



2018 BTN League of Legends
Official Rules

Introduction and Purpose

The BTN League of Legends Season (“BTN League”) is an annual competition between recognized college LoL teams. These Official Rules (“Rules”) apply to each of the teams who have qualified to play in the 2018 BTN Season, including their players, team managers, staff members (collectively “Team Members”), and other employees.

These rules are designed to ensure fair play and a level playing field for all competitors. A standardized rule set benefits all players, coaches, organizers, and fans of the game. These rules apply only to official BTN League play and not to other competitions, tournaments, or organized League of Legends play.

Teams that advance to the College Championship will be subject to additional rules relevant to live gameplay.

For questions, comments, or feedback around these rules, you may either contact your designated League Official or email collegiate@riotgames.com.

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1. Competition Eligibility

1.1. School Association

All BTN League teams and players will be associated with one of the fourteen member schools of the [Big Ten Conference](#).

1.1.1. Division Designation

All teams will be placed into one of two divisions based on the alignment of the Big Ten Conference. The divisions will be split accordingly:

- 1.1.1.1. **East:** Indiana University - Bloomington, University of Maryland - College Park, University of Michigan - Ann Arbor, Michigan State University, Ohio State University, Pennsylvania State University, Rutgers University
- 1.1.1.2. **West:** University of Illinois - Urbana-Champaign, University of Iowa, University of Minnesota, University of Nebraska, Northwestern University, Purdue University, University of Wisconsin

1.1.2. Multiple Teams per School

Only one team may represent a single institution during the season. In the event that more than one team from the same school attempts to register, teams will be recognized based on the following hierarchy. BTN League officials, in their sole discretion, may declare exceptions to this hierarchy due to extenuating circumstances:

- 1.1.2.1. **School Administrator Recognition.** If a school has an "official" or "varsity" school team, that team automatically earns the right to participate over any others.
- 1.1.2.2. **Club Officer Selection.** If a school has only one registered club, the officers of that club have the right to select a team in whatever manner they see fit.
- 1.1.2.3. **Tiebreaker Match.** If a school has more than one registered club or club officers elect not to select a team, all registered teams affiliated with registered clubs must compete in a Best-of-five match, or Best-of-three Round Robin if more than 2 teams, with first side choice determined by coin flip. In the event that a Round Robin results in a tie, all tied teams must compete in another Best-of-three Round Robin until a single winner emerges. The

winner of the Round Robin earns the right to register. This competition must be organized by club officers.

1.2. Eligibility Rules

- 1.2.1. **Age.** In order to be eligible to compete in the BTN League, players must be at least 17 years old as of January 15, 2018. For clarity, this is defined as having a birthday of 1/15/2001 or earlier.
- 1.2.2. **Enrollment Status.** Players must be currently enrolled and in academic good standing as either a (a) full-time student, or (b) part time student that is within one school year of their expected graduation. Players must additionally be eligible to participate in school sanctioned club or competitive sports, as defined by the respective institution.
 - 1.2.2.1. **Effect of Graduation.** If a player graduates before the end of the Regular Season (see Section 4), they are not eligible to continue competing per rule 1.2.2. If a player graduates or completes their degree program after the conclusion of the Regular Season and their team advances to the College Championship, that player will remain eligible per rule 1.2.2 for the entirety of the Conference Playoffs, College Championship Play-In, and College Championship. Players must continue to be eligible per the rest of Section 1.
- 1.2.3. **Riot Disciplinary Status.** Players may not have any current disciplinary suspension from Riot-affiliated competitions. Suspensions from the LCS or foreign leagues will be upheld by BTN League officials.
- 1.2.4. **Eligible LoL Account.** Players must have a League of Legends account in good standing and eligible for ranked games in order to compete. This same account must be used for the duration of the competition. Players may not change their Summoner name without permission during the competition.
- 1.2.5. **Sportsmanship Checks.** Upon registration, all players will have their LoL accounts reviewed to ensure that they uphold good conduct and sportsmanship in their games during the current school year. Players who do not do so may be subject to warnings or loss of eligibility at any point during the season.
- 1.2.6. **School LoL Presence.** All teams must be either represented by a uLoL club that has registered for the 2017-2018 school year or a

school-sanctioned varsity program. BTN League officials have the right to acknowledge clubs or varsity programs on a case-by-case basis.

1.3. No Riot Employees

Team Members may not be employees of Riot Games Inc. (“**RGI**”) or League of Legends Championship Series LLC or any of their respective affiliates at the start of or at any point during any phase of the BTN League. “**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, an Owner. “**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. Scholarships

2.1. Scholarship Breakdown

Each Big Ten Conference school participating in the event shall receive a total of \$35,000 in scholarships. All rostered players from each participating school will each receive \$5,000 in scholarships. All scholarships are distributed in USD.

2.2. Eligible Recipients

Scholarships will be distributed to 6 players and at least 1 staff member. In the event of roster changes of any kind, total scholarships will be prorated based on number of games spent on the Active Roster. All individuals must be fully eligible per section 1.2 to receive scholarship money of any kind.

2.3. Staff Scholarship Assignment

The Team Manager will be in charge of declaring which staff members are entitled to the team’s scholarship.

2.4. Multiple Team Positions

For the purposes of calculating scholarship share, individuals may only receive one scholarship at a time. For example, if an individual is both Team Manager and a player, they will only receive the scholarship as a player, and the team manager scholarship is forfeit. Likewise, if an individual is both Team Manager

and analyst, they will only receive a scholarship for one staff member.

3. Team Management and Roster Rules

3.1. Roster Size

Teams will be required to have at least five and no more than six eligible players on its roster at all times. There are no restrictions on position or designation of starter or substitute. These six players are collectively referred to as the Active Roster.

3.2. Roster Listing

The Active Roster will be displayed on an official competition website, to be shared publicly with teams. The Active Roster on that website will be updated upon proper filing of documentation. Once an acquisition is confirmed, the acquisition will be placed on the website. The Active Roster on that website will be considered the most up to date roster that could be applied within a reasonable time. Roster eligibility is still at the discretion of BTN League officials.

3.3. Team Positions

All teams must be comprised of 6 eligible players and 1 designated team manager. A team may additionally include an additional team staff member. Players, manager, and staff are collectively referred to as Team Members.

3.4. Team Manager

Each team must designate a Team Manager, who may be but does not need to be a player on the Active Roster. The Manager will be the primary point of contact for all BTN League officials, and will also be the signatory authority for any documents which cause changes to the Active Roster, as outlined in Section 3.3 and 3.4. The manager must be identified before the start of the Series, and a successor must be immediately identified if the Manager leaves the team (for any reason). The manager must be fully eligible in accordance with Sections 1.2.3 (Riot Disciplinary Status), 1.2.5 (Sportsmanship Checks), and 1.3 (No Riot Employees), but does not need to meet other eligibility criteria.

3.5. Additional Staff

Teams are allowed to have any number of additional staff members serving any role without restriction. Additional staff members do not need to be declared to

BTN League officials and do not need to meet any eligibility requirements to work with the team in any role or function.

3.6. Manager Overrule

At the sole discretion of BTN League officials, team managers may be overruled or replaced due to negligence, malice, or other reasonable suspicion of malfeasance. In the event of a conflict between team management and players of a student-run team, BTN League officials will allow for team members to replace their manager at their sole discretion.

3.7. Substitutions

Teams may freely field any 5 players from their roster in any match at any time without any notification or approval process.

3.8. Roster Changes

A team may change the players on their roster at any point during the Conference Regular Season and Conference Playoffs. Any new players must be fully eligible per Section 1.2. If a team wishes to acquire a new player, that acquisition must be declared to a BTN League official more than 3 full days before the game where the player would be utilized (e.g. if the next match is held on Friday, a new player must be declared no later than Monday). BTN League officials reserve the right to approve or deny any such request, based upon the eligibility of the players involved, the request's compliance with the Rules, and any extenuating circumstances.

3.9. Summoner Name Restrictions

Summoner Names and Team Names may not contain: vulgarities or obscenities; LoL champion derivatives or other similar character names; or derivatives of products or services that may create confusion. These restrictions will be applied solely at the discretion of BTN League officials.

3.10. Name Approval

BTN League officials reserve the right to modify all Team Tags, Team Names, and Summoner Names. BTN League officials have the ability to modify a team name if it does not reflect the standards sought by the BTN League officials. A team or player will be notified by a BTN League official if their name does not meet the standard, and the team will be allowed to change their name.

Team Members are permitted to change their Summoner Name during the season. If a team advances to the College Championship, they will not be allowed to change their Summoner Name after a deadline imposed by BTN League officials

3.11. Sponsorships

BTN League rules do not restrict any team's ability to acquire and represent sponsors. However, teams may not acquire "title sponsors," as teams will solely be represented by their school name and a unique team logo without additional branding.

If the sponsor falls under the ensuing limited categories then the sponsorship may not be displayed by the players during the use or play of LoL, adjacent to LoL related material, the BTN League, or any Riot-affiliated events. The BTN League officials have the ability to update the category list at any time. The following is a nonexclusive list of limited sponsor categories:

- 3.11.1. Gambling Websites: defined as any website that aids or abets the wagering of funds on a sporting/esporting event and/or allows for the wagering of funds in casino games including poker.
- 3.11.2. Non-"over-the-counter" drugs
- 3.11.3. Account sharing/skin selling websites
- 3.11.4. Firearms, handguns, or ammunition providers
- 3.11.5. Websites displaying or related to pornographic imagery or products
- 3.11.6. Tobacco, smoking, or vaping products

4. League Structure & Schedule

4.1. Definition of Terms

Game. An instance of competition on the Summoner's Rift map that is played until a winner is determined by one of the following methods, whichever occurs first: (a) Destruction of a Nexus, (b) Team Surrender, (c) Team Forfeit, or (d) Awarded Game Victory (See Section 6.4).

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

4.2. Conference Ranking

All conferences that participate in the College Championship will be assigned a Conference Ranking based on their performance over the past two years of College Championship. All conferences with no Championship history will be given the bottom seed. Final seeds will be announced before the start of the season after all competing Conferences are announced. Tied conferences will have the tie broken by finish in the most recent season.

The top four teams in the Conference Ranking will receive one auto-berth into the the College Championship and one berth into the College Championship Play-In. All other Conferences will receive two berths into the College Championship Play-In.

4.2.1. Past Championship Results

Rank	Conference	2017	2016
1	North	Winner, Semifinalist	Runner-up
2	West	Quarterfinalist (2)	Winner
3	East	Runner-up, Semifinalist	Semifinalist
4	South	Quarterfinalist	Semifinalist
5	BTN	Quarterfinalist	<i>n/a</i>

4.3. Phase Details

4.3.1. Regular Season. This phase consists of a seven-team, best-of-three round robin within each division, with each team playing each other team once.

4.3.2. Regular Season Tiebreaker. In the event that multiple teams are tied in the standings at the conclusion of either Regular Season split (as defined as having the same winning percentage), then any teams so tied will be seeded by head-to-head record. Tiebreakers will utilize fastest average win time to determine bracket seeding and side choice where applicable. A team's win time is calculated by adding the total game times of all games won during the regular season and dividing by number of game

wins.

4.3.2.1. Tiebreaker Schedule. Tiebreakers will be played following the final game of the Regular Season, but prior to the first day of the Playoffs. Tied teams will compete against each other until there is a winner.

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

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

4.3.2.3.1. Three-way tie: The three teams will be seeded into a single-elimination bracket where one team has a bye into the finals.

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

4.3.2.3.3. Five-way tie or greater: The teams will be seeded into a single elimination bracket, with teams randomly receiving byes into the semifinals as needed.

4.3.3. Conference Playoffs. This phase consists of a three-round, best-of-five single elimination tournament among the top four teams from each division based on Regular Season win record and tiebreaker (if applicable). Teams will be seeded by regular season record within their division, with the only cross-division play happening in the finals. The top

two teams will advance to the College Championship Play-In.

4.3.4. College Championship Play-In. This phase consists of a round robin best-of-three group stage, where teams are split into two groups.

4.3.4.1. Seeding. Teams will be seeded into two groups by snake draft. Seeding will be determined as follows:

4.3.4.1.1. Conference Playoff winners are seeded highest, in order of their Conference Ranking.

4.3.4.1.2. Conference Runners-up are seeded below playoff winners, in order of their Conference Ranking.

4.3.4.1.3. Groups may not contain both teams from the same conference. If this occurs, the conference runner-up will be moved ± 1 seed to separate them.

4.3.4.1.4. Teams from unranked conferences will be evenly seeded relative to each other.

4.3.5. College Championship. This phase consists of an eight-team, three-round single elimination tournament, where the first round is best-of-three and all other rounds are best-of-five.

4.3.5.1. Seeding. Seeding will be determined as follows:

4.3.5.1.1. The four auto-berthed teams will be seeded 1-4 based on their Conference Ranking.

4.3.5.1.2. The four teams who qualified through the Play-In will be seeded 5-8 based on their Play-In win-loss record, then Conference Ranking, then by Conference Playoff Finish (if necessary).

4.4. Schedule

4.4.1. Default Match Time. All Conference Regular Season and Conference Playoff matches are scheduled for the last Saturday of the round at 3:00pm Regional Time (see below). Matches may be rescheduled to begin at any other day within the regular season boundaries (see Section 5.6).

4.4.2. Regional Time. Unless otherwise specified, each Conference will use the following time zones: West will use Central Time, while Eastern will use Eastern Time.

4.4.3. Regular Season

4.4.3.1. Round 1: Jan 15 - Jan 21

- 4.4.3.2. Round 2: Jan 22 - Jan 28
- 4.4.3.3. Round 3: Jan 29 - Feb 4
- 4.4.3.4. Round 4: Feb 5 - Feb 11
- 4.4.3.5. Round 5: Feb 12 - Feb 18
- 4.4.3.6. Round 6: Feb 19 - Feb 25
- 4.4.3.7. Round 7: Feb 26 - Mar 4

4.4.4. **Conference Playoffs**

- 4.4.4.1. Mar 22 - 25

4.4.5. **College Championship Play-In**

- 4.4.5.1. Rounds 1-2: Apr 9 - Apr 15
- 4.4.5.2. Round 3-4: Apr 16 - Apr 22

4.4.6. **College Championship**

- 4.4.6.1. June 7 - June 10

- 4.4.7. **Changes to Schedule.** BTN League officials may, at their sole discretion, re-order the schedule of matches within a given day and/or change the date of a BTN League match to a different date or otherwise modify the schedule of matches. In the event that the match schedule is modified, officials will notify all teams at the earliest convenience.

5. **Match Process**

5.1. **Role of Referees**

Referees are BTN League officials who are responsible for making judgments on every match-related issue, question and situation which occurs before, during, and immediately following match play.

- 5.1.1. **Referee Responsibilities.** Referee oversight may include, but is not limited to the following:

- 5.1.1.1. Checking the team's lineup before a match.
- 5.1.1.2. Announcing the beginning of the match.
- 5.1.1.3. Ordering pause/resume during play.
- 5.1.1.4. Issuing penalties in response to Rule violations before, during, or after the match.
- 5.1.1.5. Confirming the end of the match and its results.

5.1.2. Finality of Judgment. If a referee makes an incorrect judgment, the judgment can be subject to reversal. BTN League officials at their discretion may evaluate the decision during or after the match to determine if the proper procedure was implemented to allow for a fair decision. If the proper procedure was not followed, BTN League officials reserve the right to potentially invalidate the referee's decision. BTN League officials will always maintain final say in all decisions set forth throughout the BTN League.

5.2. Competitive Patch & Server

BTN League will be played on the North America live server. As such, the current live patch will be used for all competitive play. The College Championship may be played on a Tournament Realm server, and may have its patch restricted per BTN League officials discretion.

5.3. New & Reworked Champions

Champions who have not been available on the live service for more than 3 days will be automatically prohibited from use. Champions that have undergone Gameplay Updates will be subject to BTN League officials' discretion.

Example: Champion A was released January 1, 2018, so Champion A becomes eligible to be used in all BTN League matches on or after January 4, 2018.

Champions that are released or updated in the middle of a week of the Regular Season will not be available for selection until the next week begins. Champions that are released during during Regional Playoffs, National Playoffs, or College Championship will not be available until the end of that phase of competition.

5.4. Setup and Player Responsibilities for Online Matches

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

5.5. Schedule Adjustments by Officials

BTN League officials, in their sole discretion, have the right to adjust the match schedule at any time to preserve the pacing of the tournament or to remedy such

circumstances as may detract from the viewer experience.

5.6. Match Reschedules

Teams may agree to reschedule their matches to a different time, such that the match begins before the round deadline. Rescheduling will occur via the reschedule function on the tournament website. Once completed, the match time listed on the platform will change according to the agreed-upon reschedule time. If teams agree on a reschedule, the agreed-upon time is considered the official match time for the purpose of lateness or forfeits. If teams cannot agree on a different time, the match must be played at the default scheduled time. BTN League officials reserve the right to uphold or reject reschedule requests at their sole discretion.

5.7. Lateness Penalties

A team will automatically forfeit their match if they are not ready to play within 30 minutes from their official or agreed-upon match time, or within 20 minutes of the start of additional games (e.g. games 2 or 3 in a best of three series). Intentionally delaying the lobby or game start will still subject the team to the rules set forth in this section.

5.8. Pause Process

Teams or players may pause the game for any reason. After a pause, the pausing team must use /all to share the reason for the pause and the estimated time to unpause. When a team is ready to unpause, at least one player from both teams must declare their readiness in /all chat (e.g. "ready" or "r") before the pausing team is allowed to unpause the game.

5.9. Pause Allowance

Teams may pause the game for a maximum of 10 minutes over the course of a single game. Pausing beyond allowance time will be considered unfair play and penalties will be applied at the discretion of tournament officials.

5.10. 4v5 Play

Teams are required to field a full team of five players be considered ready to start any match. If a player disconnects from the lobby or champion select, the team is no longer ready to play, and lateness time begins. If a player disconnects from the game, the game may continue as normal or be paused per Section 5.8.

5.11. Player Equipment Responsibility

All players are responsible for ensuring the performance of their chosen setup, including computer hardware, peripherals, internet connection, and power. A problem with player equipment is not an acceptable reason for lateness or pausing beyond a team's allowance, regardless of the root cause of the problem.

5.12. Spectators, Streaming, and Recording Matches

Spectators are permitted in official matches via Lobby Spectating for the purposes of streaming or recording official matches. Spectators may not actively communicate with players on either team while the game is in play.

All matches may be streamed online. Live streamers must use a stream delay of at least two minutes. Any spectator viewing the game with less than 5 minutes of spectator client delay is considered unfair play, and will subject their associated team with penalties at the sole discretion of BTN League officials per Section 7.5.

Players participating in official matches may record the match from their perspective, but are not allowed to stream or publicly post any such recordings until the match is completed.

Rebroadcasts, VOD reviews, and other additional content using official match footage are allowed to be posted after the match is completed with no restrictions.

5.13. Game Lobby Creation.

BTN League officials will provide instructions to join the official game lobby to competing teams. Players must join a game lobby in the following order of positions: Top, Jungle, Mid, ADC, Support. Teams are free to role swap during Champion Select if they so choose.

5.14. Game Setup

5.14.1. Start of Champion Select. Once all ten players have reported to the official game lobby, a BTN League official will request confirmation that both teams are ready for Champion Select. Once both teams confirm readiness, a BTN League official will instruct the room owner to start the game.

5.14.2. Recording of Champion Select. Picks/bans will proceed through the client's Tournament Draft feature. If picks/bans are completed in advance

of game setup for any reason, BTN League officials will record the official picks/bans and manually abort the game start.

5.14.3. Game Lobby Settings

- 5.14.3.1. Map:** Summoner's Rift
- 5.14.3.2. Team Size:** 5
- 5.14.3.3. Allow Spectators:** Lobby Only
- 5.14.3.4. Game Type:** Tournament Draft

5.15. Side Selection

In the regular season, first side selection will be randomly assigned each match. In the Conference Playoffs, the higher-ranked seed will have side selection for odd-numbered games (e.g. Games 1 & 3), while the lower seed will have side selection for even-numbered games (Game 2). For example, the higher seed may choose to play game 1 on blue side, but game 3 on red side and the lower seed may choose to play game 2 on red side and game 4 on blue side. Both teams will be required to submit their final decision by 7:00pm regional time on the night before the match is scheduled using the message board on the match webpage (in the time zone where the game will be played). If no decision is submitted, selection will default to blue side.

5.16. Champion Select Process

- 5.16.1. Tournament Draft.** All games should be conducted under Tournament Draft format. BTN League officials may choose to employ a manual draft that is conducted in chat without the use of an in-game feature.
- 5.16.2. Restrictions on Gameplay Elements.** Restrictions may be added at any time before or during a match, if there are known bugs with any items, Champions, skins, runes, masteries, or Summoner spells, or for any other reason as determined at the discretion of the BTN League.
- 5.16.3. Selection Error.** In the event of an erroneously-selected Champion pick or ban, the team in error must notify their opponents before the other team has locked in their next selection. If so, the process will be restarted and brought back to the point at which the error occurred so that the team in error may correct its mistake. If the next selection is locked before the team in error gives notice, the erroneous selection shall be deemed irrevocable.
- 5.16.4. Placeholder Champions.** A player may draft a champion they do not own by selecting a different champion and immediately notifying the

opposing team of the intended pick. Teams will complete the pick/ban process as normal, then the player will dodge and redo champion select with the correct champions. Champion Select must be restarted as soon as possible, and players are not permitted to change their rune pages during the restart.

5.16.5. Game Start. A game will start immediately after the pick/ban process is complete, unless otherwise stated by a BTN League official. Players are not allowed to quit a game during the time between the completion of picks/bans and game launch.

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

6. Game Rules

6.1. Game of Record

A game of record (“**GOR**”) refers to a game where all ten players have loaded and which has progressed to a point of meaningful interaction between opposing teams. Once a game attains GOR status, the period ends in which incidental restarts may be permitted and a game will be considered as “official” from that point onward. After the establishment of GOR, game restarts will be allowed only under limited conditions (see Section 6.3). Examples of conditions which establish GOR:

6.1.1. Hostile contact. Any attack or ability is landed on minions, jungle creeps, structures, or enemy Champions.

6.1.2. Vision. Vision established between players on opposing teams.

6.1.3. Invasion. 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.

6.1.4. Time. Game timer reaches two minutes (00:02:00).

6.2. Directed Pause

BTN League officials may order the pause of a match or execute a pause command at any time for any reason, at their sole discretion.

6.3. Game Restart

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

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

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

If BTN League officials determine that the bug is critical and verifiable and that the player followed the pause protocol, then the disadvantaged team will be presented with the option for a restart. If the team accepts, the game will immediately be restarted. If the restart occurred due to a champion bug, then settings no longer will be retained (including picks and bans) regardless of Game of Record status and the champion will be made ineligible for at least the remainder of the day's matches unless the bug can be conclusively tied to a specific game element that can be fully removed (i.e. a skin that can be disabled) or prohibited (i.e. the purchase of items).

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

This section is applicable if the pause is directed as per Section 6.2 and does not limit the ability of a BTN League official to institute a restart.

- 6.3.1. Controlled Environment.** Certain conditions may be preserved in the event of a restart of a game that has not reached GOR, including, without limitation, Champion Select, rune/mastery loadouts, or Summoner spells.

If, however, a match has reached GOR, BTN League officials shall not retain any settings.

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

6.4. Awarded Game Victory

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

- 6.4.1. Gold Differential.** The winning team has more than 133% of the losing team's gold.
- 6.4.2. Remaining Turret Differential.** The difference in the number of remaining turrets between the teams is more than seven (7).
- 6.4.3. Remaining Inhibitor Differential.** The difference in the number of standing inhibitors between the teams is more than two (2).

6.5. Mid-Match Break

Teams are entitled to a short break of at least 10 minutes between games of a multi-game (e.g. best-of-three) match. Teams can agree to a longer or shorter break, but if no agreement can be reached, lateness time will begin counting at 10 minutes exactly. BTN League officials may inform players of the remaining amount of time before the next game's Champion Select phase begins. Teams are subject to lateness penalties per Section 5.6 if they are not ready to begin after the break time ends.

6.6. Results of Forfeiture

Matches won by forfeit will be reported by the minimum score it would take for one team to win the match (e.g. 1-0 for best-of-one matches, 2-0 for best-of-three matches, 3-0 for best-of-five matches). No other statistics will be recorded for forfeited matches.

7. Player Conduct

7.1. Competition Conduct

7.1.1. Unfair Play. The following actions will be considered unfair play and will be subject to penalties at the discretion of BTN League officials.

7.1.1.1. Collusion. Collusion is defined as any agreement among two (2) or more players and/or confederates to disadvantage opposing players. Collusion includes, but is not limited to, acts such as:

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

7.1.1.1.2. Pre-arranging to split scholarship money and/or any other form of compensation.

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

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

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

7.1.1.3. Exploiting. Exploiting is defined as intentionally using any in-game bug or any feature not working as intended, at the sole discretion of BTN League officials, to seek an advantage.

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

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

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

- 7.1.2. Profanity and Hate Speech.** A Team Member may not use language that is obscene, foul, vulgar, insulting, threatening, abusive, libelous, slanderous, defamatory or otherwise offensive or objectionable; or promote or incite hatred or discriminatory conduct, in or near the match area, at any time. A Team Member may not use any facilities, services or equipment provided or made available by BTN League or its contractors to post, transmit, disseminate or otherwise make available any such prohibited communications. A Team Member may not use this type of language on social media or during any public facing events such as streaming.
- 7.1.3. Disruptive Behavior / Insults.** A Team Member may not take any action or perform any gesture directed at an opposing Team Member, fan, or official, or incite any other individual(s) to do the same, which is insulting, mocking, disruptive or antagonistic.
- 7.1.4. Abusive Behavior.** Abuse of BTN League officials, opposing Team Members, or audience members will not be tolerated. Repeated etiquette violations, including but not limited to touching another player's computer, body or property will result in penalties. Team Members and their guests (if any) must treat all individuals attending a match with respect.

7.2. Unprofessional Behavior

- 7.2.1. Responsibility Under Code.** Unless expressly stated otherwise, offenses and infringements of these Rules are punishable, whether or not they were committed intentionally. Attempts to commit such offenses or infringements are also punishable.
- 7.2.2. Harassment.** Harassment is forbidden. Harassment is defined as systematic, hostile, and repeated acts taking place over a considerable period of time, or a singular egregious instance, which is/are intended to isolate or ostracize a person and/or affect the dignity of the person.
- 7.2.3. Sexual Harassment.** Sexual harassment is forbidden. Sexual harassment is defined as unwelcome sexual advances. The assessment is based on whether a reasonable person would regard the conduct as undesirable or offensive. There is zero tolerance for any sexual threats/coercion or the promise of advantages in exchange for sexual favors.
- 7.2.4. Discrimination and Denigration.** Team Members may not offend the dignity or integrity of a country, private person, or group of people through

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

- 7.2.5. Statements Regarding BTN League, Riot Games, and League of Legends.** Team Members may not give, make, issue, authorize, or endorse any statement or action having, or designed to have, an effect prejudicial or detrimental to the best interest of BTN League, Riot Games or its affiliates, or League of Legends, as determined in the sole and absolute discretion of BTN League.
- 7.2.6. Player Behavior Investigation.** If BTN League officials or Riot determines that a Team or Team Member has violated the Summoner's Code, the LoL Terms of Service, or other rules of LoL, BTN League officials may assign penalties at their sole discretion. If a BTN League official contacts a Team Member to discuss the investigation, the Team Member is obligated to tell the truth. If a Team Member lies to a BTN League official creating obstruction of the investigation then the Team is subject to punishment.
- 7.2.7. Criminal Activity.** A Team Member may not engage in any activity which is prohibited by common law, statute, or treaty and which leads to or may be reasonably deemed likely to lead to conviction in any court of competent jurisdiction.
- 7.2.8. Moral Turpitude.** A Team Member may not engage in any activity which is deemed by BTN League officials to be immoral, disgraceful, or contrary to conventional standards of proper ethical behavior.
- 7.2.9. Confidentiality.** A Team Member may not disclose any confidential information provided by BTN League officials or any affiliate of Riot Games, by any method of communication, including all social media channels.
- 7.2.10. Bribery.** No Team Member may offer any gift or reward to a player, coach, manager, BTN League official, Riot Games employee, or person connected with or employed by another BTN League team for services promised, rendered, or to be rendered in defeating or attempting to defeat a competing team.

- 7.2.11. Non-Compliance.** No Team Member may refuse or fail to apply the instructions or decisions of BTN League officials.
- 7.2.12. Match-Fixing.** No Team Member may offer, agree, conspire, or attempt to influence the outcome of a game or match by any means that are prohibited by law or these Rules.
- 7.2.13. Document or Miscellaneous Requests.** Documentation or other reasonable items may be required at various times throughout the BTN League as requested by BTN League officials. Penalties may be imposed if the documentation or items requested are not received and/or completed at the required time or do not meet the standards set by the BTN League.

7.3. Association with Gambling

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

7.4. Subjection to Penalty

Any person found to have engaged in or attempted to engage in any act that BTN League officials believe, in their 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 BTN League.

7.5. Penalties

Upon discovery of any Team Member committing any violations of the rules listed above, the BTN League may, without limitation of its authority under Section 7.4, issue the following penalties:

- 7.5.1.** Verbal Warning
- 7.5.2.** Loss of Side Selection for Current or Future Game
- 7.5.3.** Loss of Ban(s) for Current or Future Game
- 7.5.4.** Scholarship/Prize Forfeiture
- 7.5.5.** Game Forfeiture
- 7.5.6.** Match Forfeiture
- 7.5.7.** Player Suspension
- 7.5.8.** Team Disqualification

Repeated infractions are subject to escalating penalties, up to, and including, disqualification from future participation in the BTN League. It should be noted

that penalties may not always be imposed in a successive manner. BTN League officials, in its sole discretion, for example, can disqualify a player for a first offense if the action of said player is deemed egregious enough to be worthy of disqualification by BTN League officials.

Penalties that state a listed amount of time for discipline will only apply to competition months. Competition months are defined as the months in which professional League of Legends competitions are taking place (i.e. January through October).

Infractions will be informed by, but not subject to, the LCS Penalty Index which can be found here:

https://riot-web-static.s3.amazonaws.com/lolesports/Rule%20Sets/LCS_Penalty_Index.pdf

Or the Global Penalty Index for major infractions, which can be found here:

https://riot-web-static.s3.amazonaws.com/lolesports/Rule%20Sets/Global_Penalty_Index.pdf

7.6. Cross-League Penalties

BTN League officials reserve the right to honor penalties incurred in other Riot-sanctioned competitions, such as the NA LCS, and vice versa.

7.7. Right to Publish

BTN League officials shall have the right to publish a declaration stating that a Team Member has been penalized. Any Team Members and/or team which may be referenced in such declaration hereby waive any right of legal action against the League of Legends Championship Series, LLC, Riot Games, Inc., and/or any of their parents, subsidiaries, affiliates, employees, agents, or contractors

8. Spirit of the Rules

8.1. Finality of Decisions

All decisions regarding the interpretation of these rules, player eligibility, scheduling and staging of the BTN League, and penalties for misconduct, lie solely with BTN League officials, the decisions of which are final. BTN League decisions with respect to these Rules cannot be appealed and shall not give rise

to any claim for monetary damages or any other legal or equitable remedy.

8.2. Rule Changes

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

8.3. Best Interests of the BTN League

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