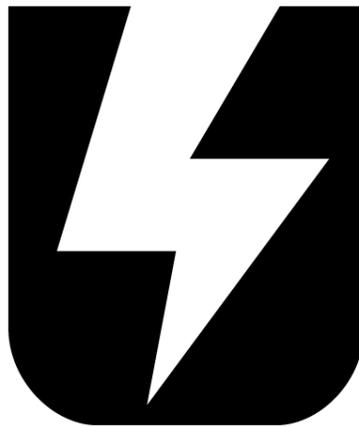


ULTRALIGA



**2019 Season
Official Rulebook**

Introduction and Purpose

These official rules of the Ultraliga, which is a part of European Regional League, apply to each of the Teams who have qualified to play in the Ultraliga in 2019. These rules also apply to the Teams' Team Managers & Team Members and other employees but apply only to official League play and not to other competitions, tournaments or organized play of League of Legends.

League of Legends European Championship Limited, a limited liability company registered in the Republic of Ireland, has established these rules for the competitive play of League of Legends in order to unify and standardize the rules used in competitive play.

FRENZY, a limited liability company has adapted these official rules to ensure the integrity of the system established by the League of Legends European Championship Limited for all League of Legends games, as well as to ensure a balance of competition between teams at every level of competition.

These official rules are designed solely to ensure the integrity of the system established by the League for professional play of League of Legends and a competitive balance among the Teams that play at the professional level. Standardized rules benefit all parties who are involved in the amateur, semi-professional and professional play of League of Legends, including the Team Managers, Team Members and Teams. Rules that impact all regions can be seen here: http://www.lolesports.com/en_US/eu-lcs/eu_2018_summer/about/globalRules.

The terms of engagement between Team Managers, Team Members and Teams are left to each of the Teams and its Team Managers/Members.

1. Representation & Eligibility

To be eligible to compete in in the Ultraliga, which is part of the European Regional League (ERL), each Player and Organisation must satisfy all of the following:

1.1. Age

- 1.1.1. No player shall be considered eligible to participate in any ERL or EM Match before having 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 an ERL.
- 1.1.3. Ultraliga Officials have the right to request a document confirming the required age or a document signed by a legal guardian, consenting to the participation of the Player in Ultraliga.

1.2. Representation and Residency

- 1.2.1. ERL Teams will be required to have a minimum of three Locally-Trained Representatives (LTR) on their starting lineup at all times.

Locally-Trained Representatives (LTR) are defined as players who have fulfilled one or more of the following criteria:

- 1.2.1.1. The player has legally resided and been primarily present in the competitive area of the ERL for no less than 36 out of the last 60 months immediately prior to their participation in the first game of the Ultraliga.
- 1.2.1.2. The player has played the majority of applicable matches in an ERL in no less than two of the last three ERL splits immediately prior to their participation in the first game of the application tournament. Additionally, a split will count towards the LTR requirement for a player who has been on an ERL Team's 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. A player may only be an LTR of a single ERL at any point in time. A player will not be considered a representative until they have declared themselves as an LTR to the respective ERL.

1.2.3. Players may prove their LTR status by submitting documentary evidence of eligibility to the ERL.

1.2.3.1. 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 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.

1.2.4. Players who have played in an ERL in 2018 and have not claimed LTR status in any ERL may claim LTR status for the ERL they participated in most recently.

1.2.5. Players may claim LTR status if they have been legally residing and been primarily present in the ERL's competitive area for at least 36 months after their 13th birthday, defined as having lived 13 full years.

If a Player can prove they have not claimed LTR status in any ERL in the past and cannot currently claim LTR status for any ERL using the clauses above, the Ultraliga Officials may grant LTR status to the player at their sole discretion.

1.2.6. In order for a team to participate in an ERL, a maximum of two players can be non-EU-residents, as defined by their IMP status, with EU defined as Albania, Andorra, Austria, Belgium, Bosnia and Herzegovina, Bulgaria, Croatia, Cyprus, Czech Republic, Denmark, Estonia, Finland, France, Germany, Greece, Hungary, Iceland, Ireland, Italy, Kosovo, Latvia, Liechtenstein, Lithuania, Luxembourg, Macedonia, Malta, Monaco, Montenegro, Netherlands, Norway, Poland, Portugal, Romania, San Marino,

Serbia, Slovakia, Slovenia, Spain, Sweden, Switzerland, Ukraine, United Kingdom (UK), Vatican City (Holy See). Additionally teams may have a maximum of two players on their roster that are not residents within the host country/countries of the respective ERL.

For 2019 the following residency rules will still be applicable as an alternative to the representation regulations outlined in section 1.2:

- 1.2.7.** At least three out of the five players on the starting Line-up of a Team are required to be Residents of Europe, including all substitutes associated with their Team. Europe is defined above in rule 1.2.6.
- 1.2.8.** Players in an ERL must be able to prove current Residency within the host country/countries of the respective European Regional League and within the EU competitive region. A team may have a maximum of two players who are not current Residents within the host country/countries of the respective European Regional League.

1.3. Work Eligibility & Player Contracts

- 1.3.1.** Players must prove that they are work-eligible in their respective jurisdiction and/or ERL host country/countries.
- 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, ensure no additional visas are required.
- 1.3.3.** For non-EU citizens a valid visa with work eligibility is required.
- 1.3.4.** For Semi-Professional Teams:
 - 1.3.4.1.** All players must be employed under their respective legal jurisdiction.
 - 1.3.4.2.** Player contracts may not include any of the following:
 - Non-compete clauses preventing players from joining other teams after their contract has ended.

- Right of first refusal clauses, allowing the players current team to match an offer from a new team and thus forcing the player to remain, regardless of the players desire.
- Automatic renewal by silence clauses. Players must agree to any contractual extensions or new agreements with the team.
- Contract length over 2 years.

1.3.4.3. Player contracts must include the following:

- An option for the player to terminate in the following cases:
 - The team is removed from the ERL.
 - The player is removed from the roster. (Please note, getting removed from the starting lineup does not trigger this.)
- An exemption to confidentiality (for the purpose of providing a contract outline to the Ultraliga Officials).
- End dates that align with the Global Contract Window stipulated end dates. (np. 18th November 2019 r., 16th November 2020 r.)

1.4. Player & Team Eligibility

1.4.1. All Players may only compete in one ERL at a time. If a player has participated in more than:

1.4.1.1. For League formats - 50% of the matches in an ERL regular split

1.4.1.2. For Tournament/Circuit formats - 50% of the tournaments in the circuit

They will be considered locked into that League. Players that are locked into a League may transfer freely in between splits.

- 1.4.2.** If a player has played more than 50% of eligible regular season games in a professional league in at least two out of the last three completed splits, then they will be considered a “Veteran” player. An ERL active roster and starting lineup cannot include more than two Veteran players at a time.
- 1.4.3.** A Player who has played more than 90% of Regular Season Games in the LEC will not be eligible to participate in the ERL Play-offs or European Masters
- 1.4.4.** Current starters in any premier regional league, as defined by their ability to qualify for the World Championship Event (LEC, LCK, LPL, LMS etc.), are strictly forbidden from engaging in an ERL.

1.5. No Riot or ERL Employees

- 1.5.1.** Team Owners and Team employees may not be employees of Riot Games Inc. (“RGI”), League of Legends eSports Federation LLC or FRENZY or any of their respective affiliates. “Affiliate” is defined as any person or other entity which owns or controls, is under the ownership or control of, or is under common ownership or control with, the named Riot and/or ERL entities above. “Control” shall mean the power, through any means, to determine the policies or management of an entity, whether through the power to elect, appoint or approve, directly or indirectly, the directors, officers, managers or trustees of such entity or otherwise.

2. Ownership

2.1. Ownership Restrictions

- 2.1.1.** In order to preserve the integrity of official ERL play, Teams/Organisations will be prohibited from owning multiple Teams across all European Regional Leagues, including the ERL they are currently participating in.

An “Interest” in or with a Professional Esports Team means any of the following: (i) a direct or indirect financial interest in, or financial relationship with, such Professional Esports 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 Professional Esports Team, or any other role whereby a person participates, directly or indirectly, in the financing, operation, marketing, or management of such Professional Esports 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 Professional Esports 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 League of such ownership in a Common Undertaking five business days in advance of such investment.

- 2.1.2.** No Team Manager/Member of a Team who played in the ERL may purchase or otherwise attempt to own/control another Team

in the ERL without a complete ERL Split having taken place since their last point of participation in the LEC.

2.1.3. Professional Teams/Organisations may own a maximum of one ERL team across all European Regional Leagues.

2.1.4. Teams/Organisations are only allowed to participate in one ERL per split and will have a one split cooldown should they decide to move to another ERL.

2.2. Recognition of Ownership

2.2.1. Ownership of a Team competing in an ERL or EM should be clearly indicated by the starters of the Team to Ultraliga Officials.

2.2.2. The Ultraliga Officials shall have the right to make final and binding determinations regarding Team ownership, issues relating to the multiple Team restriction and other relationships that may otherwise have an adverse impact on the competitive integrity of the ERL.

3. Rosters

3.1. Roster Continuity

- 3.1.1.** Each Ultraliga Team is required to maintain & keep under contract one Team Manager, one Head Coach and at least five Players across their Active Roster during the entirety of each Ultraliga Split.
- 3.1.2.** No individual may simultaneously hold two or more of the roles listed above.
- 3.1.3.** An ERL Team must retain at least three players from the active roster that played in their respective ERL Finals in order to claim any slot in the European Masters event.

In the case of multiple claimants, tiebreaker rules from the EM Rulebook will be employed.

3.2. Roster Requirements

- 3.2.1.** Each Team is required to maintain, at all time during the ERL, five players in the starting lineup.
- 3.2.2.** Each Team can have a maximum of five players in the substitute roster.
- 3.2.3.** ERL Teams can have a maximum of ten players on their active roster. The active roster is made up of the starting lineup and substitute roster combined.
- 3.2.4.** A Player will not be allowed to compete for more than one Organization simultaneously and cannot be listed on the Roster of more than one Team.
- 3.2.5.** All Players on a Team's Roster must have a written contract with the Team they are playing for. For Players on the Active Roster & Substitute Roster this has to be in the form of an employment contract. Assignments of written contracts must be in writing.

The written contract must represent the entirety of obligations between the Player and the Organization. Any obligation outside

of the contract which has not been submitted to the Ultraliga will not be recognized by the Ultraliga Officials.

All changes, sales or transfers to third parties of the contracts must be in writing. Any verbal changes, sales or transfer of contracts to third parties do not meet this requirement.

- 3.2.6.** A Player cannot have a contractual or financial arrangement with another Team unless explicitly allowed by the Ultraliga Officials in writing.
- 3.2.7.** All Players on a Team's Roster must have a current rating of Diamond 4 or above in 5v5 Summoner's Rift Ranked Solo/Duo or Ranked Flex.
- 3.2.8.** In the case of extenuating circumstances, such as temporary visa issues or a competitive suspension, the roster requirements may be waived temporarily.

Grant of this waiver is at the sole discretion of the Ultraliga Officials.

3.3. Active Roster Submission & Modification

- 3.3.1.** W terminie wyznaczonym przez Przedstawicieli Ultraligi, przed startem każdego sezonu, Organizacja jest zobowiązana do zgłoszenia Aktywnego Składu zgodnie z wymaganiami wskazanymi powyżej, w sposób określony przez Przedstawicieli Ultraligi.
- 3.3.2.** Organizations are eligible to modify the Active Roster on dates set by Ultraliga Officials.
- 3.3.3.** The dates in which Organizations can make changes to the Active Composition (Transfer windows) are:
 - After 4th Week: 14th – 16th February
 - After 7th Week: 7th – 9th March
- 3.3.4.** In one split, player can change his Organisation only once. This means that during the entire Split, each player can play in up to two different Teams.

- 3.3.5. Changes in Active Roster must be submitted to Ultraliga Officials in writing.
- 3.3.6. Wszystkie zmiany w Aktywnym Składzie muszą być zgłoszone Przedstawicielom Ultraligi.
- 3.3.7. All Active Roster modifications will be considered effective immediately upon approval by Ultraliga Officials unless explicitly requested otherwise.
- 3.3.8. Teams are restricted from announcing any Active Roster changes needing Ultraliga Officials approval as final until they have been approved. However, announcements can state that the Active Roster change is under review from the League. This includes any acquisitions and re-signings to the same Organisation.

3.4. Starting Lineup Modification

- 3.4.1. All Teams are required to submit the Starting Lineup by 23:59 on the day preceding the match.
- 3.4.2. If no decision is submitted in time, starting line-up will default to the line-up used in the Team's last official Match.
- 3.4.3. In the event of an emergency, a Team will be given up to two hours to find an immediate Substitute from their Roster for a Game. If a replacement cannot be found, the Team will forfeit. League Officials will determine if an event qualifies as an emergency.
- 3.4.4. Ultraliga Officials can shift the Starting Lineup submission deadline at their discretion by informing affected teams.
- 3.4.5. Player substitutions have to result in Teams having eligible Starting Lineups.

3.5. Team Manager

- 3.5.1. Each Team is required to maintain, at all times, one designated Team Manager who is responsible for administering team commitments associated with weekly Ultraliga activities including, but not limited to, content requests, game schedule or onsite studio

coordination. This same person is responsible to travel with the team to all events, domestic or international, to uphold the aforementioned duties.

3.6. Head Coach

- 3.6.1.** The Head Coach is required to be on-site for every Game that the Team participates in. The Head Coach can only represent one Team. The Head Coach cannot be affiliated with more than one Organization in any capacity.

4. Prize Money and Finances

4.1. Prizes

- 4.1.1.** The team, regardless of the legal form held, is obliged to provide the Organizer with all the data required by him, which will be used to pay the prize.
- 4.1.2.** All prizes will be pay out up to 90 days after the Ultraliga finals.
- 4.1.3.** In the case of payment of prizes to natural persons, the Organizer, in order to settle tax issues, indicates the following:
- For amounts up to 2 000 PLN, the Organizer raises the prize by 11.11%
 - For amounts over 2 000 PLN, the Organizer raises the prize by 10%
- 4.1.4.** In the case of payment of prizes to legal entities, the Organizer, in order to regulate tax issues, indicates the following:
- The settlement will be based on the VAT invoice issued for services rendered.
 - The paid prize will be increased by the currently applicable income tax in order to balance the liabilities arising from the corporate income tax (CIT).
- 4.1.5.** In the case of inability to pay due prizes based on a VAT invoice or payment note increased by a tax on awards, the Organizer reserves the right to pay the prize based on information received from the team, manager or owners on the following principles:
- The representative of the team is obliged to send the Organizer a form, which will be the basis for payment of the due prize for the position in the league.
 - Payment of the prize will be made on the basis of the above document, with the reservation that 1/7 of the prize due is reserved for the entity, regardless of its legal status.

- Tax issues in this situation will be determined using the interpretation of the legal form in accordance with the provisions contained in points 4.1.3 and 4.1.4.

4.2. Prize Pool Distribution

4.2.1. The prize pool is 100 000 PLN and is divided into Regular Season (40 000 PLN) and Play-offs (60 000 PLN).

4.2.2. The distribution of the prize pool for the Regular Season is as outlined below:

Position	Prize
1.	12 000 PLN
2.	8 000 PLN
3.	5 000 PLN
4.	4 000 PLN
5.	3 500 PLN
6.	3 000 PLN
7.	2 500 PLN
8.	2 000 PLN

- 4.2.3.** The distribution of the prize pool for the Play-offs is as outlined below:

Position	Prize
1.	30 000 PLN
2.	15 000 PLN
3.	7 000 PLN
4.	4 000 PLN
5./6.	2 000 PLN
5./6.	2 000 PLN

4.3. Costs covered by the Organizer

- 4.3.1.** In the case of the requirement of the arrival of players and teams in the promotional video, or the league Ultraligi in the studio, pay for accommodation and travel station lies with the Ultraliga organizers.
- 4.3.2.** In connection with the above, the Ultraliga Officials at the latest 5 days before the planned recording of promotional materials will inform the team about the required people, necessary to ensure the proper course of recording promotional materials or participation in the competition. These people will be paid for and traveled by the Organizer in accordance with the provisions contained in section 4.3.
- 4.3.3.** The organizer indicates that it is possible to travel by private form of transport to the place of promotional materials or to participate in competitions. Reimbursement of fuel costs will be made on the basis of a submitted VAT invoice or invoice, after prior approval of the forms of transport by the Organizers.
- 4.3.4.** The organizer covers travel costs up to 300 PLN per person and only on the territory of Poland.
- 4.3.5.** In a situation where the participant of the Ultraliga games due to the place of residence is obliged to use the transport in the form of airlines in order to reach promotional materials or to participate

in competitions, the Organizer undertakes to cover the purchase of airline tickets or return costs incurred by the participant on the basis of a submitted VAT invoice or invoice, after prior acceptance of the total costs by the Organizers.

4.4. Sponsors

- 4.4.1.** No Team may have an agreement with a sponsor which may be deemed objectionable or offensive.
- 4.4.2.** No person or entity may hold the naming rights to more than one ERL Team at a time. A sponsor which holds naming rights to a Team may not sponsor other Teams participating in the same ERL in any capacity. No person or entity acting as an owner, partial or total, or as a corporate officer for one Organization may sponsor a Team of a different Organization through themselves, a direct connection, another Organization they represent, or a proxy.
- 4.4.3.** Teams cannot have multiple brand names in their Team name unless they comply with the naming restrictions set forth in the Team Name Sponsor Integration Policy.

5. Additional Provisions

5.1. Social Media Requirements and Best Practices

- 5.1.1.** Organizations in Ultraliga are required to actively keep accounts on Social Media sites such as Facebook, Twitter and Instagram. In addition, the Organization is required to maintain Social Media accounts such as Facebook, Twitter and Instagram for all its Players from active roster in order to promote their own brand, Players and Ultraliga games.

5.2. Publishing

- 5.2.1.** Ultraliga Officials 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 FRENZY, Riot Games, Inc., and/or any of their parents, subsidiaries, affiliates, employees, agents, or contractors for publishing such a declaration.

6. Format

6.1. Glossary

- 6.1.1. **Game.** An instance of competition 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.
- 6.1.2. **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. In the "Best of One", the terms Game and Match and can be used interchangeably.
- 6.1.3. **Split.** Scheduled league play that will occur over an approximately three-month period of time. The 2019 Spring Season will be divided into two splits (Spring and Summer). Each split will consist of three phases: (a) Regular Season, (b) Play-offs, which will occur at the conclusion of the Regular Season, and (c) a Promotion Tournament

6.2. Regular Season

- 6.2.1. Each Team will face each Team in two Best-of-1s per Split.
- 6.2.2. The right for side selection during the Regular Season will be pre-selected by the Ultraliga Officials ensuring each Team will have once Blue Side and once Red Side against every opposing Team once.
- 6.2.3. Standings in the League will be determined by the amount of Matches won.
- 6.2.4. After all Regular Season matches have been concluded, bottom two teams (7th and 8th places respectively) will go to the Promotion Tournament.

- 6.2.5. A full schedule of dates and Matches will be provided by the Ultraliga Officials.

6.3. Play-offs

- 6.3.1. This phase consists of a four-round hybrid-gauntlet tournament among the top six Teams from the Regular Season, seeded according to their Regular Season standings.

- 6.3.2. In the first round the third seed will choose to face either the fifth or sixth seed in Match 1 and the fourth seed will face the fifth/sixth seed which has not been chosen in Match 2. The winning teams will advance to the second round, the losing teams will be eliminated.

The third seed will be required to submit their choice of opponent no later than five minutes after nexus explosion in the final game of the regular season. If the third seed is playing in that final game, the deadline will be increased to 15 minutes after nexus explosion in that game.

- 6.3.3. In the second round the two teams advancing from the first round will play each other in Match 3. In Match 4, the first and second seeds will play against each other.

The winner of Match 3 will advance to the third round where they will face the loser of Match 4. The winner of Match 4 will advance to the final.

- 6.3.4. In the third round the winner of Match 5 will advance to the final, where they will play against the winner of Match 4.

- 6.3.5. In the Ultraliga Play-Offs the higher seed will have side selection for the first Game in a series. For all Games after the first, the losing team of the previous Game will have side selection.

- 6.3.6. Each Match will be played as a Best of 5.

6.4. Tiebreakers

- 6.4.1.** When used herein, the total game victory time (“Total Game Victory Time”) shall be considered the total amount of time it took a team to win their games against all other teams in the tiebreaker. In any situation where the Total Game Victory Time between tied teams is identical, the Total Game Victory Time shall be substituted by the total amount of game time it took a team to win all of their games in the applicable Split.
- 6.4.2.** If two Teams have the same match winning percentage, the first tie-breaker is head-to-head records. If one Team has won more than 50% of the matches between the two teams, they shall be declared the winner of the tie-breaker and will be awarded the higher seeding. If the two Teams have identical head-to-head records (as defined as each team winning 50% of matches between the two Teams), then said teams will play one tiebreaker game to determine the final standings.
- 6.4.3.** 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 one or more Teams have won/lost more than 50% of the Matches in aggregate against every Team in the tiebreaker, they are automatically granted the higher/lower place(s) available in the tiebreaker, and a new tiebreaker is declared amongst the remaining Teams. If no single team owns a winning or losing record against all other teams the following rule will be applied.
- 6.4.4. 3-way-tie.** A single round-robin will be played among the three Teams. If this does not result in hierarchical standings of Teams, then the three Teams will be drawn into a single-elimination bracket where the Team with the lowest Victory Time from the single round-robin tiebreaker games has a bye into the finals.
- 6.4.5. 4-way-tie.** The Teams will be drawn into two first-round matches (Game 1 and Game 2) based on their Victory Time. The winners of Game 1 and Game 2 will then face off in Game 3 while the losers face off in Game 4. The winner of Game 3 will be awarded the highest standing being decided by the tiebreaker, and the loser of Game 3 will be awarded the next highest standing being decided by the tiebreaker. The winner of Game 4 will be awarded the next highest standing being decided by the tiebreaker and

the loser of Game 4 will be awarded the lowest standing being decided by the tiebreaker.

- 6.4.6. 5-way-tie.** The Teams will be drawn into a single-elimination bracket based on their Victory Time, where there is a play-in between the two Teams with the highest Victory Time for the fourth semi-final spot. The tournament will require a 3rd-place Game to determine 3rd/4th place.
- 6.4.7. 6-way-tie.** The Teams will be drawn into a single-elimination bracket based on their Victory Time, where the two Teams with the lowest Victory Time have a bye into the semi-final round. The tournament will require a 3rd-place Game to determine 3rd/4th place.
- 6.4.8. 7-way-tie.** The Teams will be drawn into a single-elimination bracket based on their Victory Time, where the Team with the lowest Victory Time has a bye into the semi-final round. The tournament will require a complete loser's bracket to determine seeding for all slots.
- 6.4.9. 8-way-tie.** The Teams will be drawn into a single-elimination bracket based on their Victory Time. The tournament will require a complete loser's bracket to determine seeding for all slots.
- 6.4.10.** All tiebreaker games will be played as single Best of 1 Games.
- 6.4.11.** For all tiebreaker-games the right for side selection will be determined by the lower Victory Time.
- 6.4.12.** If the Victory Time is identical for multiple Teams, the hierarchy will be determined by a coin flip.
- 6.4.13.** Tiebreaker games will not be played if their outcome will not have any competitive implications.

7. Match Process

7.1. Clothing & Apparel

7.1.1. Players must wear official approved Team jerseys during all Ultraliga Matches and approved Team branded apparel during all pre-/post-match interviews.

7.1.2. All Players on the Starting Lineup must wear closed-toe shoes and matching jerseys & pants. The attire will require approval from the League.

7.1.3. 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 League. Objectionable or offensive examples below are listed for illustrative purposes only:

- Containing any false, unsubstantiated, or unwarranted claims for any product or service, or testimonials, the Ultraliga Officials consider unethical.
- Advertising any non-"over the counter" drug, tobacco product, firearm, handgun or ammunition.
- Containing any material constituting or relating to any activities which are illegal in any League region, including but not limited to, a lottery or an enterprise, service or product that abets, assists or promotes gambling.
- Containing any material that is defamatory, obscene, profane, vulgar, repulsive or offensive, or that describes or depicts any internal bodily functions or symptomatic results of internal conditions, or refers to matters which are not considered socially acceptable topics.
- Advertising any pornographic website or pornographic products.
- Containing any trademark, copyrighted material or other element of intellectual property that is used without the owner's consent or that may give rise to, or subject the League

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

- Disparaging or libeling any opposing Team or Player or any other person, entity or product.

7.1.4. Coaches must wear, at a minimum, business casual attire while at the studio. Business casual does not include: athletic wear, sneakers, team-branded apparel.

7.1.5. Hats are not allowed. A Player may not cover their face or attempt to conceal his or her identity from Ultraliga Officials. Ultraliga 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 Ultraliga Officials.

7.1.6. The Team Jerseys and Team branded apparel may contain placed sponsors' logotypes in the manner indicated by the Ultraliga Officials.

7.2. Pre-Match Setup

7.2.1. All Teams are required to submit the Starting Lineup in the way indicated in section 3.4.

7.2.2. Side declaration for best of matches will be decided between games after game 1. Teams with side choice for the respective game will have 5 minutes after the Nexus explodes to select their side for the next game.

7.2.3. For best of matches, the Team has five minutes from the moment the Nexus explodes to notify the Ultraliga Officials about change in the Starting Lineup.

7.2.4. Ultraliga Officials will decide how the official game lobby will be created. Players will be directed by Ultraliga Officials to join a game-lobby, as soon as Setup Time has ended, in the following order of positions: Top, Jungle, Mid, Bot, Support.

7.2.5. All Ultraliga matches must start at the time specified on the match site and/or provided by the Ultraligi Organizer or Officials. Any changes to the date of the match must be accepted by the

administration of the competition. All players should be ready to start the match 20 minutes before the planned start of the game.

7.2.6. Players are required to be present and ready to play no later than 20 minutes before the scheduled start time of the match. Players from the next match on a given day are required to appear in the lobby of the match no later than on the start of the previous match. Delaying the start of the meeting will result in financial penalties as well as the loss of bans during the next game in the same series or next match, if it is not possible to make a penalty in the current match due to its completion. The following penalties are issued for delaying the start of the match:

- A 5-minute delay results in the loss of all bans in the first phase of Pick&Ban Phase
- A 10-minute delay results in the loss of all bans in the first and second phase of Pick&Ban Phase
- Any delay in starting a match results in a financial penalty being imposed on the Team by reducing the potential prize by 25%.

7.2.7. Matches during the 2019 Season will be played on the respective patch available on the Live Server, once a sufficient testing period has occurred. Changes to the competitive patch and champion availability will be at the sole discretion of the Ultraliga Officials.

7.2.8. Players will be provided Tournament Realm Accounts by the League. 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 League.

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

7.3. Match Procedures

7.3.1. Game Settings:

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

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

7.3.3. Ultraliga Officials may choose to employ either the Tournament Draft feature or a manual draft at their discretion. 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 League.

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

- Bans: A B A B A B
- Picks: A BB AA B
- Bans: B A B A
- Picks: B AA B

7.3.5. If a Player selects a Champion by mistake in the Pick-&-Ban Phase, the Player must notify a League Official 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 a League Official, the Pick-&-Ban Phase will not be restarted and the mistakenly selected Champion stays locked in.

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

7.3.7. A Game will start immediately after the Pick-&-Ban Phase is complete, unless otherwise stated by a League Official. Players

are not allowed to quit a Game after the completion of the Pick-&-Ban Phase.

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

7.3.9. 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 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).

7.3.10. Players may only pause a match immediately following any of the events described below, but must signal an League official immediately after the pause and identify the reason. Acceptable reasons include:

- An Unintentional Disconnection
- A hardware or software malfunction

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

7.3.11. All decisions regarding the remake of the game are taken only by the Ultraliga Officials.

The following are examples of situations in which a game may be remade if GOR has not been established:

- If a player notices that player's rune, mastery, or GUI settings have not applied correctly due to a bug between the game lobby and match, player can pause the game to adjust these settings. If the settings cannot be correctly adjusted, then the game may be restarted.

7.3.12. The following are examples of situations in which a game may be restarted after GOR has been established.

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

Certain circumstances must be met before a restart may occur. Ultraliga 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 Ultraliga Officials. 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 Version 4.01; January 9th, 2017 50 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.

7.3.13. All decisions about remaking the game involve the same champions and bans, while the game will not be resumed from the exact same moment. The game will start again, just like the first time.

7.4. Post-Game Process

- 7.4.1.** Ultraliga Officials will confirm and record the Game's result.
- 7.4.2.** Players will inform Ultraliga Officials of any technical issues.
- 7.4.3.** The walkover will be treated as a victory by the minimum number of games necessary to win it.
- 7.4.4.** 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.

7.5. Awarded Game Victory

- 7.5.1.** In the event of a technical difficulty which leads League officials to declare a restart, League officials 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), League 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 (but are not required to be used) in the determination of reasonable certainty.
- 7.5.2. Gold Differential.** The difference in gold between the teams is more than 33%.
- 7.5.3. Remaining Turret Differential.** The difference in the number of remaining turrets between the teams is more than seven (7).
- 7.5.4. Remaining Nexus Turret Differential.** The difference in the number of remaining nexus turrets between Teams is two.
- 7.5.5. Champion Differential.** The difference in alive champions between Teams is at least four with the remaining death timers on all dead champions being at least 40 seconds or higher.
- 7.5.6. Straight Up GG.** At the time of technical difficulty there is no scenario that in the opinion of League Officials could result in anything other than the victory of one Team.

8. Team Member Conduct

8.1. Competition Conduct

- 8.1.1. **Unfair Play.** The following actions will be considered unfair play and will be subject to penalties at the discretion of League officials.
- 8.1.2. **Collusion.** Collusion is defined as cooperation or conspiracy to cheat or deceive others. The cooperation or conspiracy can occur among players, teams, and/or organizations, and can be done to the sole benefit of the parties involved in the cooperation or conspiracy. The list of conspirators is not exhaustive. Collusion includes, but is not limited to, acts such as:
 - 8.1.2.1. 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.
 - 8.1.2.2. Pre-arranging to split prize money and/or any other form of compensation.
 - 8.1.2.3. Sending or receiving signals, electronic or otherwise, from a confederate to/from a player.
 - 8.1.2.4. Deliberately losing a game for compensation, or for any other reason, or attempting to induce another player to do so.
- 8.1.3. **Competitive Integrity.** Teams are expected to play at their best at all times within any LCS game, and to avoid any behavior inconsistent with the principles of good sportsmanship, honesty, or fair play.
- 8.1.4. **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.
- 8.1.5. **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 League officials, is not functioning as intended.

- 8.1.6. Ringing.** Playing under another player's account or soliciting, inducing, encouraging or directing someone else to play under another player's account.
- 8.1.7. Cheating Methods.** The use of any kind of cheating device and/or cheat program, or any similar cheating method such as signaling devices, hand signals, etc.
- 8.1.8. Intentional Disconnection.** An intentional disconnection without a proper and explicitly-stated reason.
- 8.1.9. 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 this type of language on social media or during any public facing events such as streaming.

8.2. Association with Gambling

- 8.2.1.** No Team Member or Ultraliga Official may take part, either directly or indirectly, in betting or gambling on any results of any League of Legends tournament or match globally.

8.3. Subjection to Penalty

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

8.4. Penalties

- 8.4.1.** Upon discovery of any Team Member committing any violations of the rules listed above, the LCS may, without limitation of its authority under Section 8.3, issue the following penalties:

- 8.4.1.1.** Verbal or Written Warning(s)

- 8.4.1.2.** Loss of Side Selection for Current or Future Game(s)
 - 8.4.1.3.** Loss of Ban for Current or Future Game(s)
 - 8.4.1.4.** Fine(s) and/or Prize Forfeiture(s) in accordance with the Penalty Index which is an integral part of the Rulebook
 - 8.4.1.5.** Game Forfeiture(s)
 - 8.4.1.6.** Match Forfeiture(s)
 - 8.4.1.7.** Suspension(s)
 - 8.4.1.8.** Disqualification(s)
- 8.4.2.** Repeated infractions are subject to escalating penalties, up to, and including, disqualification from future participation in Ultraliga. It should be noted that penalties may not always be imposed in a successive manner. Ultraliga Officials, in its sole discretion, for example, can disqualify a player for a first offense if the action of said player is deemed egregious enough to be worthy of disqualification by Ultraliga Officials.
- 8.4.3.** Infractions will be governed by the Ultraliga Penalty Index which is an integral part of the Rulebook.

9. General Data Protection Regulation & Right of personal portrayal

9.1. Legal basis and content of the GDPR clause:

9.1.1. According to art. 13 of the General Regulation on the Protection of Personal Data of 27 April 2016. (Journal of the EU L 1 19 of 04.05.2016) The organizer informs that:

9.1.1.1. The administrator of personal data of all participants of Ultraliga (hereinafter referred to as "Participants" is a FRENZY COMPANY WITH LIMITED LIABILITY with its registered office in Warsaw, 02-672, Domaniewska 47/10.

9.1.1.2. Personal data of Participants will be processed for the implementation of Ultraliga games - pursuant to Article 6 para. 1 lit. b of the General Regulation on the Protection of Personal Data of 27 April 2016.

9.1.1.3. The recipients of the personal data of the Participants will be only entities authorized to obtain personal data on the basis of the law.

9.1.1.4. The personal data of the Participants will be kept for a period of 2 years or based on a legitimate interest pursued by the Organizer.

9.1.1.5. Participants have the right to request the Organizer to access personal data, rectify them, delete or limit processing.

9.1.1.6. Participants have the right to lodge a complaint with the supervisory body - the President of the Office for Personal Data Protection.

9.1.1.7. Providing personal data is voluntary, however, refusing to provide data may result in exclusion from Ultraliga.

9.2. Right of personal portrayal

9.2.1. All participants in Ultraliga are required to agree to use their personal portrayal for purposes related to all aspects of Ultraligi. A statement containing provisions regarding the use of the image will be provided to Ultraliga Participants together with this document.

A refusal to grant permission to use the image may result in exclusion from UltraLiga Matches.

10. Final Provisions

10.1. Finality of Decisions

10.1.1. All decisions regarding the interpretation of these rules, player eligibility, scheduling and staging of the Ultraliga Officials, and penalties for misconduct, lie solely with the Ultraliga Officials, the decisions of which are final. Ultraliga Officials 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. Contradiction of the Decision with the Rules

10.2.1. The provisions of these Rulebook do not limit Ultraliga Officials in the matter of making decisions. They may be in conflict with the provisions of the regulations, provided that the behavior and actions taken by the players are harmful to the Ultraliga as well as the entities associated with it.

10.3. Rule Changes

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

10.4. Best Interests of the Ultraliga

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