LOE.GG League of Legends
Terms and Conditions

1. Eligibility Requirements
1.1. Account Vetting
1.1.1. Prior to a Team Member being deemed eligible to participate in our League, Teams must submit details of all active League of Legends accounts used in the last 6 months, including user/summoner name and server region, to League Staff. Failure to do so may result in penalties.

1.2. No League of Esports Employees
1.2.1. Team Owners and Team employees may not be employees of League of Esports (LOE.GG) or any of their respective affiliates. "Affiliate" is defined as any person or other entity which own or controls, is under the ownership or control of, or is under common ownership or control with, the named Riot 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. Recognition of Ownership
2.1.1. The League 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 LOE.GG League. Any person that petitions for ownership into the LOE.GG League can be denied admission at the sole discretion of the League. Team Owners agree that they will not contest any final determination of the League in connection therewith.

2.1.2. The donation or sale of the slot must be approved by the league Staff.

- The new owner of the slot must pay the entry fee, which is 100% of the entry fee of the current season.

3. Rosters
3.1. Roster Requirements

3.1.1. Each team should have at least one team manager, one coach and at least five main players and up to 3 substitutes for the entire duration of each season.

3.2. Roster Modification

3.2.1. The Team Manager(the owner if the team has no manager or coach.) will be responsible for Team Roster management and document submissions. The Team Manager is authorized to make changes to the Team Roster using one of the following methods:

- Trading Players with other Teams;
- Adding Players to the Team Roster;
- Releasing Players from the Team Roster;
- Adding Players from the Reserve Roster to the Team Roster.

3.2.2. The Team Manager(the owner if the team has no manager or coach.) may request to modify their Team's and Reserve Roster. The request must be submitted to a League Staff at least 24 hours before the start of the Competition Day via Google Forms: https://forms.gle/Qu23ZzjuSb3cnnGaA . approval is at the sole discretion of the League.

3.2.3. Players are not allowed to 'hop' from team to team, unless there are internal matters that cannot be resolved.

3.3. Substitutions

3.3.1. A Team may substitute a Player between Games of a Match. The Team must notify a League Staff and have the substitution approved, no later than 5 minutes after the conclusion of the previous Game. If a team intends to play with a substitute(s), it must be reported 24 hours before the start of the Competition Day via Google Forms https://forms.gle/2NPaXkkYWnRyN9J48 .

3.3.2. Your team is not allowed to have emergency substitutes.

3.3.3. A game cannot be played with more than 2 substitutes.

3.4. Coaches

3.4.1. Coaches may only view and interact with players during the pick & ban phase of the game from the POV discord or direct on https://draft.loe.gg/ . Failure to do so will result in the loss of the match.

3.5. Team Captains

3.5.1. All teams need to assign one of the players to be the Team Captain for the season.

3.5.2. Team-Captains are the representatives and held accountable for their teams' actions (punctuality, behaviour, schedules... etc.) in the games and in discord.

3.5.3. Point of contact can be changed if requested (manager or coach being point of contact for example).

3.6. Summoner Names

3.6.1. Summoner Names, or tags. Summoner Names and team names may not contain: vulgarities or obscenities; League of Legends Champion derivatives or other similar character names; or derivatives of products or services that may create confusion.

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

3.7. Trades

3.7.1. Teams may trade Players on their Team Roster with other Teams. Trades are not limited in quantity, can be asymmetrical and can involve cash or other considerations as part of the trade.

3.7.2. Transfers are allowed during the entire regular phase of season. They need to be approved by the assigned Staff.

4. Format

4.1. Regular Season

4.1.1. Each Team will face each Team in two Best-of-1s in regular season.

4.1.2. The right for side selection during the Regular Season will be pre-selected by the League ensuring each Team will have side selection against every opposing Team once. Thus, in the rematch match, the team that did not choose in the first match chooses. The right to choose in the first match will be vested in the team on the left side of the schedule, and the selected side must be reported by up to 24 hours before game time of the match via discord #staff-only channel.

4.1.3. Standings in the League will be determined by the amount of Matches won.

4.1.4. A full schedule of dates and Matches will be available at https://loe.gg/matches-schedule/ .

4.1.5. At the end of the season (finals), the four worst teams from the regular phase will lose their slot.

4.1.6. You will encounter each team in our league twice and will have a maximum of 3 matches per week.

4.2. Play-Offs

4.2.1. This phase consists of a three-round seeded tournament among the top six Teams from the Regular Season.

4.2.2. Round One:

- **Match 1:** The first seed will choose to face either the third or fourth seed.
- **Match 2:** The second seed will face the third/fourth seed which has not been chosen.
- **Match 3:** The fifth seed will face the sixth seed. The losing team will be eliminated.

The first seed will be required to submit their choice of opponent no later than five minutes after the conclusion of the final game of the Regular Season.

The match order for the first round may be changed at the discretion of the League and will be communicated to the Teams at its earliest convenience.

4.2.3. Round Two:
- **Match 4:** The lower seed between the losers of Match 1 and Match 2 will face the winner of Match 3.
- **Match 5:** The Winners of Match 1 and Match 2 will face each other.
- **Match 6:** The higher seed among the losers of Match 1 and Match 2 will face the winner of Match 4.

Both the Teams losing Match 4 and Match 6 will be eliminated.

4.2.4. Round Three:
- **Match 7:** The team losing Match 5 will face the winner of Match 6.

- **Finals:** The winner of Match 7 will face the winner of Match 5.

For the purposes of side selection, the Team losing Match 5 will be considered the higher seed in Match 7 and the Team winning Match 5 will be considered the higher seed in the Finals.

4.2.5. In the 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.

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

4.3. Tiebreakers

4.3.1. In the event that two Teams are tied in the standings at the conclusion of the Regular Season Split, the tie will be broken by their head-to-head record. If after this the teams are still tied, the Teams will play a tiebreaker-game. Side selection will be awarded to the Team with the lower Victory Time in the Regular Season Games between those Teams.

4.3.2. 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 after this the Teams are still tied, then the following structures will be used depending on the amount of Teams in the tiebreaker.

- 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.
- 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.
- 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-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.

4.3.3. All tiebreaker-games will be played as single Best-of-1 Games.

4.3.4. Tiebreaker-games will be scheduled at the sole discretion of the League.

4.3.5. For all tiebreaker-games the right for side selection will be determined by the lower Victory Time throughout the Regular Season.

4.3.6. If the Victory Time is identical for multiple Teams, the hierarchy will be determined by a coin flip.

4.3.7. Tiebreaker games will not be played if their outcome will not have any competitive implications.

4.4. Submission of Side Selection

4.4.1. For Regular Season Games all Teams are required to submit their side selection 24 hours before the start of the Competition Week.

4.4.2. For the first Game of a Match in Play-offs Teams are required to submit their side selection 24 hours before the scheduled start of the first scheduled Match of the broadcast day.

4.4.3. For all other Games of a Match the Teams must notify a League Staff of their side selection no later than 5 minutes after the conclusion of the previous Game.

4.4.4. For all tiebreaker-games side selection must be submitted five minutes after the conclusion of the game which determined the tiebreaker scenario.

4.4.5. League Staff can shift these deadlines at their discretion by informing affected Teams. If no decision is submitted in time, selection will default to blue side.

5. Match Process

5.1. Patch

5.1.1. Matches during the Season will be played on the respective patch available on the Live Server. Changes to the competitive patch and champion availability will be at the sole discretion of the League.

5.1.2. Champions which have not been available on the live server for more than two weeks will be automatically restricted. Champions that have undergone reworks will be enabled at the sole discretion of the League.

5.2. Spectators

5.2.1. Anyone present at the LOE.GG League, watching online or attending an event is classified as a spectator.

5.2.2. Spectators are responsible for upholding good sportsmanship as well, and should never interfere or distract players or tournament staff during matches.

5.2.3. If spectators believe they've observed rules or policy violations, they're encouraged to alert a mod as soon as possible, so those in charge of infractions can sort things out with minimal interference to the tournament.

5.3. Team Members Communications & Overwatch System

5.3.1. Teams Members have a responsibility to follow the communication guidelines outlined below.

5.3.2. Appropriate communication between the Staff/Support/Judge, Team Captains and other Members leads to a transparent tournament experience for everyone involved.

5.3.3. All communication between players and the tournament staff must go through the assigned Point of Contact. This reduces confusion, and allows staff to efficiently disseminate instructions.

5.4. Pick-&-Ban Phase

5.4.1. A team is allowed to request a virtual draft. This cannot be denied and should be used when requested. You can find a link for the virtual draft here: https://draft.loe.gg/ .
- The selection and banning time must be set to 30 seconds.

5.4.2. 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.

5.4.3. League Staff may choose to employ either the Tournament Draft feature or a virtual draft at their discretion.

5.4.4. From the start of the Pick-&-Ban Phase until the end of the match, the only permitted method of communication is the team's text and voice channel on the official Discord LOE.GG server.

5.4.5. From the start of the Pick-&-Ban Phase until the end of the match, Players must share their screen preview with the League Staff via the provided software.
- Any attempt to bypass or cheat will result in severe penalties.

5.4.6. Team Coaches and Team Staff may only view and interact with players during the Pick-&-Ban Phase of the game from the POV discord or direct on https://draft.loe.gg/ . Failure to do so will result in the loss of the match.

5.4.7. In the case of an incomplete team at the start of the game, the team with the most missing members from their roster (8 players) will have to forfeit the match.

5.4.8. From the scheduled start time both teams have a maximum of 15 minutes to be in Champion Select or Virtual Draft selecting. Unless otherwise agreed by both team captains or instructed otherwise by a Staff/Support/Judge.

5.4.9. You are set to your roles in the Lobby i.e.
- 1st Pick is Top Lane;
- 2nd Pick is Jungle;
- 3rd Pick is Mid Lane;
- 4th Pick is Bot Lane;
- 5th Pick is Support.

5.4.10. If a team does not contest any rule breaking" such as illegal pick/bans, foul language, unsportsmanlike conduct etc." before loading into the game, the match is considered valid.

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

5.6. Pauses
5.6.1. Pausing is allowed, up to a maximum of 10 minutes per team.

5.6.2. Players may only pause a Game immediately following an Unintentional Disconnect, hardware/software malfunction or physical interference and must notify a League Staff immediately and identify the reason.

5.6.3. If a Player pauses a Game without a valid reason as outlined above, or un-pauses a Game without permission from a both teams, it will be considered unfair play and penalties will be applied at the discretion of the League. The game can be resumed with the consent of both teams.

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

5.7. Remakes
5.7.1. League Staff may restart any game in their sole and absolute discretion, believe that such an action is necessary to preserve the best interests of the League. This power is not constrained by the lack of any specific language in this document.

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

- Establishing line-of-sight between players on opposing teams.
- Any attack or ability is landed on minions, jungle monsters, 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).

5.7.3. **Remakes Before GOR**

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, Summoner Spell 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. 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 League Staff determine that technical difficulties will not allow for the game to resume as normal (including a team's ability to be in proper position for certain game events, such as minion spawn).
- Any circumstance which would permit a restart after GOR.

5.7.4. **Remakes After GOR**

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

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

5.7.5. **Remake Procedure**

- League Staff will determine whether either or both teams were significantly disadvantaged by the bug, and any significantly disadvantaged team will be offered the opportunity to remake the game. If any significantly disadvantaged team accepts a remake, the game will immediately be restarted as per this section. Significant disadvantage is a prerequisite to a remake offer.
- Controlled Environment. Certain conditions may be preserved in the event of a remade game that has not reached GOR, including, without limitation, picks/bans or Summoner spells. If, however, a match has reached GOR then League Staff shall not retain any settings.
- Champion and Skin Disables. If the remake occurred due to a champion bug, then settings no longer will be retained (including picks and bans) regardless of Game of Record status and the champion may be made ineligible for at least the remainder of the day's matches unless the bug can be conclusively tied to a specific game element that can be fully removed (i.e. a skin that can be disabled).

5.7.6. League Staff may utilize Remake at any time or restart any game if League Staff, in their sole and absolute discretion, believe that such an action is necessary to preserve the best interests of the League. This power is not constrained by the lack of any specific language in this document.

5.8. **Rescheduling**

5.8.1.   The request must be submitted to a League Staff at least 48 hours before the start of the Competition Day via Google Forms: https://forms.gle/Jz26zHUxenDjWrVN6 . Approval is at the sole discretion of the League.

5.8.2.   A total of 4 games can be moved in the entire group stage. 2 for the first half of the group stage and 2 for the rest of the group stage.

5.8.3.   If a game is rescheduled but unable to be played, the team with the least number of players at game time will forfeit the game.

5.9.   Referees

5.9.1.   Referees will oversee the League Matches, including the following:
- Checking the Team's Starting Line-up before a Match;
- Checking and monitoring Players;
- 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.

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

5.9.3.   If a Referee makes an incorrect judgment, the judgment can be subject to reversal. League Staff, 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, League Staff reserve the right to potentially invalidate the Referee's decision. League Staff will always maintain final say in all decisions set forth throughout the League.

6. Code of Conduct
6.1.   Competitive Integrity

6.1.1.   Teams are expected to play at their best at all times within any League Match, and to avoid any behavior that potentially threatens the actual or perceived integrity of competition or that is otherwise inconsistent with the principles of good sportsmanship, honesty, or fair play. Violating this rule will be subject to penalties at the discretion of League Staff. All decisions in regard to violations are at the sole discretion of the League.

6.1.2.   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 League Staff. In addition the Players are allowed to communicate with their Coaches and Team Staff during the Pick-&-Ban Phase.

6.2.   Penalties

6.2.1.   Any person found to have engaged in or attempted to engage in any act that the League 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 League.

6.2.2.   Upon discovery of any Team Member committing any violations of the rules, the League may issue the following penalties:

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

- Financial penalty that will be added in full to the prize pool;
- Disqualification(s).

7.1.1. Repeated infractions are subject to escalating penalties, up to, and including, disqualification from future participation in the League. It should be noted that penalties may not always be imposed in a successive manner. The League, in its sole discretion, can disqualify a Team Manager, Team Member or Team for a first offense if the action of the Team Manager, Team Member or Team is deemed egregious enough to be worthy of disqualification by the League.

7. Prizing

7.2. All season rewards will be delivered up to 2 months after the season ends.

7.3. Additionally, the money prize pool is allocated according to the place won in playoffs:

7.3.1. First place: 55% of the League prize pool + Material prizes + Special prizes,
7.3.2. Second place: 30% of the League prize pool + Material prizes + Special prizes,
7.3.3. Third place: 15% of the League prize pool + Material prizes + Special prizes,
7.3.4. Fourth place: other.

8. Additional Provisions

8.1. Streaming Regulations

8.1.1. We stream games based on what we believe are the most interesting games of this week. These games will be streamed & casted on our official twitch channel: https://twitch.tv/loegg .

8.1.2. Server rules apply to LOE.GG League Twitch/YouTube channel chats and will hold the same punishments.

8.1.3. Personal streaming by players is not allowed.

8.2. Right of modification

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

8.3. Finality of decisions

8.3.1. All decisions regarding the interpretation of these rules, Team Member eligibility, scheduling and staging of the League of Esports and penalties for misconduct, lie solely with the League, the decisions of which are final.

8.3.2. The entire Staff of LOE.GG League is at liberty to deviate from the rules in any given scenario, to guarantee the success of the project.

Final words

We appreciate any feedback and suggestions, as we take everything into consideration to optimize the LOE.GG League in the future. You can let us know in the #feedback channel on discord server.

For all the latest news, updates and more make sure to follow our platforms:

http://loe.gg/
https://discord.gg/8kgfEHg
https://www.twitch.tv/loe_gg
https://twitter.com/loe_ggg
https://www.facebook.com/leagueofesports

CEO, League of Esports

Mariusz Wroniak