TLC Spring 2017</b>
<b>Soft Lock Down</b>	<b>Date</b>	19-Dec-2016
<b>Hard Lock Down</b>	<b>Date</b>	26-Dec-2016

#### **Soft Lock Down**

- Able to add free agent
- If you are to buy over members of TLC Top 8 Teams, you will need to follow the rules mentioned in 9.2.13.
- Refer to Rules 3.2, no team may have more than 2 members from other single TLC team lineup in the past year.
- No removal of players without valid reason, subject to TLC Officials approval

#### **Hard Lock Down**

- No changes can be made to the roster.

### **3.5 Player Re-acquisition Restriction**

Player Re-acquisition Restriction. Any player who leaves or is removed from a TLC Active Roster (for any reason), may not re-join that Active Roster as a result of a later trade, free agent signing, or any other type of transaction until the TLC season has elapsed following the effective date of the transaction that resulted in their most recent removal from the Active Roster.

### **3.6 Team Names, Team Tags and Player Names**

Teams will be permitted a tag of 2-3 characters to be added to the front of each player's Summoner Name on the server that we are using for tournament (Either Tournament Realm or SG/MY Live Server). These tags must be uppercase letters or numbers 0-9 only.

Summoner Names may include upper-case letters, lower-case letters, numbers 0-9, 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; LoL champion derivatives or other similar character names; or derivatives of products or services that may create confusion.

All Team Tags, Team Names, and Summoner Names must be approved by TLC officials in advance of use in play. Name changes are not allowed except under certain extenuating circumstances such as sponsorship acquisition, but must be approved by TLC officials prior to use in a TLC game. Any cosmetic change to logos, team names, etc. must be made 72 hours in advance of the first regional TLC game of the week. TLC officials have the ability to deny a team name if it does not reflect the standards sought by the TLC. A team will be notified by a TLC official if their name does not meet the standard and the team will be allowed to change their name.

### **3.7 Sponsorships**

A TLC team has the ability to acquire sponsors throughout The Legends Circuit. Sponsorship acquisition is unrestricted. If the sponsor falls under the ensuing limited categories then the sponsorship may not be displayed by the players during the use or play of LoL, adjacent to LoL related material, the TLC, or any Riot-affiliated events. The TLC officials have the ability to update the category list at any time. The following is a nonexclusive list of limited sponsors:

**3.7.1** Gambling Websites: defined as any website that aids or abets the wagering of

funds on a sporting/esporting event and/or allows for the wagering of funds in casino games including poker.

**3.7.2** Non-"over-the-counter" drugs

**3.7.3** Account sharing/skin selling websites

**3.7.4** Firearms, handguns, or ammunition providers



**3.7.5** Websites displaying or related to pornographic imagery or products

**3.7.6** Tobacco products

## **4. Player Equipment**

### **4.1 Non-Live Matches**

For all non-live 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.

Players will also need to account for their own DDOS and other computer protection. Upon request, TLC officials can help to identify means by which players may protect their computers, but 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.

For the avoidance of doubt, all regulations in Section 4 (except for 4.1) only apply to live matches, where the teams are physically present in the TLC Official Venue.

### **4.2 TLC-Provided Equipment**

For live matches, TLC officials will provide, and TLC players will exclusively use, equipment in the following categories:

**4.2.1** PC & Monitor

**4.2.2** Headsets and Microphones

**4.2.3** Table and Chair

At the request of a TLC player, TLC officials will provide the following categories of equipment for use in TLC matches played in the studio:

**4.2.5** PC Keyboards

**4.2.6** PC Mice

**4.2.7** Mousepads

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

### **4.3 Player-Owned or Team-Owned Equipment**

During live studio matches, Players are allowed to bring equipment in the following categories, which are owned by themselves or their teams:

**4.3.1** PC Keyboards

**4.3.2** PC Mice

**4.3.3** PC Mousepads

**4.3.4** Earbuds

**4.3.5** Headphones/Microphone

At their discretion, TLC officials may disallow the use of any individual piece of equipment for reasons relating to tournament security, safety, or operational efficiency or effectiveness. No player-owned or team-owned hardware or equipment may be brought into the Match Area if it features or displays any name, likeness or logo of a company or brand which is a competitor of Riot Games or LoL.

### **4.4 Replacement of Equipment**

If equipment or technical problems are suspected by TLC officials at any time, a player or TLC official may request a technical review of the situation. The venue technician will diagnose and troubleshoot problems, as needed. Technicians may request that TLC officials order replacement of any equipment, at their discretion. Decisions regarding the replacement of any equipment are solely at the discretion of TLC. If a player wishes to use personal replacement equipment, the player must use equipment which has been preapproved by TLC officials otherwise they will be provided replacement equipment by the TLC officials.

### **4.5 Player Apparel**

During all live studio matches, players must wear appropriate upper body attire, pants and closed-toe shoes. For the avoidance of doubt, sweatpants, athletic pants, and/or pajama pants will not be considered appropriate attire. Jerseys and all other apparel worn during such times are subject to the restrictions set forth in Section 9 below. Jerseys and apparel are always subject to the review and discretion of TLC officials.

## **4.6 Stadium Computer Programs & Usage**

Players are prohibited from installing their own programs on TLC-provided computers and must use only the programs provided by TLC. This includes the Stadium computers. If a player wishes to install a program onto the Stadium computers he must first ask a TLC official.

**4.6.1 Voice Chat.** Voice chat will be provided only via the team chat software installed in TLC Computer. TLC officials may monitor a team's audio at the discretion of TLC.

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

**4.6.3 Non-Essential Equipment.** It is prohibited to connect non-essential equipment, such as cell phones, flash drives or MP3 players, to TLC computers, for any reason.

## **4.7 Client Accounts**

Players will have TLC accounts provided for them by TLC Officials upon qualification. It is the Players' responsibility to configure their account to their preferences. The account's Summoner Name must be set only to the Player's official tournament handle, as approved by TLC. Teams that make into the TLC keep their TLC account access until the end of the season. The access of the account will be removed if a team has been eliminated from the Playoff stage.

## **4.8 Audio Controls**

Headphones must be placed directly on a player's ears, and must remain there for the duration of the game. 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.

## **4.9 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 TLC official.

## **5. Venue, Competition Area Layout, and Schedule**

### **5.1 General Venue Access**

Access for TLC teams to the restricted areas of venues for official TLC matches is restricted to Team Members only, unless otherwise approved, in advance, by TLC. Permission to attend TLC matches is solely at the discretion of TLC.

### **5.2 Match Area**

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

**5.2.1 Team Managers or Head Coach.** One Manager or one headcoach may be in the match area during the match prep process and ban/pick process, but must leave after the pick/ban phase and may not return until after the end of the match.

**5.2.3 Food and Drink Restrictions.** No food is allowed in the match areas. Drinks are permitted in the match area only in Garena Stadium-provided re-sealable containers.

## **6. League Structure**

### **6.1 Definition of Terms**

**6.1.1 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 8.5).

**6.1.2 Match.** A set of games that is played until one team wins a majority of the total games (e.g., winning two games out of three ("best of three"); winning three games out of five ("best of five")). The winning team will either receive a win tally in a league format or advance to the next round in a tournament format.

**6.1.3 Season.** Scheduled league play that will occur over an approximately three month period of time. The 2015 Season will be divided into three season (Spring, Summer and Winter) for Singapore Region and two season (Summer and Winter) for Malaysia Region.

### **6.2 Schedule**

#### **6.2.2 Malaysia Region**

**6.2.2.1** Novice Cup MY

**6.2.2.2** Semi-Pro Cup MY

**6.2.2.3** TLC MY Group Stage

**6.2.2.4** TLC MY Playoffs

### **6.3 Phase Details**

#### **6.3.1 Novice Cup Qualifiers**

Each novice cup qualifiers will see 16 teams play in a single elimination format. All matches are best of 1.

**6.3.1.1. Malaysia Region** The top 2 of each qualifier will advance to Semi-Pro Cup

## 6.3.2 Semi-Pro Cup

### 6.3.2.1 Malaysia Region

All the qualifiers from the multiple venues in Novice Cup will be seeded into the Semi-Pro Cup bracket. It will be a double elimination format with best of 1 matches. Top 15\* proceeds to TLC group stage.

\*After coordinating with the top 8 teams of last season's TLC, only one will retain their seed. This means the Semi Pro Cup will only progress Top 15 teams to TLC Group Stage.

## 6.3.3 TLC Group Stage

This phase consists of up to 4 teams from previous seasons TLC.

### 6.3.3.1 Qualified teams

1.	Previous split 1 <sup>st</sup>
2.	Previous split 2 <sup>nd</sup>
3.	Previous split 3 <sup>rd</sup>
4.	Previous split 4 <sup>th</sup>

### 6.3.3.2 Group Stage Format

There are 32 teams in total. Each team will play the 3 other teams in a Round Robin format twice. Each match-up is Best of 1. The teams are scored based each match up and seeded accordingly.

### 6.3.3.3 Point system

Match Score 2-0 = 3 points

Match Score 1-1 = 1 point

### 6.3.3.4 Group Stage Tie-Breaker

In the event that multiple teams are tied in the standings at the conclusion of either League Series Season (as defined as having the same winning percentage), then any teams so tied will be seeded by head-to-head record. If said teams have identical head-to-head records (as defined as each team winning 50% of games between the two teams), said teams will play one tiebreaker game to determine the final standings.

Tiebreaker games will be played following the final game of the League Series, but prior to the first day of the Playoffs. Tied teams will compete against each other until there is a winner. Side choice is determined by coin flip for all tiebreakers.

If three or more teams are tied, the head-to-head record of all teams against all other teams involved in the tiebreaker will be considered. If a single team owns a winning record (as defined as winning more than 50% of the games) against every other team in the tiebreaker, they are automatically granted the highest seed available in the tiebreaker, and a new tiebreaker is declared amongst the remaining teams.

If no team in a tiebreaker holds a winning record against all other teams, the following structures will be used:

**6.3.3.4.1 Three-way tie:** A single round-robin will be played among the three teams. If this does not result in a hierarchical ranking of teams (i.e., distinct 2-0, 1-1, and 0-2 team records), then the three teams will be randomly drawn into a single-elimination bracket where one team has a bye into the finals.

**6.3.3.4.2 Four-way tie:** The teams will be randomly drawn into a “Korean-style” or “dual” bracket, where teams play Bo1 matches throughout the tournament. The four teams will be split into two first-round matches; the winners will then face off in Game 3 while the losers face off in Game 4. The winner of Game 3 will be declared the top seed; the loser of Game 3 will face the winner of Game 4 in a contest to determine 2nd/3rd place; and the loser of Game 4 will be declared 4th place.

**6.3.3.4.3 Five-way tie:** The teams will be randomly drawn into a single-elimination bracket, where there is a play-in between two teams for the fourth semifinal spot. The tournament will require a 3rd-place match to determine seeding.

**6.3.3.4.4 Six-way tie:** The teams will be randomly drawn into a single-elimination bracket, where two teams have byes into the semi-finals. The tournament will require a 3rd-place match and 5th-place match to determine seeding.

### **6.3.3.5 Qualification to next phase and relegation**

<b>Placing</b>	<b>Qualification status</b>
1 <sup>st</sup>	TLC Playoff + Seeded to next split TLC League Series
2 <sup>nd</sup>	TLC Playoff + Seeded to next split TLC League Series
3 <sup>rd</sup>	TLC Playoff + Seeded to next split TLC League Series
4 <sup>th</sup>	TLC Playoff + Seeded to next split TLC League Series
5 <sup>th</sup>	Eliminated
6 <sup>th</sup>	Eliminated
7 <sup>th</sup>	Eliminated
8 <sup>th</sup>	Eliminated

### **6.3.4. TLC Playoff**

The top 8 teams from the TLC Group Stage will playoff to determine the Champion for The Legends Circuit. Each match is Best of 5.



## **7. Match Process**

### **7.1 Changes to Schedule**

TLC may, at its sole discretion, re-order the schedule of matches within a given day and/or change the date of a TLC match to a different date or otherwise modify the schedule of matches. In the event that TLC modifies a match schedule, TLC will notify all teams at the earliest convenience. TLC matches will not be changed due to player's personal issue. Any team who are unable to attend a TLC match will be treated as forfeit.

### **7.2 Arrival in Game Lobby for Non-Live Matches**

Members of a team's Active Roster who are participating in a TLC event must arrive in the lobby no later than the time specified by TLC officials.

### **7.3 Role of Referees**

**7.3.1 Responsibilities.** Referees are TLC officials who are responsible for making judgments on every match-related issue, question and situation which occurs before, during, and immediately following match play. Their oversight may include, but is not limited to:

**7.3.1.1** Checking the team's lineup before a match.

**7.3.1.2** Checking and monitoring player peripherals and match areas.

**7.3.1.3** Announcing the beginning of the match.

**7.3.1.4** Ordering pause/resume during play.

**7.3.1.5** Issuing penalties in response to Rule violations before, during, or after the match.

**7.3.1.6** Confirming the end of the match and its results.

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

**7.3.3 Finality of Judgment.** If a referee makes an incorrect judgment, the judgment can be subject to reversal. TLC officials at their discretion may evaluate the decision during or after the match to determine if the proper procedure was implemented to allow for a fair decision. If the proper procedure was not followed,

TLC officials reserve the right to potentially invalidate the referee's decision. TLC officials will always maintain final say in all decisions set forth throughout the TLC.

**7.3.4 Gambling Prohibition.** All rules prohibiting gambling on LoL, as found below in Section 9, shall apply to referees without limitation.

#### **7.4 Patch version during Competition**

The 2017 Season will be played on the current patch available on the Tournament Realm Server. However Live Server will be used as an alternative.

**7.4.1 Example:** Patch X.X was released on Live Server on 11:59pm, February 1, 2015. It will be used as a TLC competitive patch for all matches after a week of the patch day. Tournament Server will be updated one week after the patch is in live server.

Champions availability that have undergone reworks or newly introduced Champion will be subject to TLC discretion. Usually, these champions will be automatically banned for 4 weeks.

**7.4.2 Example:** Champion A was released February 1, 2015, so Champion A becomes eligible to be used in all TLC matches on or after March 1, 2015.

#### **7.5 Setup and Player Responsibilities for Matches without Garena Live Streaming**

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

**7.5.1 Rolling Schedule.** Tournaments held on a rolling schedule will have estimated match start times. However, 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 tournament admins.

**7.5.2 Schedule Adjustments.** Tournament admins, in their sole discretion, have the right to adjust the match schedule at any time to preserve the pacing of the tournament or to remedy such circumstances as may detract from the viewer experience.

**7.5.3 Lateness Penalties.** Teams that are not ready to start the next game are subject to lateness penalties. For avoidance of doubt, the start of the game is defined as a team entering Ban/Picks phase. A team will lose their first ban after 5 minutes have elapsed from the supposed game start time. A team will lose another ban after 10 minutes have elapsed. A team will lose their final ban after 15 minutes

have elapsed. A team will be subject to forfeiture if 25 minutes have elapsed since the game start time. Intentionally delaying the lobby or game start will still subject the team to the rules set forth in this section.

<b>Time Elapsed Since Preceding Game Start:</b>	<b>Accrued Penalties</b>
0:00	None
5:00	1 Ban Lost
10:00	2 Bans Lost
15:00	3 Bans Lost
20:00	Forfeit 1 Game
If the non of the team member show up / response to Admin	Forfeit whole match-up

**7.5.4 Pause Allowance.** Teams may pause the game for a maximum of 10 minutes over the course of single game, or 20 minutes over the course of a best-of-three or best-of-five match. Pausing beyond allowance time will be considered unfair play and penalties will be applied at the discretion of tournament officials. Situation can be depend on whether the opponent willing to wait for a longer time.

**7.5.5 No 4v5 Play.** Teams are required to field a full team of five players to participate in any match. If, at any point in the match process other than that which is addressed in Section 7.5.6, the team cannot field five players, they will forfeit the match.

**7.5.6 Intentional Disconnection.** If a player intentionally disconnects from the game without an acceptable reason, their team may not pause the game and play will continue. If a player remains disconnected for more than five minutes or the team or player declares that the disconnected player will not return within five minutes of the pause, it is ruled as 4v5 play and the team will forfeit the match effective immediately.

The 5 minute grace disconnect period only applies to intentional disconnections, and cannot be applied to unintentional disconnections.

**7.5.7 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.

**7.5.8 No Spectators.** Only five players per team are allowed in the game lobby. No additional spectators from the teams are permitted for any reason. Exception to both teams and TLC Officials are agreed of the additional spectator.

**7.5.9 No Streaming.** Players are not permitted to stream their tournament matches publicly or privately on any platform or service. Players may stream personal or professional recordings of the match after the broadcast has officially completed.

## **7.6 Pre-Match Setup for Garena Live Stream Matches**

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

**7.6.1.1** Ensuring the quality of all TLC-provided equipment.

**7.6.1.2** Connecting and calibrating peripherals.

**7.6.1.3** Ensuring proper function of voice chat system.

**7.6.1.4** Setting up rune and mastery pages.

**7.6.1.5** Adjusting in-game settings.

**7.6.1.6** Limited in-game warm-up.

**7.6.2 Player Slot Order.** Players must join the game in the following order: Top, Jungle, Mid, ADC, Support. This order is to prevent confusion for Audiences and Casters. This rule does not limit a team to the normal meta of the gameplay. Registered role will be prioritized in this rules.

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

**7.6.4 Technical Support.** TLC officials will be available to assist with the setup process and troubleshoot any problems encountered during the prematch setup period.

**7.6.5 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 TLC officials. Penalties for tardiness may be assessed at the discretion of the TLC.

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

**7.6.7 Player Ready State.** 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.

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

**7.6.9 Lateness Penalties.** Teams that are not ready to start the next game are subject to lateness penalties. For avoidance of doubt, the start of the game is defined as a team entering Ban/Picks phase. A team will lose their first ban after 5 minutes have elapsed from the supposed game start time. A team will lose another ban after 10 minutes have elapsed. A team will lose their final ban after 15 minutes have elapsed. A team will be subject to forfeiture if 25 minutes have elapsed since the game start time. Intentionally delaying the lobby or game start will still subject the team to the rules set forth in this section.

<b>Time Elapsed Since Preceding Game Start:</b>	<b>Accrued Penalties</b>
0:00	None
5:00	1 Ban Lost
10:00	2 Bans Lost
15:00	3 Bans Lost
20:00	Forfeit 1 Game
If the non of the team member show up / response to Admin	Forfeit whole match-up

\*Repeated offenders subjected to penalties in Section 9

## 7.7 Game Setup

**7.7.1 Start of Pick / Ban Process.** Once all ten players have reported to the official game lobby, a TLC official will request confirmation that both teams are ready for the pick/ban phase (as defined and described below). Once both teams confirm readiness, a TLC official will instruct the room owner to start the game.

**7.7.2 Recording of Pick / Ban Process.** Picks/bans will proceed through the client's Tournament Draft feature. If picks/bans are completed substantially in advance of game setup, at the instruction and discretion of TLC officials, the TLC officials will record the official picks/bans and manually abort the game start.

### **7.7.3 General / Game Settings**

**7.7.3.1** Map: Summoner's Rift

**7.7.3.2** Team Size: 5

**7.7.3.3** Allow Spectators: Lobby Only

**7.7.3.4** Game Type: Tournament Draft

## 7.8 Pick / Ban Phase & Side Selection

**7.8.1 Tournament Draft.** TLC 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). Starters for each team cannot be substituted after the start of the draft. Players may play any Champion which their team has drafted, but must confirm their selection with a TLC official.

**7.8.2 Restrictions on Gameplay Elements.** Restrictions may be added at any time before or during a match, if there are known bugs with any items, Champions, skins, runes, masteries, or Summoner spells, or for any other reason as determined at the discretion of the TLC.

**7.8.3 Side Selection.** Sides will be pre-determined during the League Series and teams will start on the blue and red sides an equal number of times against each opponent (one game per side). In all seed-based matches (League Series and playoffs), the higher-ranked seed will have side selection for odd-numbered games (e.g. Games 1, 3, and 5), while the lower seed will have side selection for even-numbered games (Games 2 and 4). For example, the higher seed may choose to play game 1 on blue side, but game 3 and 5 on red side and the lower seed may choose to play game 2 on red side and game 4 on blue side. Both teams will be required to submit their final decision by 23:59 of the night before the start of the broadcast (in

the time zone where the game will be played). If no decision is submitted, selection will default to blue side.

**7.8.4 Draft Mode.** Draft mode proceeds in a snake draft format as follows:

Blue Team= A; Red Team = B

Bans: ABABAB

Picks: ABBAABBAAB

**7.8.5 Selection Error.** In the event of an erroneously-selected Champion pick or ban, the team in error must notify a TLC official 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 TLC official, the erroneous selection shall be deemed irrevocable.

**7.8.6 Trading Champions.** Teams must complete all champion trades before the 20-second mark during the Trading Phase, or will be subject to a penalty in future games.

**7.8.7 Game Start After Pick/Ban.** A game will start immediately after the pick/ban process is complete, unless otherwise stated by a TLC official. If played in the live studio, at this point TLC officials will remove any printed materials from the Match Area, including any notes written by Team Members. Players are not allowed to quit a game during the time between the completion of picks/bans and game launch, also known as "Free Time."

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

**7.8.9 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.

## **8. Game Rules**

### **8.1 Definition of Terms**

**8.1.1 Unintentional Disconnection.** A player losing connection to the game due to problems or issues with the game client, platform, network, or PC.

**8.1.2 Intentional Disconnection.** A player losing connection to the game due to player's actions (i.e. quitting the game). Any actions of a player which lead to a disconnection shall be deemed intentional, regardless of the actual intent of the player.

**8.1.3 Server Crash.** All players losing connection to a game due to an issue with a game server, Tournament Realm platform, or venue internet instability.

### **8.2 Game of Record**

A game of record ("GOR") refers to a game where all ten players have loaded and which has progressed to a point of meaningful interaction between opposing teams. Once a game attains GOR status, the period ends in which incidental restarts may be permitted and a game will be considered as "official" from that point onward. After the establishment of GOR, game restarts will be allowed only under limited conditions (see Section 8.4). Examples of conditions which establish GOR:

**8.2.1** Any attack or ability is landed on minions, jungle creeps, structures, or enemy Champions.

**8.2.2** Line-of-sight is established between players on opposing teams.

**8.2.3** 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.

**8.2.4** Game timer reaches two minutes (00:02:00).

### **8.3 Stoppage of Play**

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

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

**8.3.2 Player Pause.** Players may only pause a match immediately following any of the events described below, but must signal or communicate with a TLC official immediately after the pause and identify the reason. Acceptable reasons include:



#### **8.3.2.1** An Unintentional Disconnection

**8.3.2.2** A hardware or software malfunction (e.g. monitor power or peripheral disability or game glitch)

**8.3.2.3** Physical interference with a player (e.g., fan gank or broken chair)  
Player illness, injury, or disability is not an acceptable reason for a player pause for live events. In such a situation, the team must alert a TLC official, who may in his/her sole discretion, grant a pause in order to evaluate the identified player to determine whether player is ready, willing, and able to continue playing within a reasonable period of time, as determined by the TLC official, but not to exceed a few minutes.

If the TLC official determines that the identified player or team is not able to continue playing within 10 minutes, then the identified player's team shall forfeit the game unless a TLC official, in his/her discretion, determines that the game is subject to an Awarded Game Victory (see Section 9.5).

**8.3.3 Resuming the Game.** Players are not permitted to restart the game after a pause. After clearance from a TLC official is issued and all players are notified and ready at their stations, which will be contingent on the team captain confirming through in-game chat that both teams are ready to resume play, the in-client spectators will unpause the game.

**8.3.4 Unauthorized Pause.** If a player pauses or unpauses a game without permission from a TLC official, it will be considered unfair play and penalties will be applied at the discretion of TLC officials.

**8.3.5 Player Communication During Stoppage of Play In Garena Live Streaming Matches.** For the fairness of all competing teams, players are not allowed to communicate to each other during a game pause in live studio matches. 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.

### **8.4 Game Restart**

The decision of which condition(s) shall justify a game restart is solely at the discretion of TLC officials. Examples are listed below for purposes of illustration only:

**8.4.1 Restarts Before GOR.** The following are examples of situations in which a game may be restarted if GOR has not been established.

**8.4.1.1** If a player notices that player's rune, mastery, or GUI settings have not applied correctly 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.

**8.4.1.2** If a TLC official determines 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).

**8.4.2 Restarts After GOR.** The following are examples of situations in which a game may be restarted after GOR has been established.

**8.4.2.1** If a game experiences a critical bug at any point during the match which significantly alters game stats or gameplay mechanics.

**8.4.2.2** If a TLC official determines that there are environmental conditions which are unfair (e.g. excessive noise, hostile weather, unacceptable safety risks).

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

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

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

If TLC officials determine that the bug is critical and verifiable and that the player followed the pause protocol, then the disadvantaged team will be presented with the option for a restart. If the team accepts, the game will immediately be restarted

as per the rules established in Section 8.4. An exception to Rule 8.4 is if the restart occurred due to a champion bug, then settings no longer will be retained (including picks and bans) regardless of Game of Record status and the champion will be made ineligible for at least the remainder of the day's matches unless the bug can be conclusively tied to a specific game element that can be fully removed (i.e. a skin that can be disabled) or prohibited (i.e. the purchase of items).

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

This section is applicable if the pause is directed as per Section 8.3.1 and does not limit the ability of a TLC official to institute a restart.

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

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

## **8.5 Awarded Game Victory**

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

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

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

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

## **8.6 Post-Game Process**

**8.6.1 Results.** TLC officials will confirm and record game result.

**8.6.2 Tech Notes.** Players will identify any tech issues with TLC officials.

**8.6.3 Break Time.** TLC officials will inform players of the remaining amount of time before the next game's pick/ban phase begins. Pick/ban phase will commence as scheduled, regardless of whether a team is fully present in the match area at that time. TLC officials may, at their discretion, log in to a player's account and join the game lobby. If only a single player from a team is present in the match area when the pick/ban phase begins, that player may determine all picks/bans for his/her team; however, 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.

**8.6.4 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.

## **8.7 Post-Match Process**

**8.7.1 Results.** TLC officials will confirm and record the match result.

**8.7.2 Next Match.** Players will be informed of their current standing in the competition, including their next scheduled match.

**8.7.3 Post-Match Obligations.** Players will be informed of any post-match obligations, including, but not limited to, media appearances, interviews, or further discussion of any match matters.

## **9. Player Conduct**

### **9.1 Competition Conduct**

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

**9.1.1.1 Collusion.** Collusion is defined as any agreement among two (2) or more players and/or confederates to disadvantage opposing players.

Collusion includes, but is not limited to, acts such as:

9.1.1.1.1 Soft play, which is defined as any agreement among two (2) or more players to not damage, impede or otherwise play to a reasonable standard of competition in a game.

9.1.1.1.2 Pre-arranging to split prize money and/or any other form of compensation.

9.1.1.1.3 Sending or receiving signals, electronic or otherwise, from a confederate to/from a player.

9.1.1.1.4 Deliberately losing a game for compensation, or for any other reason, or attempting to induce another player to do so.

**9.1.1.2 Competitive Integrity.** Teams are expected to play at their best at all times within any TLC game, and to avoid any behavior inconsistent with the principles of good sportsmanship, honesty, or fair play. For the purpose of clarification, team composition and the pick/ban phase will not be considered when determining whether this rule has been violated.

**9.1.1.3 Hacking.** Hacking is defined as any modification of the League of Legends game client by any player, team or person acting on behalf of a player or a team.

**9.1.1.4 Exploiting.** Exploiting is defined as intentionally using any in-game bug to seek an advantage. Exploiting includes, but is not limited to, acts such as: glitches in buying items, glitches in neutral minion interactions, glitches in Champion ability performance, or any other game function that, in the sole determination of TLC officials, is not functioning as intended.

**9.1.1.5 Spectator Monitors.** Looking at or attempting to look at spectator monitors.

**9.1.1.6 Ringing.** Playing under another player's account or soliciting, inducing, encouraging or directing someone else to play under another player's account.

**9.1.1.7 Cheating Device.** The use of any kind of cheating device and/or cheat program.

**9.1.1.8 Intentional Disconnection.** An intentional disconnection without a proper and explicitly-stated reason (e.g. rage quit).

**9.1.1.9 TLC Discretion.** Any other further act, failure to act, or behavior which, in the sole judgment of TLC officials, violates these Rules and/or the standards of integrity established by TLC for competitive game play.

**9.1.2 Profanity and Hate Speech.** A Team Member may not use language that is obscene, foul, vulgar, insulting, threatening, abusive, libelous, slanderous, defamatory or otherwise offensive or objectionable; or promote or incite hatred or discriminatory conduct, in or near the match area, at any time. A Team Member may not use any facilities, services or equipment provided or made available by TLC or its contractors to post, transmit, disseminate or otherwise make available any such prohibited communications. A Team Member may not use this type of language on social media or during any public facing events such as streaming.

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

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

**9.1.5 Studio Interference.** No Team Member may touch or otherwise interfere with lights, cameras, or other studio equipment. Team Members may not stand on chairs, tables, or other studio equipment. Team Members must follow all instructions of TLC studio personnel.

**9.1.6 Unauthorized Communications.** All mobile phones, tablets, and other voice-enabled and/or "ringing" electronic devices must be removed from the play

area before the game. Players may not text/email or use social media while in the match area. During the match, communication by a Starter shall be limited to the players on the Starter's team.

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

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

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

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

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

**9.1.7.5** Advertising any pornographic website or pornographic products.

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

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

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

**9.1.8 Identity.** A player may not cover his or her face or attempt to conceal his or her identity from TLC officials. TLC 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 TLC officials.

## **9.2 Unprofessional Behavior**

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

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

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

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

**9.2.5 Statements Regarding TLC, Riot Games, and League of Legends.** Team Members may not give, make, issue, authorize, or endorse any statement or action having, or designed to have, an effect prejudicial or detrimental to the best interest of TLC, Riot Games or its affiliates, or League of Legends, as determined in the sole and absolute discretion of TLC.

**9.2.6 Tribunal Punishment.** If a Team Member is found guilty and punished by the Riot Tribunal, TLC officials may assign an additional competition penalty at their sole discretion.

**9.2.7 Releasing Information Without Approval.** Teams will be asked to submit paperwork for approval or visibility throughout the TLC season. This



paperwork is necessary for maintaining expectations throughout the league. Early announcements can disrupt the competitive scouting a team would use to create strategies for upcoming matches. For this reason, if a Team Member has been told not to release information, as it may undermine the competitive process, and the Team Member proceeds to release said information, then the Team Member and/or Team will be subject to penalties.

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

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

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

**9.2.11 Confidentiality.** A Team Member may not disclose any confidential information provided by TLC or any affiliate of Riot Games, by any method of communication, including all social media channels.

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

**9.2.13 No Poaching or Tampering.** No Team Member or Affiliate of a team may solicit, lure, or make an offer of employment to any Team Member who is signed to any TLC team, nor encourage any such Team Member to breach or otherwise terminate a contract with said TLC team. Violations of this rule shall be subject to penalties, at the discretion of TLC officials. To inquire about the status of a Team Member from another team, managers must contact the management of the team that the player is currently contracted with. The inquiring team must provide visibility to TLC officials before being able to discuss the contract with a player.

**9.2.14 Gifts.** No Team Member may accept any gift, reward or compensation for services promised, rendered, or to be rendered in connection with competitive play of the game, 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 Member by a team's official sponsor or owner.

**9.2.15 Non-Compliance.** No Team Member may refuse or fail to apply the instructions or decisions of TLC officials.

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

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

### **9.3 Association with Gambling**

No Team Member or TLC official may take part, either directly or indirectly, in betting or gambling on any results of any TLC game, match or tournament.

### **9.4 Subjection to Penalty**

Any person found to have engaged in or attempted to engage in any act that TLC 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 TLC.

### **9.5 Penalties**

Upon discovery of any Team Member committing any violations of the rules listed above, the TLC may, without limitation of its authority under Section 9.4, issue the following penalties:

**9.5.1 Verbal Warning(s)**

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

**9.5.3 Loss of Ban for Current or Future Game(s)**

**9.5.4 Fine(s) and/or Prize Forfeiture(s)**

**9.5.5 Game Forfeiture(s)**

**9.5.6 Match Forfeiture(s)**

### **9.5.7 Suspension(s)**

### **9.5.8 Disqualification(s)**

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

In the case of a forfeit during any TLC Games, the involved team will be fined based on percentage of prizes. In a more severe case, the team can be prohibited from joining next season TLC.

### **9.6 Right to Publish**

TLC shall have the right to publish a declaration stating that a Team Member has been penalized. Any Team Members 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.

## **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 TLC, and penalties for misconduct, lie solely with TLC, the decisions of which are final. TLC 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 TLC, from time to time, in order to ensure fair play and the integrity of TLC.