

***ESPORTS
WORLD CUP***

League of Legends

Esports World Cup 2024

TOURNAMENT RULEBOOK

Version 1.3

Last Updated: 27 June 2024

Esports World Cup presenting League of Legends Tournament Rulebook

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Definition of Terms

Tournament Organizer - the governing body of the EWC-LoL.

Tournament Administration - an entity dedicated to overseeing the procedural and regulatory aspects of EWC-LoL.

Referee - part of the Tournament Administration. They are responsible for making judgements on every match-related issue, as well as any questions or situations which may occur before, during and immediately following a Match.

Game - a single instance of League of Legends play conducted using Summoner's Rift map. A Game is played until one of the following occurs:

- Destruction of a Nexus
- Surrendering
- Forfeiting
- Awarded Game Victory

Match - a set consisting of a defined number of Games. Is played until one of the Teams wins a majority of total Games. The winning Team will advance to the next round in the tournament.

Team - a collective unit consisting of Team Members engaging in the EWC-LoL and its Team Manager(s).

Team Member - a single individual participating in EWC-LoL on behalf of their Team. This includes the following:

- Players
- Team Coaches

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

Professional Esports League - term used in relation to the following Professional Esports Leagues lying under the jurisdiction of Riot Games, Inc.:

- League of Legends EMEA Championship
- North American League of Legends Championship Series
- League of Legends Champions Korea
- Tencent LoL Professional League

Spring Split/Summer Split - refers to the competitive periods within the Professional Esports Leagues regulated and governed Riot Games, Inc.. Please refer to the corresponding Professional Esports League documentation for further details.

Intentional Disconnect - a Player deliberately losing connection to a live Game.

Unintentional Disconnect - a Player who lost connection to a live Game due to issues with the game client, platform, network or PC.

Match Area - the area immediately surrounding any PCs provided by the Tournament Organizer for the competition.

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

Bug - An error, flaw, failure or fault that produces an incorrect or unexpected result, or causes a Game or hardware device to behave in unintended ways.

Starting Line-Up - the five (5) Players actively participating in a given Game.

Starter - one of the five (5) Players on the Starting Line-Up.

Trading Phase - the 60-second period concluding the Pick-&-Ban phase, during which the Champion trades are enabled.

Tardiness - deliberately delaying the start of a scheduled broadcast Game for 15 minutes or less.

No-Show - deliberately delaying the start of a scheduled broadcast Game for more than 15 minutes.

1. General Rules

1.1 Overview

1.1.1 Introduction

Esports World Cup presenting League of Legends, hereafter referred to as “EWC-LoL” is a Team video game competition conducted by ESL FACEIT GROUP, hereafter referred to as “Organizer” featuring the League of Legends video game title published by Riot Games, Inc., hereafter referred to as “RGI” or “Publisher”. The competition is in no way sponsored, endorsed or administered by, or otherwise associated with Riot Games, Inc. The information Players and Teams provide in connection with this event is being provided to the Organizer and not to RGI.

1.1.2 Liability

By participating in this event, to the extent permitted by applicable law, Teams agree to release and hold harmless RGI, its licensors, its and their affiliates, and its and their employees, officers, directors, agents, contractors, and other representatives from all claims, demands, actions, losses, liabilities, and expenses related to the event.

1.1.3 Purpose

The Esports World Cup, held in Riyadh, Saudi Arabia, is an international multi-game esports tournament organized with the goal of advancing the esports industry in the Middle East. It aims to offer the Teams and spectators an opportunity to engage in a premier competitive experience, enhancing visibility and participation within the region's esports community.

1.2 Application of the Rules

1.2.1 Range of Validity

This Rulebook outlines all the official rules that should at all times be followed when participating in EWC-LoL. Failure to adhere to these rules may be penalized as outlined.

1.2.2 Rule Changes

The Tournament Administration reserves the right to amend, remove, or otherwise change the rules outlined in this Rulebook, without further notice.

1.3 Penalty Points

1.3.1 Definition and Scope of Penalty Points

Penalty points are given for rule violations within the EWC-LoL. They may be either Minor or Major penalty points depending on the severity of the incident in question.

1.3.1.1 Minor Penalty Points

Minor Penalty Points are given for minor incidents, such as but not limited to not meeting the deadlines to provide information or prohibited acts that do not pose a direct threat to the competitive integrity of the tournament. Every Minor Penalty Point deducts 1% (one percent) of the overall Prize Money won by the Team.

1.3.1.2 Major Penalty Points

Major Penalty Points are given for major incidents including, but not limited to, deliberately deceiving the Tournament Administration, major conduct violations and repeated rule breaking. Every Major Penalty Point deducts 10% (ten percent) of the overall Prize Money won by the Team.

1.3.1.3 Assigned Penalty Points

Minor Penalty Points and Major Penalty Points are not mutually exclusive and may be given as seen fit by the Tournament Administration.

The Penalty Points are always awarded towards the Team, rather than to its individual Team Members.

1.3.1.4 Deducted Prize Money

In the event of Prize Money deductions due to Penalty Points awarded to a Team, such deductions shall be distributed among all remaining Teams within the competition.

The distribution of additional Prize Money to each individual Team shall be proportional to the overall percentage (%) of their base Prize Money allocation.

1.4 Tournament Administration

1.4.1 Definition and Responsibilities of the Tournament Administration

The Tournament Administration is an entity consisting of a strictly defined group of individuals having the final jurisdiction over cases outlined in this document.

The Tournament Administration reserves the right to exercise discretion and authority in matters not explicitly covered by the rulebook. Decisions that are not specifically supported or detailed in this Rulebook may even be taken by the Tournament Administration in extreme cases, to preserve fair play and sportsmanship. In cases where interpretation of rules is required, the Tournament Administration's decision shall be final and binding.

Players, Team Coaches, and Team Managers must follow the instructions of Tournament Administration at all times. Failure to adhere may result in Penalty Points being awarded.

1.5 Referees

1.5.1 Referee Responsibilities

Referees will oversee the matches, including the following:

- Checking the Team's starting line-up before a match
- Checking and monitoring Player peripherals and match areas
- Announcing the beginning of a game
- Ordering pause/resume during a game
- Issuing penalties in response to rule violations during the match
- Confirming the end of the match and its results

1.5.2 Conduct of the Referees

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, Coach or other individual.

1.5.3 Referee Misjudgements

If a Referee makes an incorrect judgement, the judgement can be subject to change or reversal. Tournament Administration, 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 Tournament Administration reserves the right to potentially invalidate the Referee's decision. The Tournament Administration will always maintain final say in all decisions set forth throughout the tournament.

1.6 Communication

1.6.1 Methods of Communication

The following communication channels are deemed official methods of communication between the Teams and Tournament Administration during EWC-LoL:

- E-Mail
- Designated Discord server (including all tournament-wide and Team-specific channels within that server)
- Designated WeChat group

1.6.2 Official Announcements

Teams are obliged to follow all the announcements issued to them via the official communication channels listed in section 1.6.1 by Tournament Administration.

1.6.3 Confidentiality

The contents of private messages, support tickets, any discussions at all, email conversations or any other correspondence with Tournament Administration are deemed strictly confidential. The

publication of such material is prohibited without written consent from the EWC-LoL Tournament Administration.

1.6.4 Additional Agreements

The Tournament Administration is not responsible for any additional agreements, nor do they agree to enforce any such agreements made between individual players or teams. The Tournament Organizer highly discourages such agreements taking place, and such agreements that are contradicting the EWC-LoL rulebook are under no circumstances allowed.

1.6.5 Time Zone

The default time zone used in all announcements and statements by the Tournament Administration is AST (Arabia Standard Time; GMT/UTC+3), unless stated otherwise.

2. Eligibility

2.1 Invitation

2.1.1 Invitation Requirement

Only the eight (8) Teams that received an official invitation may participate in the competition.

2.1.2 Invitation Distribution

Eight (8) invites are distributed across eight (8) Teams participating in the below listed Professional Esports Leagues:

- League of Legends EMEA Championship (LEC)
- League of Legends Championship Series (LCS)
- League of Legends Champions Korea (LCK)
- League of Legends Pro League (LPL)

Two (2) Teams scoring a placement of Top 1 and Top 2 during the 2024 Spring Split of their respective Professional Esports League will receive an invitation to participate in the EWC-LoL:

League	Region	Number of Invites	Invited Teams
North American League of Legends Championship Series	North America (NA)	2	Team Liquid, FlyQuest
League of Legends EMEA Championship	Europe, Middle East & Africa (EMEA)	2	G2 Esports, Fnatic
League of Legends Champions Korea	Korea (KR)	2	Gen.G, T1
Tencent LoL Professional League	China (CN)	2	Bilibili Gaming,

			Top Esports
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2.2 Player Age

Teams may only consist of Players who are at least seventeen (17) years old. Players who are minors (under eighteen (18) years old), must obtain consent from their parents or legal guardians to enter the competition. If minor Players have entered the competition, it shall be deemed that they have obtained the required prior consent from their parents or legal guardians.

2.3 Residency & Citizenship

Each Team Member must meet the work eligibility, residency, and citizenship requirements specified by their respective Professional Esports League whom the Team received the invitation from.

2.4 Suspended Players

Team Members subject to competitive suspension are deemed ineligible for participation throughout the duration of their suspension period.

2.5 EFG/RGI Employees

In order to uphold the principles of sportsmanship and maintain the competitive integrity of the tournament, it is expressly prohibited for Team Owners or Team employees to concurrently hold employment positions within RGI, ESL FACEIT GROUP, or any affiliated entities thereof.

2.6 Team Rosters

2.6.1 Roster Submission

Teams must submit their rosters at a request of the Tournament Organizer before a specified deadline. Each Team Member may be assigned a maximum of one (1) of the organizational roles listed below:

1. Player
2. Team Coach
3. Team Manager

For avoidance of doubt, Substitutes are not recognized in this competition.

2.6.2 Roster Size

Team rosters at all times must consist of:

- Exactly five (5) Players.
- Between one (1) and two (2) Team Coach(es).

In addition, Teams may, but are not required to, enlist one (1) Team Manager as part of their Team roster.

2.6.3 Individuals Traveling on Behalf of Their Team

The Tournament Organizer reserves the right to grant permission for additional Team staff members to attend the event and furnish them with entry accreditations. However, it is expressly stipulated that no travel costs, accommodation costs, or other expenses related to travel to the event shall be provided or reimbursed to such individuals.

2.6.4 Roster Eligibility

The list of the Players submitted by a Team must be exactly the same as the Team's Starting Line-Up used in the majority of their completed Matches during the 2024 Summer Split of their respective Professional Esports League that the Team in question has received the invite from.

The Team Coach(es) enlisted by the Team must be the exact same person(s) who were used in the majority of the Team's completed Matches during the 2024 Summer Split of their respective Professional Esports League.

No such restrictions apply to the Team Manager(s). The Teams are free to indicate any physical person(s) as their Team Manager(s) at their sole discretion.

2.6.5 Team Managers

Any Team Manager(s) submitted by the Team are not required to be physically present at the event location.

Team Manager(s) serve as the primary point of contact and bear overall responsibility for the Team throughout their participation in EWC-LoL. In the event of any conflicting statements or requests from the Team, the decision of the Team Manager(s) shall be considered final.

3. Tournament Format

3.1 General Format Information

3.1.1 Structure

Eight (8) of the invited Teams compete in a Single Elimination bracket.

Single Elimination is a competitive format wherein the Teams engage in a series of games, each characterized by a direct confrontation with another Team. In this format, the Teams are drawn into Matches through a predetermined seeding system, ensuring an equitable distribution of matchups. As the tournament progresses, winners advance to face new opponents in subsequent rounds, while the losers are eliminated from further contention. This process continues until only one Team remains undefeated and is declared the winner of EWC-LoL.

3.1.2 Series Size

In the context of this competition, a Match denotes a scheduled fixture wherein exactly two (2) Teams engage in direct competition against each other. Within each match, a series of individual Games is played to determine the overall outcome.

All matches in EWC-LoL are Best of 3 (Bo3) Games, with the exception of the Grand Final, which is Best of 5 (Bo5) Games.

- Best of 3 (Bo3) - the first Team to win 2 individual Games is considered the winner.
- Best of 5 (Bo5) - the first Team to win 3 individual Games is considered the winner.

3.2 Seeding

3.2.1 Seeding Method

Teams shall be assigned seeds based on their finishing position during the 2024 Spring Split of their respective Professional Esports League from which they received an invitation. The seeding shall be allocated as follows:

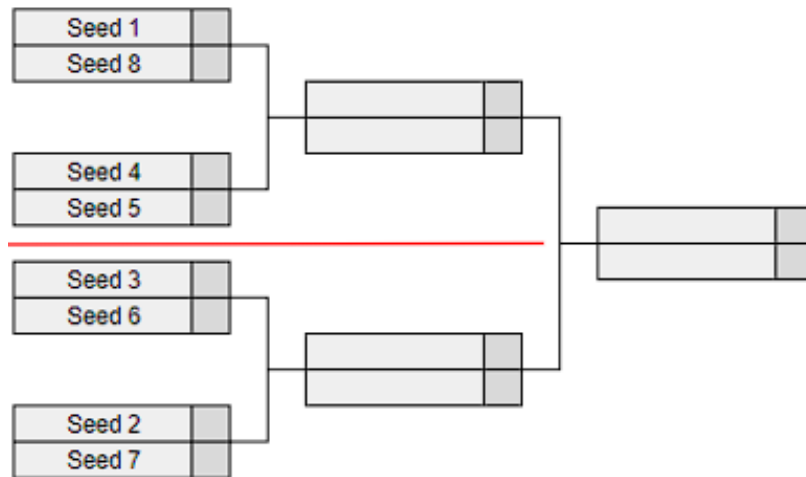
- Teams finishing in 1st place in their respective Professional Esports League shall receive the first (1st) seed. These teams are:
 - G2 Esports
 - Team Liquid Honda
 - Gen.G
 - Bilibili Gaming
- Teams finishing in 2nd place in their respective Professional Esports League shall receive the second (2nd) seed. These teams are:
 - Fnatic
 - FlyQuest
 - T1
 - Top Esports

3.2.2 Bracket Distribution

Teams will be distributed into the tournament bracket using a “draw by random selection” method, where the 1st seed Teams will be randomly drawn into each of the four initial Quarterfinal Matches, followed by the 2nd seed Teams being randomly drawn into each of the four initial Quarterfinal Matches. The draw is subject to the following constraints:

- Teams qualifying from the same Professional Esports League shall not be placed in the same side (north or south) of the bracket.
- If an invalid draw occurs, the most recently drawn Team shall be moved into the next eligible Match within the bracket.

For the purposes of Side Selection, once the Teams are distributed into the bracket, they will receive a new seeding (from 1 to 8) depending on their starting position in the bracket. Please see the section [4.7 Side Selection](#) for more details regarding the side selection criteria and process.



3.3 Schedule

3.3.1 Tournament Schedule

Matches in the EWC-LoL are scheduled as follows:

Date	Stage
July 4th, 2024	Quarterfinals (QF 1 & 2) - 2x Bo3
July 5th, 2024	Quarterfinals (QF 3 & 4) - 2x Bo3
July 6th, 2024	Semifinals - 2x Bo3
July 7th, 2024	Grand Final - Bo5

Scheduled start times for each of the individual Matches within a given day will be announced by the Tournament Organizer at a later date in official designated Tournament communication channels.

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

4. Game Rules

4.1 Patch

4.1.1 Game Patch

The official game patch designated for use in all EWC-LoL tournament Matches is 14.13.

The Tournament Administration reserves the right to announce a different patch to be used during EWC-LoL if the planned patch cannot be used due to unforeseen technical difficulties, or in case the patch contains a game-breaking bug(s) or exploit(s) that may impact the competitive integrity of the tournament in a negative way.

4.1.2 New & Reworked Champions

Champions will be automatically restricted from play for their release patch. Champions that have undergone reworks will be enabled at the sole discretion of the Tournament Organizer.

4.2 Tournament Realm

4.2.1 Tournament Realm Accounts

Players will be provided Tournament Realm Accounts. 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 their respective Professional Esports League they were invited from.

The use of ward skins and emotes on Tournament Realms is allowed unless usage has been restricted by the Tournament Organizer.

4.3 Summoner Names and Team Tricodes

4.3.1 Summoner Names and Team Tricodes Restrictions

All Team tricodes, Team names and Summoner Names will be sourced from the 2024 Summer Split of the Professional Esports League the Team is participating in. This ensures consistency in Player and Team identification throughout the tournament, aiding in the accurate representation and recognition of participants.

4.4 Voice Chat

4.4.1 Voice Chat Solution

A voice chat solution will be provided by the Tournament Organizer for usage during the Games.

4.5 Drivers/Software

4.5.1 Installing Drivers/Software

Players may only install and use drivers and/or software that is available to them on a local cloud drive and has been pre-approved by the Tournament Administration.

No other drivers or other software may be installed or used on the PCs provided by the Tournament Organizer.

4.5.2 Requesting Drivers/Software

Before the first scheduled tournament day begins, the Teams may request additional drivers or software to be made accessible through the local cloud drive. Such requests are subject to verification by the Tournament Administration, which at its sole discretion may deny or approve said requests.

4.6 Match Area

4.6.1 Match Area Access

Access for Teams to the restricted areas of the venue for Matches is restricted to the Team only, unless otherwise approved by the Tournament Administration.

4.6.2 Team Managers

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

4.6.3 Wireless Devices

Players are not allowed to have any wireless communication devices in the Match Area. This includes devices such as, but not limited to mobile phones, tables or smartwatches. The Tournament Administration will collect such devices in the Match Area and return them at the end of the Match.

For avoidance of doubt, wireless peripherals such as computer mouse or keyboard are allowed, and may be used in the Match Area.

4.6.4 Seating Order

Players must sit in the order in which they will join the Game lobby:

1. Top
2. Jungle
3. Mid
4. Bot
5. Support

This order should be considered from the vantage point of a viewer facing the Players and read from left to right.

4.6.5 Food & Beverages

No food is allowed in the Match Area. Drinks will be permitted in re-sealable containers provided by the Tournament Organizer.

4.7 Side Selection

4.7.1 Initial Game of a Match

For the Quarterfinals, the Team with the higher seed will always have side selection for Game One (1) of their Match.

For the Semifinals and the Grand Finals, the right of side selection for Game One (1) will be determined by coin flip (or other equivalent method) following the completion of the preceding matches. Side selection will be due at the time of the coinflip.

4.7.2 Following Games of a Match

For the following Games of a given Match, side selection will be awarded to the Team that lost the previous Game.

4.7.3 Submission of Side Selection

For the first Game of each Match, Teams are required to submit their side selection twenty-four (24) hours before the scheduled start of the first scheduled Match of the broadcast day. In case a tournament Match occurs on the day on which the side selection is due, the side selection deadline will shift to fifteen (15) minutes after the conclusion of the last Game on that day.

For all other Games of a Match the Teams must notify the Tournament Administration of their side selection no later than five (5) minutes after the conclusion of the previous game.

Tournament Administration can shift these deadlines at their discretion by informing affected Teams via the official designated Tournament communication methods. If no decision is submitted in time, the side selection will default to the blue side.

4.8 Setup Time

4.8.1 Match Setup

Players will have a designated time frame prior to their Match to ensure they are properly prepared. The Tournament Administration will inform the Players and Teams of their scheduled preparation time frame as part of their Match schedule. The Tournament Administration may change the schedule at any time. Setup Time is considered to have begun once Players enter the Match Area, at which point they are not allowed to leave without permission of the on-site Referee. Setup is comprised of the following:

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

4.8.2 Equipment Issues During Match Setup

If a Player encounters any equipment issues during Setup Time, the Player must notify the Tournament Administration immediately

4.8.3 Resolving Technical Issues During Match Setup

It is expected that Players will resolve any issues during the Setup Time within the allotted time and that the Match will begin at the scheduled time. Delays due to setup issues may be permitted, at the sole discretion of the Tournament Administration. Penalties for tardiness may be assessed at the discretion of the Tournament Administration.

Designated Technician Crew will be available to assist during the Setup Time and to troubleshoot any technical problems encountered.

4.8.4 Ready Check

No fewer than two (2) minutes before the Match is scheduled to begin, the Tournament Administration will confirm with each Player that their setup is complete.

Once all ten (10) Players in a Match have confirmed completion of setup, Players will be asked to join the Game lobby and may not enter a warm-up game.

4.9 Game Lobby

4.9.1 Lobby Settings

The following Game lobby configuration settings will be used for all matches of EWC-LoL:

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

4.9.2 Creating the Game Lobby

The Tournament Administration will decide how the official Game lobby will be created. Players will be directed by the Tournament Administration to join a Game lobby as soon as Setup Time has ended in the following order of positions:

1. Top
2. Jungle
3. Mid
4. Bot
5. Support

4.10 Pick-&-Ban Phase

4.10.1 Starting the Pick-&-Ban Phase

Once all ten (10) Players have reported to the official Game lobby, the Tournament Administration will request confirmation that both Teams are ready for the Pick-&-Ban Phase to begin. Once both Teams confirm readiness, the Tournament Administration will instruct the game lobby owner to start the Game. Team Coaches will be granted on-stage access and will be allowed to communicate via approved voice communication infrastructure with the Players during the Pick-&-Ban Phase. Coaches will exit the stage to a designated position once the countdown timer has reached five (5) seconds during the Trading Phase and will be muted once the timer has reached zero (0) seconds. 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 Tournament Administration.

4.10.2 Tardiness/No-Show

Both Teams must be fully present in the Match Area when the Pick-&-Ban phase is scheduled to begin. If the Pick-&-Ban phase start is deliberately delayed due to a Team not being fully present in the Match Area, the Team is then subject to the following penalties:

- **Tardiness Penalty** - if the Pick-&-Ban phase start is delayed for 15 minutes or less;
- **No-Show Penalty** - if the Pick-&-Ban phase start is delayed for more than 15 minutes.

The above penalties are applied separately for each of the individually affected Game(s) within a Match when the infraction occurs. All penalties may be communicated to RGI upon completion of EWC-LoL.

4.10.3 Tournament Draft

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

4.10.4 Manual Draft

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

4.10.5 Pick-&-Ban Order

The Tournament Draft mode proceeds in a snake draft as follows:

Blue Team = A ; Red Team = B

- Bans: ABABAB
- Picks: ABBAAB
- Bans: BABA
- Picks: BAAB

4.10.6 Selection Error

If a Player picks or bans a Champion by mistake in the Pick-&-Ban Phase, the Player must notify the Tournament Administration via official voice communication channels 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 where the other Team has locked in their next selection before the Player notifies the Tournament Administration, the Pick-&-Ban Phase will not be restarted and the mistakenly selected Champion stays locked in.

4.10.7 Champion Trades

Teams must complete all Champion trades before the 20-second mark during the Trading Phase. Failure to adhere may result in penalties.

Any champion trades made after the 20-second mark during the Trading Phase will be considered invalid, and Players will be forced to play the champions they were holding prior to the invalid trade.

4.10.8 Additional Pick-&-Ban Phase Restrictions

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 sole discretion of the Tournament Administration.

4.11 Game Start

4.11.1 Game Start Procedure

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

4.11.2 Game Start Disruptions

If there is an error in game start or the Tournament Administration decides to separate the Pick-&-Ban Phase and the game start, the Blind Pick feature may be used at the discretion of the Tournament Administration. All Players will select Champions in accordance with the valid completed Champion selections.

If a Bugspat, 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.

4.12 Pause

4.11.1 Intentional Disconnect

It is strictly prohibited to intentionally disconnect from an ongoing live Game or Pick-&-Ban phase without an authorisation from the Tournament Administration.

If a Player intentionally disconnects without notifying the Tournament Administration or pausing, the Tournament Administration is not required to enforce a pause.

4.12.2 Pause Appliance

Players may only pause a game immediately following an unintentional disconnect, hardware/software malfunction, or physical interference and must notify the Tournament Administration immediately and identify the reason.

4.12.3 Procedures during a Pause

4.12.3.1 Leaving the Match Area

During any pause, Players may not leave the Match Area unless authorized by the Tournament Administration and accompanied by another Tournament Administration member.

4.12.3.2 Team Communication During a Pause

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

4.12.4 Unpausing the Game

Players are not permitted to resume the Game after a pause. After clearance from the Tournament Administration is issued and all Players are notified and ready, which will be contingent on confirming through in-game chat, the in-client spectators will unpause the Game.

4.12.5 Unauthorized Pause

If a Player pauses a game without a valid reason as outlined above, or resumes the game without permission from Tournament Administration, this action will be deemed unfair play and may lead to Penalty Points being awarded to the offending Team.

4.12.6 Minor Player Illness, Injury or Disability

Minor Player illness, injury, or disability, cannot serve as a valid reason for a Player to pause. However, if there's an underlying or previously declared medical condition, the Player may notify the Tournament Administration before the Match. The Tournament Administration may then allow a pause during the Game to assess the situation. This pause should be brief, typically lasting only a few minutes, during which the Tournament Administration will determine if the Player can reasonably continue playing. If it is deemed that the Player cannot continue within this timeframe, their team will forfeit the game unless

the Tournament Administration decides otherwise, potentially granting an Awarded Game Victory to the opposing Team.

4.12.7 Health Hazards

If the Tournament Administration observes a condition or behaviour, is notified by a Team, or otherwise has a good faith belief that leads the Tournament Administration to believe that a Player is medically unfit to play or continue play, the Tournament Administration may, in their sole discretion, grant a pause, not to exceed ten (10) minutes, in order to evaluate the identified Player.

If the Tournament Administration determines that a Player needs to be examined by medical officials, such Player must receive medical clearance to play or continue play.

Such Player may refuse medical exam or care, but in such a situation they will lack requisite medical clearance and will not be able to play or continue to play.

If a Player is deemed unable to play or continue to play because of a lack of medical clearance, or if the Team is unable to field a roster that is compliant with these Rules, the Team shall forfeit the Game unless the Tournament Administration, at their sole discretion, determines that the Game is subject to an Awarded Game Victory.

4.13 Game Restarts

4.13.1 Appliance of Game Restarts

In the event of a technical difficulty, or a Bug that significantly impacts the overall outcome of the Game, the Tournament Administration may declare or offer a restart of a Game.

4.13.2 Criteria for a Game Restart

A Game restart may not be declared or offered for the following reasons:

- **Minor Bug** - A Bug (including a hardware failure) that is, at worst, inconvenient to the Players. This may include bugs that alter Game stats or gameplay mechanics in a manner that, while not optimal, can be played through if necessary.
- **Play Through Bug** - A bug that does not significantly alter the competitive integrity of the Game. This may mean that there are mitigation steps available for an otherwise difficult to play around Bug (like restarting the game client or computer). Alternatively, this may include situations where the impact of the Bug can be mitigated through other in-game functions. This category also includes bugs provided under the "inform designation" - i.e. those bugs that are provided to teams in advance of games (usually champion, item or environment interactions and persistent effects) for which no remake will be offered. These effects or interactions cannot be avoided or mitigated through any means other than disabling of the offending champions, skins or items and thus the remakes are not available for these Bugs, which must be played through.

A game restart may be declared or offered for the following reasons:

- **Unintentional Hardware Failure** - The failure of any piece of hardware, including server failure, monitor or PC failure or Player peripheral failure. This does not include any hardware failure that is Player-induced, including the intentional damage to, or destruction of, a Player peripheral, damage to the monitor, or a player interfering with a PC. The determination of whether a hardware failure is unintentional is up to the sole discretion of the Tournament Administration. A restart due to this reason may only be offered or ordered if the Tournament Administration at its sole discretion, deems that the Unintentional Hardware Failure caused a significant impact on the Game.
- **Critical Bug** - A bug (including an Unintentional Hardware Failure) that significantly damages a Player's ability to compete in the Game situation, significantly alters Game stats or gameplay mechanics, or a situation in which the external environmental conditions become untenable. The determination of whether the bug has significantly damaged a Player's ability to compete is up to the sole discretion of the Tournament Administration.
- **Verifiable Bug** - A Bug or critical Bug that is conclusively present and not attributable to Player error. The spectator must be able to replay the instance in question and verify the Bug or critical Bug.
- **Terminal Situation** - A Bug or other circumstance that requires the Game to be remade. These circumstances include any instance in the discretion of the Tournament Administration where the continuation of the game is untenable (including environmental concerns and catastrophic hardware failure).

4.13.3 Game of Record

Game of Record (GOR) is a Game where all ten (10) Players have loaded and which has progressed to a point of meaningful interaction between opposing Teams. Once a game attains GOR status, the period ends in which incidental restarts may be permitted and a game will be considered as "official" from that point onward. Examples of conditions which establish GOR:

- Establishing line-of-sight between players on opposing teams
- 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)

4.13.4 Game Restarts Before GOR

The Tournament Administration may, at its sole discretion, declare or offer a Game restart if GOR has not been established in the following example situations:

- If a Player notices that the Player's rune, Summoner Spell, or GUI settings have not applied correctly due to a Bug between the Game lobby and the actual Game instance. The player can pause the Game to adjust these settings. If the settings cannot be correctly adjusted, then the Game may be restarted. The Game will not be restarted if the settings have not applied correctly for game elements that have no significant competitive effect (e.g. ward skins, emotes, etc.).

- If a Player does not pick the Summoner Spell Smite due to a Player error. The Tournament Administration may determine, at their sole discretion, that the Game will be restarted before GOR if they believe the mistake was unintentional.
- If the Tournament Administration 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.

In case a Game is restarted before GOR, certain conditions may be preserved, including but not limited to picks, bans, runes and Summoner spells.

4.13.5 Game Restarts After GOR

The Tournament Administration may at its sole discretion declare or offer a Game restart if GOR has already been established in the following situations:

- If a Game experiences an Unintentional Hardware Failure, Critical Bug, Verifiable Bug or a Terminal Situation.
- If the Tournament Administration determines that there are environmental conditions which are unfair (e.g. excessive noise, unauthorized personnel present in the Match Area, hostile weather, unacceptable safety risks).

In case a Game is restarted after GOR, Players shall not be required to retain any of their settings, including but not limited to picks, bans, runes and Summoner spells.

4.13.6 Gameplay Elements Disables

If the Game restart occurred due to a Champion Bug, then settings will no longer be retained (including picks and bans), regardless of GOR status. The Champion(s) 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 (e.g. a skin that can be disabled).

4.13.7 Offering a Game Restart

The Tournament Administration will determine whether one or both Teams were significantly disadvantaged by the Bug, and any significantly disadvantaged Team will be offered the opportunity to restart the Game. If a significantly disadvantaged Team accepts the Game restart, the Game will immediately be restarted. Significant disadvantage is a prerequisite to a Game restart offer.

In certain terminal situations, for example, where the server has crashed and the Game cannot be continued, the Tournament Administration may declare a Game restart without making an offer to any of the involved Teams.

4.13.8 Declaring a Game Restart

The Tournament Administration may at its sole and absolute discretion declare a Game restart if they believe that such an action is necessary to preserve the best interest of the competition.

4.14 Bug Abuse

Bug Abuse is defined as any action taken by a Player to intentionally exploit a known or unknown game Bug or glitch to gain personal advantage or to disadvantage others.

Players are strictly prohibited from exploiting any Bugs found in the game. This includes, but is not limited to:

- Using Bugs that affect the gameplay, such as those impacting Champion abilities, Summoner Spells, item interactions, or map features.
- Exploiting visual bugs that provide unintended information beyond normal gameplay limits.
- Manipulating game mechanics to create scenarios that are not intended by the game design.

The Tournament Administration reserves the right to determine what constitutes a Bug Abuse and to assess the impact on the competitive integrity of the tournament for any reported or observed incident.

4.15 Awarded Game Victory

4.15.1 Definition of the Awarded Game Victory

In the event of a technical difficulty or a Bug which leads the Tournament Administration to declare a restart, the Tournament Administration may instead award a game victory to a Team. Tournament Administration, at their sole discretion, may determine that a Team cannot avoid defeat to a degree of reasonable certainty.

4.15.2 Criteria for the Awarded Game Victory

The following criteria may be used (but are not required to be used and not necessarily in the below-listed order) in the determination of reasonable certainty:

- **Game Time:** If a Game has been played for more than 15 minutes on the Game clock (00:15:00).
- **Gold Differential:** Of the total gold earned in the Game, one Team has earned 57.5% or more of that gold. For example, if 10,000 gold has been earned in the Game, the leading Team has earned at least 5,750 gold as a Team.
- **Remaining Turret Differential:** The difference in the number of remaining turrets between the Teams is more than seven (7).
- **Remaining Inhibitor Differential:** The difference in the number of standing inhibitors between the Teams is more than two (2).
- **Remaining Nexus Turret Differential:** The difference in the number of remaining Nexus turrets between the Teams is two (2).

- **Champion Differential:** The difference in alive Champions between the Teams is at least four (4) with the remaining death timers on all dead Champions being at least 40 seconds or higher.
- **Straight Up GG:** At the time of technical difficulty there is no scenario that, in the opinion of the Tournament Administration, could result in anything other than the victory of one (1) Team.

4.16 Surrendering/Forfeiting

4.16.1 Surrender Function

Players are not allowed to use the Surrender function (/ff or /surrender commands in-game) unless otherwise instructed or approved by the Tournament Administration. If no such approval or instruction is given by the Tournament Organizer, the Game must continue until one Team's Nexus has been destroyed.

4.17 Post-Game Process

4.17.1 Result Confirmation

The Tournament Administration will confirm and record the Game's result.

4.17.2 Reporting of Technical Issues

The Players are obliged to inform the Tournament Administration of any technical difficulties they may have encountered during the Game directly after its completion.

4.17.3 Joining the Upcoming Game Lobby

The Referees may log into Player Accounts to join the next Game's lobby.

4.17.4 Game Break

The Tournament Administration will inform Players of the remaining time before the next Game's Pick-&-Ban Phase.

4.17.5 Post-Game Media Obligations

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.

5. Equipment

5.1 Equipment Provided by the Tournament Organizer

The Tournament Organizer will provide the following equipment items to be used by the Players:

- PC
- Monitor
- Headset with a microphone

- Desk
- Chair

5.2 Equipment Provided by a Player

The Players may provide the following equipment items to be used during the Matches:

- Computer keyboard
- Computer mouse
- Mousepad
- Cord holder
- Hand warmers

Any piece of equipment provided by the Players is subject to advance verification and validation by the Tournament Administration.

It is prohibited to connect equipment not listed above or unapproved equipment to the computers provided by the Tournament Organizer unless explicitly allowed by the Tournament Administration.

5.3 Safety of the Equipment

The Tournament Administration will not validate any pieces of equipment that pose any sort of danger to security, safety, or operational efficiency or effectiveness.

5.4 Equipment Visual Appearance

Any pieces of equipment subject to validation by the Tournament Administration shall not contain any texts, graphics, visuals, or stickers that contain or promote any of the following:

- Profanity or vulgarity;
- Illegal or profane acts and products;
- Harming, insulting, or discriminating and/or derogatory content and/or context;
- Sexual content and/or companies related to producing or distributing such content;
- Drugs, drug abuse, illegal substances and/or illegal materials;
- Firearm, handgun, ammunition, gunpowder and/or companies related to producing, distributing or selling such materials.

Upon completion of the validation process, the Tournament Administration may, at its sole discretion, deny usage of any pieces of equipment falling into one or more of the above listed categories.

5.5 Technical Issues with the Equipment

5.5.1 Technical Issues with the Equipment provided by the Tournament Organizer

In case of any technical problems with the equipment provided by the Tournament Organizer, a designated Technician Crew may intervene to diagnose and troubleshoot the problem. The Technician

Crew may, at the sole discretion of the Tournament Administration, replace a faulty piece of equipment if necessary.

5.5.2 Technical Issues with the Equipment provided by a Player

In case the technical problem is caused by a piece of equipment that was provided by a Player, the Player may then, at the sole discretion of the Tournament Administration, replace that piece of equipment.

The Tournament Organizer does not provide any spare pieces, repairs, or replacements of the Player-provided equipment.

5.5.3 Responsibility for the Player-Provided Equipment

Players take full responsibility for their own equipment and will not receive any sort of compensation if their own equipment malfunctions. This means that a Game restart cannot be granted due to Player-provided equipment malfunction.

For avoidance of doubt, in case the Player-provided equipment malfunctions during a live Game, it is still a valid reason for a pause.

5.6 Equipment During Live Games

It is strictly prohibited for a Player to touch or otherwise interfere with another Player's equipment in any way during a live Game.

5.7 Written Notes

Players and Team Coaches are allowed to bring and use notes or papers of a reasonable size (e.g. not bigger than a standard A4 sheet format notepad) in the Match Area during the Pick-&-Ban phase. No electronic devices or digital notes are permitted.

All notes, notepads and/or pieces of paper are subject to review and validation by the Tournament Administration prior to entering the Match Area. The Tournament Administration reserves the right to deny the use of any materials that do not comply with the tournament rules or are deemed inappropriate.

A Referee will collect all remaining notes, notepads and/or pieces of paper prior to the Game start and will return them to the Team after the Game is finished.

6. Prizes

6.1 Prize Distribution

Teams are awarded a monetary prize depending on their finishing position within the tournament structure as follows:

Place	Prize
#1	\$400,000.00 USD
#2	\$200,000.00 USD
#3	\$100,000.00 USD
#4	\$100,000.00 USD
#5	\$50,000.00 USD
#6	\$50,000.00 USD
#7	\$50,000.00 USD
#8	\$50,000.00 USD
TOTAL PRIZE POOL: \$1,000,000.00 USD	

6.2 Prize Delivery

All monetary prizes are delivered within thirty (30) days of the Team’s submission of all necessary tax and banking details to the Tournament Organizer.

The monetary prize for a Team is delivered to a bank account indicated by the awarded Team rather than to individual Team Members.

6.3 Prizing Information

Upon a Tournament Organizer’s request, the participating Teams are obligated to provide all required data for a bank transfer to the information of the Tournament Organizer before July 3rd 2024 23:59 AST (Arabia Standard Time).

6.4 Delayed Prizing Information Submission

In case the deadline specified for bank transfer data submission is not met, the offending Team shall forfeit all demands or claims for the prize to be delivered within the thirty (30) day timeline (calculated from time of submission of all required tax and banking details to the Tournament Organizer).

In addition to that, the offending Team will be awarded with 2 Minor Penalty Points.

Additional 2 Minor Penalty Points will be awarded on every following Sunday at 23:59 AST (Arabia Standard Time) for as long as the requested bank transfer data is not submitted.

When more than 10 Minor Penalty Points would be accumulated due to violations of this rule, the offending Team is instead awarded with 15 Minor Penalty Points (replacing the ones accumulated up to then), and the prize payout is delayed until a reasonable time after the complete bank transfer data is submitted.

No more than 15 Minor Penalty Points can be accumulated due to violations of this rule.

Example:

- *Data is not provided before 3rd July 2024 23:59 AST - A total of 2 Minor Penalty Points are accumulated*
- *Data is not provided before 7th July 2024 23:59 AST - A total of 4 Minor Penalty Points are accumulated*
- *Data is not provided before 14th July 2024 23:59 AST - A total of 6 Minor Penalty Points are accumulated*
- *Data is not provided before 21st July 2024 23:59 AST - A total of 8 Minor Penalty Points are accumulated*
- *Data is not provided before 28th July 2024 23:59 AST - A total of 10 Minor Penalty Points are accumulated*
- *Data is not provided before 4th August 2024 23:59 AST - A total of 15 Minor Penalty Points are accumulated, and no further Penalty Points of any type may be awarded to an offending Team due to violations of this rule*

7. Clothing & Apparel

7.1 Team Jersey

All Players within a Team must wear appropriate and uniform (matching) Team jersey representing their Team during their stage Matches and media interviews. This must be the same approved jersey a Team wore in their most recent Summer Split matches of their respective Professional Esports League, unless approved otherwise by the Tournament Administration.

Jerseys may have a collar, a hood, short or long sleeve.

7.2 Pants

All Players within a Team must wear appropriate and uniform (matching) full-length pants during their stage Matches. Players wearing shorts will not be allowed to enter the Match Area.

7.3 Shoes

All Players within a Team must wear appropriate closed-toe shoes during their stage Matches. Players wearing open-toed shoes will not be allowed to enter the Match Area.

7.4 Outerwear

Players are allowed to wear outerwear during their stage Matches, which includes hoodies and jackets, provided the outerwear is official Team gear, has official Team branding on the front, has the same colours as all other outerwear being worn on stage by the Team, and only uses official Team colours represented on the Team's jerseys.

7.5 Hats & Headwear

Hats or any headwear that would block the headset covering the ears are not allowed without prior consent from the Tournament Administration.

7.6 Headsets

The headsets provided by the Tournament Organizer must be placed directly on the Player's ears and must remain there for the duration of the Game. Players shall not obstruct the placement of headsets by any method. This includes placing any item, excluding glasses, between the headphones and the Player's ears.

If a Player is found to remove their headset during a live Game without prior notification from the Tournament Administration, they will be subject to penalties.

7.7 Covering the Face

Players may not wear any apparel covering their face or otherwise attempt to conceal their identity.

7.8 Sponsorship

The clothing and apparel worn by the Players during their stage Matches may contain sponsor logos as long as they are in line with the sponsor requirements outlined in the rule [8. Sponsors](#).

7.9 Team Coach and Team Manager Clothing

Team Manager(s) and Team Coach(es) must wear, at a minimum, business casual attire. This includes the following examples:

- T-shirt with a Team logo
- Buttoned shirt
- Suit jacket
- Jeans
- Trousers

Team Manager(s) and Team Coach(es) must not wear any athletic wear and/or Team or sponsor-branded apparel beyond what is specifically mentioned above.

7.10 Inappropriate Apparel

The Tournament Administration reserves the right to refuse entry or continued participation in the Match to any Team Member who does not comply with the apparel rules.

8. Sponsors

8.1 General Sponsorship Rules

Teams participating in EWC-LoL may engage in sponsorship agreements with third-party entities. As part of these agreements, the Teams are permitted to prominently display sponsor logos or branding on their clothing, apparel, and gear.

8.2 Conflict of Interests

Team sponsors must not conflict with existing tournament sponsors or engage in activities that may undermine the integrity of the tournament. Promoting any subjects that may be considered a direct competitor of the Tournament Organizer is also prohibited.

8.3 Prohibited Sponsors

Under no circumstances shall a Team engage in promoting any of the following:

- **Inappropriate content** - content that may be found offensive or controversial, including but not limited to explicit or discriminatory materials
- **Illegal activities or products** - includes but is not limited to gambling, betting, bookmaking, illegal substances, or activities deemed unlawful in the jurisdiction of the Tournament Organizer
- **Misleading or deceptive practices** - false advertising, fraudulent schemes, unethical business practices
- **Harmful products** - products or services that pose a health or safety risk to participants or viewers, including but not limited to tobacco products, firearms or hazardous substances including prescribed medication
- **Controversial entities** - political organizations, political campaigns, extremist groups, or any entities known for promoting hate speech or violence
- **Sexual content** - producing, distributing or otherwise promoting pornographic materials of a sexually explicit nature

8.4 Validating the Sponsors

Any logos, texts, images, or other content visible on a Team's Member's clothing or apparel is subject to verification by the Tournament Organizer. The Tournament Organizer, at its sole discretion, may approve or deny a sponsor.

The Tournament Administration reserves the right to cover or mask ineligible sponsor logos, text, images, or other content visible on Team Member's clothing or apparel.

9. Code of Conduct

9.1 Terms of Service

All Team Members are expected to conduct themselves in line with [RGI's Esports Global Code of Conduct](#) and [RGI's Terms of Service](#).

9.2 Delaying the Broadcast

All Matches should start as scheduled in the official communication by the Tournament Administration or as soon as the preceding broadcast Match is over. Any changes in the scheduled start time of a Match must be approved and announced by the Tournament Administration.

We expect every Team Member to be present in the Match Area at a pre-communicated time before Match start, as stated in the tournament directions, to set up, prepare, and resolve any technical problems that may arise.

If a Team notices at any point that they will be late to a scheduled Match, that Team must inform the Tournament Administration as soon as possible via the official Tournament communication methods. Delays caused by showing up late may lead to a penalty.

9.3 Underperformance

Players, Team Coaches, and other Team Members are at all times expected to perform their respective duties to the best of their knowledge and ability. Intentional underperformance is considered an infraction.

9.4 Unauthorized Communication

Players are permitted to communicate exclusively with their teammates during their Games, unless instructed or approved otherwise by the Tournament Administration. Any form of coaching or communication aimed at providing the Team with an unfair competitive advantage is strictly prohibited.

9.5 Deception

Any attempts to intentionally deceive or otherwise provide false information to the knowledge of the Tournament Organizer, Tournament Administration, or other tournament crew with the intent to gain an unfair competitive advantage is strictly prohibited.

Spreading any sort of misinformation also falls into this category.

9.6 Information

During their Games, Players are not allowed to look at any screens in the venue that may provide them with any sort of information that would otherwise not be available to them.

9.7 Betting/Bookmaking

Team Members, their organizations, and close family may not engage in betting on the competition results of EWC-LoL.

The "close family" is defined as:

- Spouses

- Partners
- Siblings
- Parents
- Grandparents
- Children
- Grandchildren

9.8 Cheating

Usage of any equipment, third-party software or other out-of-game methods that may affect its outcome in an unfair way is considered cheating. This includes, but is not limited to: hacks; exploits scripts; cheats; or unauthorized communication. Usage of any such methods is strictly prohibited.

9.9 Competition Manipulation

It is strictly prohibited for any individual in any way related to EWC-LoL to attempt to manipulate an outcome of any stage Match(es). This includes methods such as, but not limited to, bribery or match fixing.

9.10 Illegal Substances and/or Materials

Team Members are strictly prohibited from using or consuming any substances that may provide an unfair advantage or otherwise influence the way they behave or perform.

Illegal possession or distribution of alcohol, psychoactive, or any type of illegal drugs will be severely penalized.

The exclusion to this rule is prescription medication, but valid documentation issued by a licensed medical professional must be presented to Tournament Administration in advance for investigation.

Moderate consumption of alcohol outside the active tournament hours for a participant is permitted if not in conflict with local/national law.

9.11 Misconduct

For an orderly and pleasant competition, it is essential that all Players have a sportive and fair attitude. We expect all participants and other parties involved to behave professionally and in a proper manner.

Misconduct is any behavior or action by a Team Member that violates the established rules, Code of Conduct, or fair play principles of the competition. Any cases of Misconduct will be categorized as either Minor Misconduct or Major Misconduct based on the severity of the breach and will be penalized as outlined.

9.11.1 Minor Misconduct

Examples of actions that fall into the Minor Misconduct category are:

- Verbal abuse towards other individuals;
- Excessive swearing;
- Explicit language used on broadcast;
- Obscure gestures, actions, or statements towards other individuals;

9.11.2 Major Misconduct

Examples of actions that fall into the Major Misconduct category are:

- Actual or threatened violence;
- Assault, including sexual assault;
- Discriminatory statements or actions;
- Hate speech;
- Harassment, including sexual harassment;
- Deliberately destroying venue equipment, another Player's equipment, or own equipment;
- Causing a health or safety risk towards other individuals;
- Bullying;
- Theft;
- Violations of local law.

10. Penalties

10.1 Process

Upon discovery of any Team Member committing any violations of the rules outlined in this Rulebook, the Tournament Administration may issue a penalty. All penalties may be communicated to RGI upon completion of EWC-LoL.

10.2 List of Penalties

The Tournament Administration may issue the following penalties, depending on the severity and impact of a prohibited act in accordance with [APPENDIX A: PENALTY INDEX](#):

- Official Warning
- Minor Penalty Point(s)
- Major Penalty Point(s)
- Game loss
- Match loss
- Disqualification

10.3 Repeated Infractions

Repeated infractions are subject to higher penalties, up to and including a direct disqualification of a Team from further participation in the tournament.

10.4 Disqualification

If a Team is Disqualified from EWC-LoL, that Team also forfeits 100% of their monetary prize regardless of their finishing position in the tournament structure.

11. Travel & Accommodation

11.1 Valid Travel Documentation

Team Members traveling to participate in the EWC-LoL are required to hold a passport which is valid for at least six (6) months at all times.

11.2 Provided Services

The Tournament Organizer hereby commits to furnishing the subsequent services and provisions to Team Members partaking in the tournament:

- Round-trip transportation to the designated destination (inclusive of airfare)
- Ground transportation from an airport to a hotel, and from a hotel to the venue and vice versa
- Admission to the event
- Catering (food & beverage)
- Accommodation in a hotel at the event's location
- Visa allowing entry to Saudi Arabia for the purpose of competing in a prized tournament

The above listed services will be provided free of charge to a maximum of seven (7) Team Members traveling to the event, of which five (5) must be Players and one (1) must be a Team Coach. The remaining one (1) Team Member may be either an additional Team Coach or a Team Manager. The Team may decide to bring additional individuals as support staff, but the costs of their travel and accommodation will not be covered or reimbursed.

The Team is responsible for covering the costs of anything that is not included in the above list. This includes, but is not limited to: additional baggage fees; hotel incidentals; activities; souvenirs; or WiFi access.

11.3 Reimbursement

The Tournament Organizer expressly clarifies that it does not reimburse any supplementary expenses associated with travel to and from the designated destination, as such amenities are expected to be provided by default.

11.4 Travel Information

Teams are required to furnish their personal travel-related data to the Tournament Organizer within a timeframe stipulated by the Tournament Organizer.

12. Media Obligations

12.1 General Media Obligations

If the Tournament Organizer decides that one (1) or more Team Members need to participate in interviews (short pre/post Match interviews and/or longer interview-sessions), a press conference or an autograph, photograph or video-session, the Team Members cannot deny this and must attend and participate. EWC-LoL will have a mandatory media day, where participants will be photographed, filmed, and interviewed by the Tournament Organizer for the event presentation. The participants will receive a media schedule beforehand to be informed about the nature, duration, and schedule of any activities of this kind that take more than 5 minutes.

12.2 Stage Matches

Each participant is required to play their stage Matches. Exceptions may only be granted if substantial evidence (e.g. a medical certificate) proving a disability to play on a stage is provided. Tournament Administration reserves the right to disallow a Player from participating in the tournament Match(es) if it is justified by the health condition of the participant.

13. Privacy and Data Protection

13.1 Privacy and Data Protection Disclaimer

ESL FACEIT GROUP will collect, store, transfer and otherwise process personal data of all participants, including Players and other individuals associated with their participation. As the Tournament Organizer, we, ESL FACEIT GROUP, process personal data, including but not limited to image, voice, age, full name, nickname, game statistics, etc., as set out in our privacy policy available at www.eslgaming.com/privacypolicy. Prior to participating in the tournament, you should carefully read the privacy policy, as it sets out the terms in which we will process your personal data, as well as the way in which you may exercise your rights with regard to such personal data. Personal data we process to execute the tournament, so you can play the matches and compete with others and to grant support to you is required to either enter into a contract with you or perform such a contract (legal basis: Art. 6 para. 1 let. b) GDPR). Apart from this, we also have a legitimate interest in processing this personal data so you can compete in a fully functioning and fair esports tournament (legal basis: Art. 6 para. 1 let. f) GDPR). You can exercise your rights to access, rectify or delete your personal data, or object to or restrict the processing of your personal data, by contacting us at privacy@eslgaming.com.

APPENDIX A: PENALTY INDEX

The function of the Penalty Index is to be a guideline for the competitive discipline. It covers and is applicable to most of the rule violations.

The Tournament Administration reserves the right to, at its sole discretion, review any infractions committed by any participant of the EWC-LoL and enforce penalties if they believe that it is necessary.

The Tournament Administration may reduce the amount of Penalty Points being awarded by up to 50% if upon the conducted investigation it is found that the prohibited act:

- was done in a good faith
- was not done intentionally or in purpose
- there are other mitigating circumstances

Any penalties awarded are effective immediately and remain valid the entire duration of the EWC-LoL. All penalties may be communicated to RGI upon completion of EWC-LoL.

Any penalties are always applied per Team Member per each individual Game the infraction occurred.

Infraction	1st offense	2nd offense	Additional offenses
BEHAVIOUR			
Minor Misconduct	Official Warning	1 Minor Penalty Point	2 Minor Penalty Points
Major Misconduct	Disqualification	-	-
CLOTHING & APPAREL			
Failure to adhere to Clothing & Apparel rules	1 Minor Penalty Points	2 Minor Penalty Points	4 Minor Penalty Points
On-broadcast commercial violation	3 Minor Penalty Points	6 Minor Penalty Points	9 Minor Penalty Points
COMPETITION MANIPULATION			
Competition Manipulation	Disqualification	-	-
Betting on competition Matches within EWC-LoL	Disqualification	-	-
ILLEGAL SUBSTANCES			
Being under an influence, of alcohol or other psychoactive drugs during a stage Match	Disqualification	-	-
Possessing psychoactive drugs or other illegal substances during a stage Match	Disqualification	-	-
Refusing to be tested for the usage of doping, or other illegal substances	Disqualification	-	-

ADMINISTRATIVE PENALTIES			
Failure to provide information within a specified deadline	Official Warning	1 Minor Penalty Point	2 Minor Penalty Points
Failure to follow a specific instruction given by the Tournament Administration	Official Warning	1 Minor Penalty Point	2 Minor Penalty Points
MATCH PROCESS			
Tardiness	Official Warning	1 Minor Penalty Points	2 Minor Penalty Points
No-Show	Game Loss	Game Loss, 4 Minor Penalty Points	Game Loss, 4 Major Penalty Points
Bug Abuse	Official Warning	2 Minor Penalty Points	4 Minor Penalty Points
Cheating	Disqualification	-	-
Unauthorized pause or unpause	Official Warning	2 Minor Penalty Points	4 Minor Penalty Points
Unauthorized removal of headset	Official Warning	2 Minor Penalty Points	4 Minor Penalty Points
Unauthorized communication with another Player(s) during a Game pause	Official Warning	2 Minor Penalty Points	4 Minor Penalty Points
Intentional Disconnect	Official Warning	2 Minor Penalty Points	4 Minor Penalty Points
Surrendering a Game without a prior consent from the Tournament Administration	5 Major Penalty Points	Disqualification	-
Trading a Champions in the last 20 seconds of Trading phase	Official Warning	2 Minor Penalty Points	4 Minor Penalty Points