# NLC Fall Open 2020 Rulebook

# 1. Eligibility Requirements

To be eligible to compete in the Tournament, each Player must satisfy all of the
following:

## 1.1. Player Age

1.1.1. No Player shall be considered eligible to participate in any NLC Fall Open
Match:

> before having lived 16 full years. This shall not prevent Teams from signing
> Free Agents who have lived 15 full years, granted that they may not participate
> in an NLC Fall Open Match until they have lived 16 full years.

1.1.2. Any player not having lived 18 full years must have signed permission from a

> legal guardian to participate in the Tournament.

## 1.2. Residency & Representation

1.2.1. Teams will be required to have a minimum of three Locally-Trained

> Representatives (LTR) and three EU Residents (IMP) on their starting line-up at
> all times.

1.2.2. LTRs are defined as players who have fulfilled one or more of the following

> criteria:

> 1.2.2.1. The player has legally resided and been primarily present in the
>
> > competitive area of the NLC for no less than 36 out of the last 60
> > months immediately prior to their participation in the first game of
> > the applicable competition.

> 1.2.2.2. The player has played the majority of applicable matches in
>
> > NLC in no less than two of the last three NLC splits immediately
> > prior to their participation in the first game of the applicable
> > competition.
> >
> > Additionally, a split will count towards the LTR requirement for a
> > player who has been on an NLC or LEC Roster for the majority
> > of the split, even if the player has not been actively participating
> > in the respective ERL , as long as they have not been
> > participating in any other ERL.

> 1.2.2.3. The player has legally resided and been primarily present in the
> competitive area of the NLC for at least 36 months after their 13th birthday,

defined as having lived 13 full years.

1.2.3. In order to be deemed a Resident, a Player must qualify under two possible scenarios:

1.2.3.1. **Provisional Non-Residents:**

A Provisional Non-Resident is a current Non-Resident who has begun accruing time towards becoming a Resident. A Provisional Non-Resident can become a Resident if the Player has legally resided and been primarily present in the region for no less than 48 months out of the last 72 months immediately prior to such Player's participation in the first Game of the applicable competition.

1.2.3.2. **New Non-Residents:**

A New Non-Resident is a Player who was not on the Roster of a Team in the Professional or Accredited League nor relocated to that region for the goal of training in those Leagues between May 11th, 2015 and August 1st 2016. After that date, a Player will be considered a New Non- Resident and unable to obtain residency only by staying within the region for 8 out of the last 12 Splits. A New Non- Resident Player must obtain lawful permanent resident status in the region the Player participates in.

1.2.4. A Player may only be a Resident of a single region at any point in time. Upon joining a Team's Roster, a Player will be considered a Non-Resident until and unless they declare themselves a Resident and meet the standards set forth in this rule. A Player who has lawful permanent resident status in multiple regions cannot be a Resident of two regions simultaneously per this rule.

1.2.5. Players may prove Residency and LTR eligibility by submitting documentary evidence of eligibility. There are two general categories of evidence: government-issued documentation (e.g., government benefits records, military/draft registration papers) and private documentation (e.g., school records, deeds, leases, homeowner association documents, utility bills, bank records/statements, tax returns, insurance documents, medical records & employment records).

Minors may also have a parent or guardian prove Residency or LTR status on their behalf by first, providing documentary evidence of the parent- /guardian-child relationship (e.g., a birth certificate) and second, submitting documentary evidence belonging to the parent/guardian, as outlined above.

1.2.6. LEC secondary Teams are required to maintain at least four EU Residents on their NLC Fall Open roster.

## 1.3. Work Eligibility

1.3.1. Each Player must submit proof that they will be work-eligible in their respective jurisdiction and/or NLC host country/countries, upon request from the organizer, prior to being added to a Team's NLC Fall Open Roster.

1.3.2. For EU states, this requirement means the following:

1.3.2.1. For EU citizens, they must provide a photo or copy of their passport or state issued identity card.

1.3.2.2. For EEA citizens, ensure no additional visas are required.

1.3.3. For non-EU citizens, a valid visa with work-eligibility is required.

## 1.4. Player & Team Eligibility

1.4.1. Teams from the following leagues are allowed to compete in the NLC Fall Open

- NLC
- Telia Esports Series (Sweden, Finland, Denmark, Norway)
- UKLC
- Icelandic Open (Top 2)

1.4.2. If a player has played more than 50% of eligible regular season games in a professional league, as defined by their ability to qualify for the World Championship Event (LCS, LCK, LPL, LMS etc.), in at least two out of the last three completed splits, then they will be considered a "Veteran" player. An NLC Fall Open starting line-up cannot include more than two Veteran players at a time.

1.4.3. Players who played in thirteen or more LEC Matches are ineligible to participate in the NLC Fall Open for the current Split.

1.4.4. Players contracted to a non-LEC organization in any Professional League, as defined by their ability to qualify for the World Championship Event (LCS, LCK, LPL, LMS etc.), are strictly forbidden from engaging in the NLC Fall Open.

## 1.6. NLC Fall Open and Academy Teams

1.6.1. Organizations competing in the NLC Fall Open are allowed to field both their academy team and NLC team. Players and coaches can not be shared among the different rosters.

## 2. Ownership

2.1.1. In order to preserve the integrity of Tournament play, the Team Managers, or

affiliates thereof, shall not have an interest in more than one ERL Team participating in a European Regional League, the UKLC, the NLC Fall Open, or another national league, Academy Teams exempted, as defined below:

An "Interest" in or with a UKLC/NLC Team means any of the following: (i) a direct or indirect financial interest in, or financial relationship with, such UKLC/NLC Team, whether by legal or beneficial ownership, control, contractual relationship, loan agreement, or otherwise (including, for the avoidance of doubt, any buyback provision, right of first purchase, voting rights agreement, lien, deferred, reversion or security interest); or (ii) status as an officer, director, employee, stockholder, owner, affiliate, representative, agent, consultant, or advisor of such UKLC/NLC Team, or any other role whereby a person participates, directly or indirectly, in the financing, operation, marketing, or management of such UKLC/NLC Team or its assets.

Notwithstanding the foregoing, it shall not be considered a violation of Rule 2.1.1 for a Team Manager to have ownership in a common entity or venture that is not a UKLC/NLC Team, with another Team Manager (a "Common Undertaking") that would otherwise constitute an Interest subject to this rule; provided, however, that such interests comprise (i) a solely passive ownership interest in less than ten percent of the capital stock of such Common Undertaking, (ii) such Team Managers do not undertake any operating role (including as an officer, director, employee, representative, agent, consultant ,or advisor, etc.) with, and otherwise has no ability to control or exercise influence over such Common Undertaking, and (iii) such Team Manager has provided written notice to the Organizer of such ownership in a Common Undertaking five business days in advance of such investment.

2.1.2. An Organization or Team may only own one NLC Fall Open Team, except in the instance of the relationship between UKLC or another national league and NLC in regards to Academy Teams.

### 2.2. Recognition of Ownership

2.2.1. The Organizer shall have the right to make final and binding determinations

regarding Team ownership, issues relating to the multiple Team restriction and other relationships that may otherwise have an adverse impact on the competitive integrity of the NLC Fall Open. Any person that petitions for

ownership into the NLC Fall Open can be denied admission at the sole discretion of the Tournament. Team Owners agree that they will not contest any final determination of the Organizer in connection therewith.

2.2.2. If an Owner is found to have any financial interest or benefit or any level of

influence in another Team, the Owner will be required to immediately divest said interest in one of the two Teams and may be subject to punishment by the organizer.

## 3. Rosters

### 3.1. Roster Requirements

3.1.1. Each Team is required to maintain at least five Players across their Roster

during the entirety of NLC Fall Open

3.1.2 A NLC or Academy Team Player cannot be part of two teams submitted in the NLC Fall Open at once and cannot be swapped between the teams.

3.1.3. A Team's Roster can have a maximum of ten Players.

3.1.4. A Team's NLC Fall Open Starting Line-up cannot include more than two Veterans at any given time.

3.1.6. A Team will be allowed a Roster of seven Players as their Play-Offs-

Roster and are required to maintain four Residents and four LTRs in their Play-Offs-Roster.

3.1.7. A Team Member will not be allowed to compete for more than one Organization

simultaneously and cannot be listed on the Roster of more than one Team.

3.1.8. A Team Member cannot have a contractual or financial arrangement with

another Team unless explicitly allowed by the Organizer in writing.

3.1.12. In the case of extenuating circumstances, such as temporary visa issues, a

competitive suspension or a medical emergency the roster requirements may be waived temporarily. Grant of this waiver is at the sole discretion of the Organizer.

### 3.2. Roster Modification

3.2.1. Each team must submit their final roster for the NLC Fall Open on October 4th

end of day. The roster submitted will be the active roster for the tournament. If a Team Manager intends to modify a Roster, the Team Manager must submit requests in compliance with these rules. The request must be submitted in advance of the proposed effective date of any such change, at the earliest possible date and time.

3.2.2. The Team Member designated by the Team will be responsible for Roster management and document submissions.

3.2.4. Requests to modify the NLC Fall Open Starting Line-up for a Team's Match must not be submitted any later than outlined below:

> 3.2.4.1. At least 24 hours prior to the next competitive match the team is due to play

> 3.2.4.2. The organizer can shift this deadline at their discretion by informing affected Teams. If no decision is submitted in time, the Starting Line-up will default to the Starting Line-up used in the Team's last official Match.

3.2.5. The designated Team Member may request to modify their Team's Roster. The request must be submitted in accordance to rule 3.2.6 and 3.2.8.

3.2.6. Changes must be submitted to the Organizer in writing between the 26th and 28th of October and contain the following information: (1) Team's name (2) Head Coach's name (3) Players' name and position (4) Players' Roster status (5) Requested effective date.

3.2.7. All Roster modifications will be considered effective for the next Competitive match upon approval by the Organizer unless explicitly requested otherwise.

3.2.8. During the period between the 26th and 28th of October, the designated Team Member may add up to two new players to the roster. A team may not add a player that is already on another NLC Fall Open roster with the exception of players that participated in the qualifiers but did not qualify for the tournament. A team may not drop any players from the roster to make room for new players.

### 3.3. Substitutions

3.3.1. A Team may substitute a Player between Games of a Match. The Team must notify the Organizer and have the substitution approved, no later than 5 minutes after the conclusion of the previous Game.

3.3.2. In the event of an emergency, a Team will be given up to one hour to find an
immediate Substitute from their Roster for a Game. If a replacement cannot be
found, the Team will forfeit. The organizer will determine if an event qualifies as
an emergency.

3.3.3. Player substitutions have to result in Teams having eligible Rosters.

### 3.4. Coaches

3.4.1. Teams participating in the NLC Fall Open may have a Coach for every Game
that the Team participates in during the pick and ban phase. The Coach is then to
mute him/her-self when the pick and ban timer reaches zero.

3.4.2 A Team can add a coach after the roster lock submission. The Team is obligated to
notify the Organizer of this for the addition to be validated.

3.4.3 A coach can only be fielded as a substitute player in case of an emergency.

### 3.8. Summoner Names

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

3.8.2. Teams will be permitted a team tag of 2-4 characters to be added to the front of
each Player's Summoner Name on the Tournament Realm. These team tags must be a
combination of uppercase letters and/or digits.

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

## 4. Finance

### 4.1. Sponsors

4.1.1. A sponsor may be classified as a Prohibited Sponsorship, then the sponsorship may not be displayed by the Players during the use or play of League of Legends, adjacent to League of Legends related material, the LEC, ERL, EM, NLC Fall Open or any other Riot-affiliated event.

## 4.2. Prize Money

4.2.1. Prize money breakdown can be found below. Total prize pool is 24 000 EUR.

1st: 8,000 EUR
2nd: 5,000 EUR
3rd/4th: 2500 EUR
5-8th: 1500 EUR

# 5. Additional Provisions

## 5.1. Publishing

5.1.1. The Organizer shall have the right to publish a declaration stating that a Team Manager, Team Member and/or Team has been penalized. Any Team Manager, Team Member and/or Team that may be referenced in such declaration hereby waive any right of legal action against the NLC Fall Open,DreamHack AB, League of Legends European Championship Limited, and/or any of their parents, subsidiaries, affiliates, employees, agents, or contractors for publishing such a declaration.

## 5.2. Finality of decisions

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

## 5.3. Right of modification

5.3.1. These rules may be amended, modified or supplemented by the Organizer, in order to ensure fair play and the integrity of official Tournament play.

# 6. Format

## 6.1. NLC Fall Open Qualifiers

6.1.1. The NLC Fall Open qualifiers will be played in two single elimination best of three (3) brackets with the following schedule.

<u>Qualifier 1</u>
Round 1: October 16 - 19:00 CEST
Round 2: October 17 - 13:00 CEST
Round 3: October 17 - 16:45 CEST
Round 4: October 18 - 13:00 CEST
Round 5: October 18 - 16:45 CEST


<u>Qualifier 2</u>
Round 1: October 23 - 19:00 CEST
Round 2: October 24 - 13:00 CEST
Round 3: October 24 - 16:45 CEST
Round 4: October 25 - 13:00 CET
Round 5: October 25 - 16:45 CET


6.1.2. Teams in the qualifier will be seeded based on the summer results from each
league where NLC teams have the higher seed by default. When the qualifier bracket is
announced, each team will be informed if they have the higher or lower seed.


6.1.3 If there are uneven teams in the qualifiers the highest seeded teams will be awarded
a BYE in their first round if needed.


6.1.4 The amount of rounds that will be required to be played in the qualifier brackets will
be determined by the number of invited teams that accept the invitation. If an invited team
declines to participate their spot will be automatically transferred to be available in the
qualifier.


6.1.5 All teams wishing to participate in the NLC Fall Open are required to fill out the Team
Registration Form available here: https://forms.gle/rZCgj9QkVGxyCy449 by September 22
2020 end of day.
Failing to meet this deadline will result in the teams not being able to participate in the
NLC Fall Open. Invited teams along with teams wishing to participate in the Qualifier are
required to fill out the form.


6.1.6 The Organizer has the option to change the format of the qualifiers ahead of the
qualifiers if deemed necessary and is obliged to inform all participating teams of a change
as soon as possible.


6.1.7 A match schedule will be released to all participants as soon as possible after the
registration deadline reaching its end. At this time all teams will also be informed how

many spots for the main event will be distributed to the qualifiers in the scenario that invited teams have declined to participate.

6.1.8 For seeding purposes, all matches in the  open qualifier bracket will be played out. Matches that determine only seed and that are not crucial for a team to reach the Main Event will be best of one.

6.1.9 Extra playdays for qualifier 1 are October 19th and 20th and October 26th and 27th for qualifier 2. Do note that the dates listed above in 6.1.1 are the primary playdates and you are expected to be able to play. It will be a rare situation that would allow a match to be moved.

## 6.2. NLC Fall Open Main event

6.2.1 The NLC Fall Open main event will be played in four groups of four teams in a GSL format. All matches in the group stage will be best of three. Breakdown and full Seeding process for the Main Event will be updated in this ruleset by Friday September 25th.

6.2.2. First and second placed teams in each group advance to the playoffs.

6.2.3. The NLC Fall Open Playoffs will be played in a single elimination bracket in best of three (3) series where the grand final is a best of five (5) series.

6.2.4. In the group stage the higher seed team will have side selection for the first Game in the Match. The higher seed in this case is based on initial seed. For all Games after the first, the losing Team of the previous Game will have side selection.

6.2.5 In the Playoffs the team that won their group will have the higher seed and by that have side selection for the first Game in the Match.

## 6.4. Submission of Side Selection for group stage and playoffs

6.4.1. For the first Match each week all Teams are required to submit their side selection and Starting Roster 24 hours before the start of the first scheduled broadcast. Side select and team rosters will be shared with opposing teams at this deadline as well.

6.4.2. For subsequent Matches of the week, all Teams are required to submit their side selection and Starting Roster no later than 18 hours before the start of the next scheduled broadcast or no later than 15 minutes after the last game on broadcast has concluded, whichever is later.

6.4.3. For all other Games of a Match the Teams must notify a Referee or Organizer

Official of their side selection no later than 5 minutes after the explosion of the Nexus in the previous game. If no decision is submitted, selection will default to Blue Side.

# 7. Match Process

## 7.1. Equipment

7.1.1. For all online matches, Players will be expected to provide all of their own

equipment. This includes, but is not limited to: computers, keyboards, mice, and voice programs. As the Matches will not be played on an offline server, Players will also need to account for their own DDOS and other computer protection. Exclusive responsibility for protection will fall upon the Players and Teams. Additionally, the stability of the Player's hardware and internet connection are the responsibility of the Player. In the event that a Game is played on the live server and not the Tournament Realm both Teams will be required to use the default skins for their selected Champions.

7.1.2. The Organizer may disallow use of specific equipment at their sole discretion

for reasons relating to tournament security, safety, operational efficiency/effectiveness or if the equipment features a company or brand competing with Riot Games, the NLC Fall Open or League of Legends.

## 7.2. Clothing & Apparel

7.2.1. Team Members may wear apparel with multiple logos, patches or promotional

language. All decisions in regard to apparel are at the sole discretion of the Organizer. Objectionable or offensive examples below are listed for illustrative purposes only:

7.2.1.1. Containing any false, unsubstantiated, or unwarranted claims for any product or service, or testimonials, the Organizer considers unethical.

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

7.2.1.3. Containing any material constituting or relating to any activities

which are illegal in any League region, including but not limited to, a lottery or an enterprise, service or product that abets, assists or promotes gambling.

7.2.1.4. 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.

7.2.1.5. Advertising any pornographic website or pornographic products.

7.2.1.6. 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 the Organizer or its affiliates to, any claim of infringement, misappropriation, or other form of unfair competition.

7.2.1.7. Disparaging or libelling any opposing Team or Player or any other person, entity or product.

## 7.3. Tournament Realm Accounts

7.3.1. Players will be provided Tournament Realm Accounts by the Organizer. It is the Players' responsibility to configure their account to their preferences. The Account's Summoner Name must be set to the Player's Official Tournament Handle as approved by the Organizer.

## 7.4. Patch

7.4.1. Matches during the NLC Fall Open will be played on patch 10.19. Changes to the competitive patch and champion availability will be at the sole discretion of the Organizer.

7.4.2. Champions which have not been available on the live server for more than one week will be automatically restricted. Champions that have undergone reworks will be enabled at the sole discretion of the Organizer.

## 7.7. Pick-&-Ban Phase

7.7.1. Once all ten Players have reported to the official game-lobby: the Organizer will request confirmation that both Teams are ready for the Pick-&-Ban Phase. Once both Teams confirm readiness, the Organizer will instruct the game-lobby owner to start the Game.

7.7.1.1. During Online Matches Coaches will be free to communicate with the team. The coach will be responsible for muting themselves before the countdown reaches zero (0) seconds remaining during the Trading Phase.

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

7.7.3. Game Settings:

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

7.7.4. The Organizer may choose to employ either the Tournament Draft feature or a manual draft at their discretion.

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

7.7.6. Draft mode proceeds in a snake draft as follows:

Blue Team = A;
Red Team = B
Bans: ABABAB
Picks: ABBAAB
Bans: BABA Picks:
BAAB

7.7.7. If a Player selects a Champion by mistake in the Pick-&-Ban Phase, the Player must notify the Organizer of their intended selection before the other Team has locked in their next selection. In this case the Pick-&-Ban Phase will be restarted with the same Picks and Bans up until the mistake occurred and the Player may correct the mistake. In the case the other Team has locked in their next selection, before the Player notifies the Organizer, the Pick-&-Ban Phase will not be restarted and the mistakenly selected Champion stays locked in. This rule does not apply if the timer is below five (5) seconds at the time of the choice, or the timer hits zero (0) and a random champion is selected

7.7.8. Teams must complete all Champion trades before the 20-second mark during the Trading Phase, or will be subject to penalties.

## 7.8. Game Start

7.8.1. A Game will start immediately after the Pick-&-Ban Phase is complete, unless otherwise stated by the Organizer. Players are not allowed to quit a Game after the completion of the Pick-&-Ban Phase.

7.8.2. If there is an error in Game Start or the Organizer decides to separate the

Pick-&-Ban Phase and the Game Start, the Blind Pick feature may be used at the discretion of the Organizer. All Players will select Champions in accordance with the valid completed Champion selections.

7.8.3. If a Bugsplat, disconnect or any other failure occurs which interrupts the loading

process and prevents a Player from joining a Game, the Game must be immediately paused until all Players are connected.

## 7.9. Pause

7.9.1. If a Player intentionally disconnects without notifying the Organizer or without pausing, the Organizer is not required to enforce a pause. During any pause Players may not leave their machines unless authorized by the Organizer.

7.9.2. The Organizer may order or execute a pause of a Game at the sole discretion of the organizer.

7.9.3. Players may only pause a Game immediately following an Unintentional Disconnect, hardware/software malfunction or physical interference and must notify the organizer immediately and identify the reason in all chat.

7.9.4. 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 the Organizer 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 Organizer, but not to exceed a few minutes. If the organizer determines that the Player is not able to continue playing within such a reasonable period of time, then the Player's Team shall forfeit the Game unless the Organizer determines that the Game is subject to an Awarded Game Victory at the Official's discretion.

7.9.5. If a Player pauses or un-pauses a Game without sufficient reason as determined by the Organizer, it will be considered unfair play and penalties will be applied at the discretion of the Organizer.

7.9.6. For the fairness of all competing Teams, No one other than the Players currently in game, a Referee or the Organizer are allowed to communicate during a pause.

7.9.7. Each Team has 10 minutes pause time on each map. In the case that the 10 minutes are exceeded the match must continue if the referee indicates it. If a team is unable to keep playing after the pause time is used, they will be forced to surrender

the ongoing game.

### 7.10. Remake Procedure

7.10.1. 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:

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

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

○ Game timer reaches two minutes (00:02:00).

7.10.2. The following are examples of situations in which a game may be remade if

GOR has not been established:

○ If a player notices that the player's rune 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.

○ If the organizer 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).

○ Any circumstance which would permit a restart after GOR.

7.10.3. The following are examples of situations in which a game may be restarted

after GOR has been established.

○ If a game experiences a Terminal Situation at any point during the match.

○ If the organizer determines that there are environmental conditions which are unfair (e.g excessive noise, fan gank, hostile weather, unacceptable safety risks).

7.10.4. Remake Procedure - Terminal Situation. The organizer 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 restarted as per this section. Significant disadvantage is a prerequisite to a remake offer.

7.10.5. Controlled Environment. Certain conditions may be preserved in the event of a

remade game that has not reached GOR, including, without limitation, picks/bans or Summoner spells. If, however, a match has reached GOR then the organizer shall not retain any settings.

7.10.6. 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).

7.10.7. In the event of a technical difficulty which leads the organizer to declare a

restart, the organizer 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), the organizer, in their sole discretion, may determine that a team cannot avoid defeat to a degree of reasonable certainty. The following criteria may be used (but are not required to be used) in the determination of reasonable certainty.

**7.11. Post-Game Process**

7.11.1. The Organizer will confirm and record the Game's result.

7.11.2. The Organizer will inform Players of the remaining time before the next

Game's Pick-&-Ban Phase. Pick-&-Ban Phase will commence as scheduled even if a Team is not fully present. If no Player from a Team is present when the Pick-&-Ban Phase begins that Team shall be deemed to have forfeited the Game.

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

**7.12. Scheduling**

7.12.1. The Organizer may, at its sole discretion, modify the schedule of Matches. In the event of a schedule modification the Organizer will notify all Teams at the earliest convenience.

7.12.2. Players participating in online NLC Fall Open matches must arrive in the game-lobby no later  than 15 minutes prior to the time specified by the Schedule.

**7.13. Referees**

7.13.1. Referees will oversee the NLC Matches, including the following:
○ Checking the Team's Starting Line-up before a Match
○ Announcing the beginning of a Game

○ Ordering pause/resume during a Game

○ Issuing penalties in response to rule violations during the Match

○ Confirming the end of the Match and its results

7.13.2. At all times, Referees shall conduct themselves in a professional and impartial manner. No passion or prejudice shall be shown towards any Player, Team, Team Manager, Head Coach or other individual.

7.13.3. If a Referee makes an incorrect judgment, the judgment can be subject to reversal. The Organizer, at their discretion, may evaluate the decision during or after the Match to determine if the proper procedure was implemented. If the proper procedure was not followed, the Organizer reserves the right to potentially invalidate the Referee's decision. The Organizer will always maintain final say in all decisions set forth throughout the NLC Fall Open.

## 8. Code of Conduct

### 8.1. Competitive Integrity

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

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

● Soft play, which is defined as any agreement among Players to not play at a reasonable standard of competition in a Game.

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

● Sending or receiving signals, electronic or otherwise, from outside sources to/from a Player.

● Deliberately losing a Game for compensation, or for any other reason, or attempting to induce another Player to do so.

● Conspiring to predetermine locations for Free Agents and/or conspiring to fix the salaries of contracts for Team Members and/or potential Team Members.

8.1.3. Hacking, which is defined as any modification of the League of Legends game

client.

8.1.4. Exploiting, which is defined as intentionally using any in-game bug to an advantage.

8.1.5. Looking at spectator monitors.

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

8.1.7. The use of any kind of cheating device and/or cheat program, or any similar cheating method.

8.1.8. Intentional disconnect without a proper and explicitly-stated reason.

8.1.9. Any other act which violates these rules and/or standards established by the Organizer.

8.1.10. A Team Manager/Member may not use language that is obscene, foul, vulgar, insulting, threatening, abusive, libellous, slanderous, defamatory or otherwise offensive or objectionable; or promote or incite hatred or discriminatory conduct, in or near the Match Area, at any time. A Team Manager/Member may not use any facilities, services or equipment provided or made available by the Organizer or its contractors to post, transmit, disseminate or otherwise make available any such prohibited communications. A Team

Manager/Member may not use this type of language on social media or during any public-facing events.

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

8.1.12. Abuse of the organizer, opposing Team Managers/Members, or audience members will not be tolerated. Repeated etiquette violations, including but not limited to touching another Player's computer, body or property will result in penalties. Team Managers/Members and their guests (if any) must treat all individuals attending a Match with respect.

8.1.13. During the Match, communication by a Player on the Starting Line-up shall be

limited to the other Players on their Starting Line-up and the organizer. In addition, the Players are allowed to communicate with their on-stage Coach during the Pick-&-Ban Phase.

## 8.2. Responsibility under Code

8.2.1. 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.

8.2.2. 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.

8.2.3. 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 favours.

8.2.4. Team Managers/Members may not offend the dignity or integrity of a country,

private person or group of people through contemptuous, discriminatory or denigrating words or actions on account of race, skin color, ethnic, national or social origin, gender, language, religion, political opinion or any other opinion, financial status, birth or any other status, sexual orientation or any other reason.

8.2.5. Team Managers/Members may not give, make, issue, authorize or endorse any

statement or action having, or designed to have, an effect prejudicial or detrimental to the best interests of the Tournament, Riot Games or its affiliates, or League of Legends, as determined in the sole and absolute discretion of the Organizer.

8.2.6. Teams may receive or may be asked to submit paperwork for approval or

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

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

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

8.2.9. A Team Manager/Member may not disclose any confidential information provided by the Organizer or any affiliate of Riot Games, by any method of communication.

8.2.10. No Team Manager/Member may offer or accept any gift or reward to a Player, Coach, Team Manager, the organizer, Riot Games employee, or person connected with or employed by another League Team for services promised, rendered, or to be rendered in defeating or attempting to defeat a competing Team. The sole exception to this rule shall be in the case of performance- based compensation paid to a Team Manager/Member by a Team's official sponsor or Owner.

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

8.2.12. No Team Manager/Member may refuse or fail to apply the reasonable instructions or decisions of the Organizer.

8.2.13. No Team Manager/Member may offer, agree, conspire, or attempt to influence the outcome of a Game or Match by any means that are prohibited by law or these rules.

8.2.14. Documentation or other reasonable items may be required at various times throughout the Tournament as requested by the organizer. If the documentation is not completed to the standards set by the Organizer, 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.

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

## 8.3. Penalties

8.3.1. Any person found to have engaged in or attempted to engage in any act that the Organizer 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 Organizer.

8.3.2. Upon discovery of any Team Manager/Member committing any violations of the rules, the Organizer may issue the following penalties:

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

8.3.3. Repeated infractions are subject to escalating penalties, up to, and including, disqualification from future participation in the Tournament. It should be noted that penalties may not always be imposed in a successive manner. The Organizer, in its sole discretion, can disqualify a Team Manager, Team Member or Team for a first offense if the action of the Team Manager, Team Member or Team is deemed egregious enough to be worthy of disqualification by the Organizer. Penalties that state a listed amount of time for discipline will only apply to competitive months. Competitive months are defined as the months in which League of Legends' professional competition is taking place.

8.3.4. Infractions will be governed by the ERL Penalty Index, the LEC Penalty Index and/or the Global Penalty Index for major infractions.

\* \* \*

# 9. Glossary & Exhibits

Availability Declaration Form Exhibit C.

Coach Agreement The contract between an Organization and their Coach.

Competition Week
ek is defined as the timeframe between the first scheduled LEC Match of a week and the first scheduled LEC Match of the next week.

Drop Form Exhibit D.

EM Stands for European Masters, the championship for ERL winners.

ERL
l Leagues, including the following Leagues: ERL France, ERL DACH, ERL NLC, ERL Poland, ERL Spain, ERL Balkan, ERL Italy, ERL Portugal, ERL Czech Republic & Slovakia, ERL Greece, ERL Benelux, ERL Baltics.

EU Competitive Region
itive Region is defined as: Albania, Andorra, Austria, Belgium, Bosnia and Herzegovina, Bulgaria, Croatia, Cyprus, Czech Republic,

Finland, France, Germany, Greece, Hungary, Iceland, Ireland, Italy, Kosovo, Latvia, Liechtenstein, Lithuania, Luxembourg, Macedonia, Montenegro, Netherlands, Norway, Poland, Portugal, Romania, San Marino, Serbia, Slovakia, Slovenia, Spain, Sweden, Switzerland, United Kingdom (UK), Vatican City (Holy See).

### Free Agent
Player eligible to participate in the League and either (1) has not yet signed a valid written Player Agreement with a Team or (2) has been released from a Team or has had a contract expire without renewal.

### Free Agent Signing Approval Request Form

### Exhibit B.

### Game
mpetition on the Summoner's Rift map in League of Legends which is played until a winner is determined by whichever of the following occurs first: (1) Destruction a Nexus (2) Surrendering (3) Forfeiting (4) Awarded Game Victory

### Gameplay Elements
Gameplay Elements include but are not limited to Items, Champions, Skins, Runes, Summoner Spells.

### Global Contract Window
h contracts need to expire if they extend past the current Season's World Championship. The Global Contract Window opens on the following dates: 19th of November 2019, 17th of November 2020, 16th of November 2021

### Global Penalty Index
https://esports-assets.s3.amazonaws.com/production/files/rules/Esports_Glob al_Penalty_Index.pdf

### Intentional Disconnect
onnection due to the Player's actions. Any actions of a Player leading to a disconnect are considered intentional, regardless of actual intent of the Player.

### IMP Resident
ovement Policy. A Player is classified as a Resident of a region if the Player has obtained residency status as defined in Rule 1.2.5.

League of Legends European Championship. The highest level of professional LEC competition in Europe.

LEC Penalty Index To be announced

League The governing body of the LEC, ERL & EM.

LTR

Locally Trained Representative. A status that can be acquired by players as outlined in 1.2.2.

Prohibited Sponsorship

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

● Any other video game, other video game developer, or publisher
● Any video game consoles
● Any esport or other video game tournament, league, or event
● Any other esports team, owner, or affiliate thereof
● Any prescription drugs
● Firearms, ammunition or firearm accessories
● Pornography or pornographic products
● Tobacco products or paraphernalia
● Betting or gambling providers (bookmakers and betting sites)
● Non-beer/wine Alcohol products (including non-alcoholic beverages marketed by alcohol companies) or other intoxicants the sale or use of which is regulated by Applicable Law
● Sellers of or marketplaces for virtual items known to be counterfeit or illegal
● Seller of or marketplaces for goods or services that violate the LoL Game Terms of Use
● Fantasy esports operators (including daily fantasy)
● Political campaigns or political action committees
● Charities that endorse particular religious or political positions, or are not reputable (by way of example, Red Cross, Stand-Up to Cancer and other similar mainstream charities would be considered reputable)
● Cryptocurrencies, or any other unregulated financial instruments or markets
● Beer and wine products

Match

A set of Games which is played until one Team wins a majority of total Games. The winning Team will either receive a win tally in the League format or advance to the next round in the tournament.

Match Area

The area immediately surrounding any League-provided PCs for the competition. During Matches, presence in the Match Area is restricted to the Starting Line-up.

Organization The entity owning the Team.

Player Agreement The contract between an Organization and their Player.

Professional Esports Leagues

League of Legends European Championship, the North American League of Legends Championship Series, the Garena Premier League/League of Legends Master Series, League of Legends Champions Korea, and the Tencent LoL Professional League, and any other league that represents the highest tier in the region that is eligible to qualify a Team to the League of Legends World Championships are considered Professional Esports Leagues.

Referee

Referees are organizers who are responsible for making judgments on every match-related issue, question and situation which

occurs before, during, and immediately following a Match.

Reserve Player A Player on the Reserve Roster.

Reserve Roster

s Roster who are in the process of becoming eligible to be on the LEC or ERL Roster but are not yet (e.g.: Players who are 16, Players who have applied for a visa but have not received it yet, Players currently banned competitively.)

Roster The sum of a Team's Active Rosters, Substitute Rosters and Reserve Roster.

Season

ntirety of the year between the start of the Free Agency Window in a given year and the start of Free Agency in the year that follows.

Secondary Team An LEC team's respective ERL team.

Accredited Esports Leagues
Any league which qualifies directly into any of the Professional Esports Leagues.

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

Splits Spring and Summer Split.

Spring Split
The period from the first Match of a Season until the end of the first Play- Offs/Promotion Tournament (extending to any international League-Events).

Starter A Player on the Starting Line-up.

Starting Line-up The five Players actively participating for a Team in a given Game.

Substitute A Player who is on a Team's Substitute Roster.

Summer Off-Season The period between Spring & Summer Split.

Summer Split
The period from the first Regular Season Match after Spring Play-Offs until the start of Free Agency.

Team Manager A Team's Owner, Co-Owner, General Manager or other Manager.

**Team Member** A Player or Coach of a Team.

**Trade Approval Request Form** Exhibit A.

**Unintentional Disconnect**
A Player losing connection due to issues with the game client, platform, network or PC.

**Veteran**
...yed more than 50% of eligible Regular Season Games in a Professional League in at least two out of the last three completed Splits.

**Victory Time**
The time it took a Team to win their Games in aggregate against all other Teams in the tiebreaker.

**Winter Off-Season**
The period between one Season's Summer Split & Spring Split of the following Season.