



**Oceanic Pro League
2016 Rules
Version 1.2**

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Introduction and Purpose

These Official Rules (“Rules”) of the Oceanic Pro League (“OPL”) apply to each of the teams who have qualified to play in the OPL in 2016, as well as their coach, managers, owners, Starters, Substitute players (collectively “Team Members”), and other employees. The 2016 Season of the OPL will be divided into two halves (“splits”). Each split will consist of three phases (a) a regular season, (b) playoffs, which will be at the conclusion of the regular season, and (c) a promotion/relegation tournament after the playoffs are conducted. The top team from the OPL will advance to a wildcard qualifier tournament for the 2016 League of Legends World Championship. These Rules apply only to official OPL play and not to other competitions, tournaments or organized play of League of Legends (“LoL” or the “game”).

These Rules are designed solely to ensure the integrity of the system established by the OPL for professional play of LoL and a competitive balance among the teams that play at the professional level. Standardized rules benefit all parties who are involved in the professional play of LoL, including the teams, players and general managers.

These Rules do not restrict competition for players. The terms of engagement between players and teams are left to each of the teams and its players.

In addition to these Rules, the OPL is operated in accordance with the League of Legends competitive global rules, which can be found at:
http://www.lolesports.com/en_US/na-lcs/na_2016_spring/about/globalRules

Countries included in the Oceanic Pro League are: Australia, New Zealand, Guam, New Caledonia, French Polynesia, Fiji, and Northern Mariana Islands.

1. Team Eligibility

1.1 Team Document Submission

No team shall be considered eligible to participate in any OPL-affiliated match unless they have submitted:

1.1.1 a completed OPL Team Admission form.

1.2 Team Ownership

The team's spot in the Oceanic Pro League is owned by a nominated Team Owner. This can be a Player, a Manager or a third party. A team owner's decision is final and overrules any contrary decision made by any other party on a team.

1.2.1 No Team Owner or Team Manager or Affiliate of an Owner may own or control, directly or indirectly, or have a direct (e.g., ownership) or indirect (e.g. a contractual arrangement) financial interest, or be an employee or contractor of, more than one League of Legends team in a professional eSports league.

1.2.1.1 An OPL team may own one Oceanic Challenger Series ("OCS") team. If that OCS team reaches the promotion tournament, the OPL team may not choose or be forced to play a team which, at any time during the most recent Challenger Series, was owned by the same company, individual, or other legal entity.

1.2.2 Team Members may not be employees of Riot Games Inc. or League of Legends eSports Federation LLC or any of their respective affiliates at the start of or at any point during the OPL regular season or playoffs. "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.

1.2.3 The OPL 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 OPL. Any person that petitions for ownership into the OPL can be denied admission if they are found to have not acted with the professionalism sought by the OPL. Someone seeking admission into the OPL must meet the highest standards of character and integrity. Candidates who have violated this rule set or attempted to act against the spirit of these rules, even if not formally contracted to the rule set, can be denied admission into the OPL. Team Owner agrees that it will not contest any final determination of the OPL in connection therewith.

1.2.4 Changes in Ownership and Sponsors with naming rights may occur during the split, but team names can only change after the last competitive commitment for that

split. e.g. following the most recent Playoffs, Promotion Matches, or International Tournament which that team is included in, but before the declared dates of the following Split.

1.3 Roster Requirements

For a team to be eligible for the OPL they are required to maintain the following conditions:

1.3.1 Team Members

Each team is required to maintain, at all times during the OPL:

1.3.1.1 Five starter players ("Starters")

1.3.1.2 Between one and three substitute players ("Subs")

1.3.1.3 One team manager ("GM")

1.3.1.4 One team owner ("Owner")

All Starters and Subs must be eligible to participate in the OPL (Section 2).

1.3.2 Residency

Residency is defined as having lived in an Oceanic country for 4 of the last 6 years.

1.3.2.1 Three out of five Starters must be residents of an Oceanic Country.

1.3.3 Coach

Each team will be permitted to designate a coach, who will be considered the official coach for the team. The coach cannot be a Starter or Sub for a professional team, and may be affiliated with only one organisation.

1.3.4 Roster Submission

At a time designated by OPL officials before the start of each split, each team must submit their roster to the OPL (according to the requirements outlined in Section 1.3.1). A team will not be allowed to start a member for the first week of the Split that is not on the roster that was declared on this date.

1.4 Substitutions within active roster

During the regular season, requests to modify a starting lineup (i.e. swapping a Starter with a Sub) for the team's first match in the competitive week must be submitted no later than 48 hours prior to the start of the matches on the respective day.

1.4.1 Substitution During Matches

A team may substitute a player within a match. The team must notify an OPL official and have the substitution approved immediately following the previous game, no later than 5 minutes after the explosion of the nexus (e.g. if a team wishes to substitute a player in for game 2, then the team must notify an OPL official no later than 5 minutes following game 1).

1.4.2 Substitution During Playoffs & Promotion Tournament

At the end of the regular season, teams must declare a roster of 6 eligible players. This roster is locked until the completion of all aforementioned matches, barring any extenuating circumstances. In the event of an emergency, a team will be given up to two hours to find an immediate substitute for a game. If a replacement cannot be found then the team will forfeit. OPL officials will determine if an event qualifies as an emergency. Players may only be listed on, and play for, a single roster across all competitive leagues for the duration of playoffs and promotion tournament.

1.5 Roster Changes

Any changes to a Team roster, i.e. adding or removing a Starter or Sub, must be communicated to OPL officials.

1.5.1 If a team wishes to release a player from their current roster (either Starter or Sub), the team is required to complete a player release form.

1.5.2 If a team wishes to sign a free agent player to their roster (either Starter or Sub), the team is required to complete a player admission form. No free agent signings shall be recognized or be eligible for competitive play until approval has been given by OPL officials.

2. Player Eligibility

To be eligible to compete in the Oceanic Pro League, each player must satisfy the following conditions:

2.1 Player Document Submission

No player shall be considered eligible to participate in any OPL-affiliated match unless they have submitted:

2.1.1 a completed OPL Player Admission form,

2.1.2 a signed copy of the contract between the player and their Team.

2.2 Age

No player shall be considered eligible to participate in any OPL-affiliated match before their 17th birthday, defined as having lived 17 full years.

2.3 Player Behaviour Check

Every player's behaviour will be checked upon admission to the league, as well as periodically during the season to ensure their behavior when playing League of Legends is appropriate. If a player fails to meet the standards set forth by the OPL, they may be sanctioned or disqualified from the league, at the sole discretion of Riot officials.

2.4 Summoner Name

Summoner Names must be approved by OPL officials in advance of use in play. Name changes are not allowed except under certain extenuating circumstances, during the off-season, and must be approved by OPL officials prior to use in an OPL game.

2.5 Location

All online OPL games must be played from a country included in the OPL.

2.6 Competitive Play

2.6.1 The player accepts that their participation in the Oceanic Pro League as a Starter, Manager or Owner will mean they cannot participate in other Riot-affiliated competition (e.g. Oceanic Challenger Series or Oceanic Open Ladder) during that competitive week.

2.6.1.2 Substitutes may participate on another team in the Oceanic Challenger Series or the Oceanic Open Ladder; however any suspect of abuse on a team's part will result in that player's disqualification from the Oceanic Pro League as determined by Riot officials.

2.6.2 The player must have previously displayed competitive ability, having held a peak ranking of Diamond 3 or above, within the last year.

2.7 OPL Decision

The OPL shall have the right to make final and binding determinations regarding player eligibility and entry to the OPL.

3. Payments to Teams and Players; Prizes

3.1 Team Fees

Each team that has qualified to compete in the 2016 Season shall receive compensation from the OPL ("Team Fees") for participation in accordance with the individual agreements between OPL and the team (each, a "Team Agreement"). For the avoidance of doubt, all teams will receive equal Team Fees.

3.2 Player Compensation

Each team will be responsible for the compensation of its players, in accordance with the terms of the applicable Team Agreement.

3.2.1 Teams will be paid according to the following conditions:

3.2.1.1 Match fees are paid to each team owner for distribution to players.

3.2.1.2 Payments to teams are made on a monthly basis.

3.2.1.3 Each match is paid an equal fee, regardless of the number of games needed to determine the result of the match.

3.2.1.4 If a team forfeits one or more of their games in any given match, they will not be paid for that match.

For the avoidance of doubt, all teams receive equal match fees.

3.2.2 Teams must pay their players according to the following conditions:

3.2.2.1 Each player must be paid an equal share (20%) of the match fee.

3.2.2.2 If a substitution is made during a match, players will be paid a pro rata share according to the games played within the match (e.g. a player that starts in one game of a three-game series must be paid 1/3rd of the match fee).

At no point can a player opt in to payment that is lower than the minimum match fee. Nothing in these Rules is intended in any way to limit the compensation a team pays to its players.

3.3 Event Prizes

During the playoffs at the end of each Split, teams shall have the opportunity to earn prize money based on their level of performance in those events.

Position	Prize
1 st place	\$16,000 AUD
2 nd place	\$8,000 AUD
3 rd place	\$4,000 AUD
4 th place	\$4,000 AUD

Event prizes are paid to the Team, who must then distribute it according to each player's contract with their team.

4. League Structure

The OPL is operated by Riot officials ("League Admins", "League Ops", "Riot officials", "OPL officials").

4.1 Definition of Terms

4.1.1 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) completion of the final objective (destruction of a nexus), (b) Team Surrender, (c) Team Forfeit, or (d) Awarded Game Victory (See Section 7.5).

4.1.2 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 tournament format.

4.1.3 Split. Scheduled league play that will occur over an approximately three-month period of time. The 2016 Season will be divided into two splits. Each split will consist of three phases: (a) Regular Season, (b) Playoffs, which will occur at the conclusion of

the Regular Season, and (c) a Promotion Tournament after the Playoffs have concluded.

4.2 Phase Details

4.2.1 Regular Season

This phase consists of eight teams, each playing 10 best-of-three matches per split, in a league format against opponents within their region.

Each team will face each of their opponents at least once per split, with every team playing three other teams twice.

To establish the repeated matchups, teams will be drawn into two groups (A and B), where group A plays a double round robin, Group B plays a double round robin, and Group A teams play vs Group B teams in a cross-group single round robin. Groups are determined by seeding from the previous split, and then randomised; i.e. teams are paired based on seed (1&2, 3&4, 5&6, 7&8), and then the pair is split into either group, determined by coin flip.

Sides will be pre-determined and teams will start on the blue and red sides an equal number of times throughout the Split. Where teams play each other twice in the same Split, said teams will each receive one blue side start.

The winner of each best-of-three match will receive one point, whilst the loser will receive zero points. A team's total points determine their position on the ladder.

4.2.2 Tiebreakers

In the event of a tie between teams at the end of the regular season, the tie will be broken as follows.

4.2.2.1 Two Teams

In the event that two teams are tied in the standings at the conclusion of either Regular Season split (as defined as having the same winning percentage), any teams so tied will be seeded by head-to-head record. If said teams have identical head-to-head records (as defined as each team winning 50% of games between the two teams), said teams will play one tiebreaker game to determine the final standings.

4.2.2.2 Three Teams

If three 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. The two teams that remain will resolve their tie using the rules outlined above in 4.2.2.1.

If the head-to-head record of all 3 teams is identical, said teams will play a best-of-one Round Robin to determine the final standings. If the games result in all 3 teams remaining tied, the process will be repeated until resolved.

4.2.2.3 Four or More Teams

If four 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. If three teams remain tied, the tie will resolve according to the rules in 4.2.2.2. If two teams remain tied, the tie will resolve according to the rules in 4.2.2.1.

If the head-to-head record of all teams is identical, teams will be randomly drawn into a single elimination bracket, where teams play best-of-one matches until the results can be used to resolve the ties.

4.2.2.4 Timing

Tiebreaker games 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.

4.2.3 Playoffs

This phase consists of a single-elimination tournament among the top four teams from the Regular Season split, seeded according to their Regular Season rank (1st plays 4th, 2nd plays 3rd), and played as best-of-five matches.

4.2.4 Promotion/Relegation Tournament

At the conclusion of each split, the teams in 7th and 8th ladder position will be placed in the Promotion/Relegation tournament, to play against the top two teams from the OCS.

4.2.5 Wildcard Qualification

At the completion of each Split's Playoffs, the winning team qualifies to represent their region in an International Wildcard Tournament.

5. Player Equipment

5.1 Online Matches

For all online (non-live) matches, players will be expected to provide all of their own equipment. This includes, but is not limited to, computers, keyboards, mice, and voice programs. As the matches will not be played on an offline server, players will also need to account for their own computer protection (including but not limited to DDOS prevention). Upon request, Riot officials can help to identify means by which players may protect their computers, but exclusive responsibility for protection will fall upon the Players and Teams.

Additionally, the stability of each player's hardware and internet connection are the responsibility of the player. In the event that a game is played on the live server and not the Tournament Realm, both teams will be required to use the default skins for their selected champions.

5.1.1 Use of Communication Program

Players are required to use the Riot-hosted Teamspeak server for their team communication during online games. All five Starters must join the team designated channel on the server before the game reaches champion select. Players that do not join the channel by the designated time will be subject to loss of ban as though the player is not in the lobby.

5.1.1 Permitted Users Only the five players who are playing the game and the team's official coach are permitted in the channel. Each team will be joined by designated OPL officials and Broadcast Crew.

5.1.2 Server Issues

In the event of issues with the communication server, a game pause can be issued (according to Section 7.3). If the server issues cannot be resolved, all players will be asked to move to the backup server.

5.1.3 Player Connectivity Issues

Players are responsible for their own connection to the communication server. Should they be unable to connect, or their connection be severed, the game will be paused until the player has connected. This will count against that team's pause allocation for the game.

5.1.4 Channel Usage

Teams are only allowed to use their team's designated channel. If a player joins a channel of the team they are not a part of, they will be subject to penalties as though they are attempting to cheat, despite the player's intention.

5.1.5 Server Access

Players cannot share the server information without prior approval from OPL.

5.2 Riot-Provided Equipment

For live studio matches, Riot officials will provide, and players will exclusively use, equipment in the following categories:

- PC & Monitor
- Headsets and/or Earbuds and/or Microphones
- Table and Chair

At the request of an OPL player, Riot officials will provide the following categories of equipment for use in all official OPL matches played in a studio:

- PC Keyboards

- PC Mice
- Mousepads

All Riot-provided equipment shall be selected at the sole discretion of Riot officials.

5.3 Player-Owned or Team-Owned Equipment

During live studio matches, players are allowed to provide equipment in the following categories, which are owned by themselves or their teams, into the match area and use such equipment during official OPL matches:

- PC Keyboards
- PC Mice and cord holders
- PC Mousepads

In the match area, players may not bring, use, or wear any headsets, earbuds and/or microphones, other than those provided by OPL, with the following sole exception: players may wear a second headset, which is owned by themselves or their Teams, around their necks, so long as such second headset is a product of a Team sponsor and remains, at all times, unplugged, unpowered, without a battery of any kind, and is not used for any purpose other than decoration. If the second headset has a microphone, it must, at all times, remain fully retracted or in the opposite of a “ready” position.

All player-owned or team-owned equipment must be submitted to OPL officials in advance for approval. Unapproved equipment or equipment that is suspected by OPL officials of providing an unfair competitive advantage will not be permitted for use. If the Player’s equipment is not approved, then the Player will be required to use Riot-provided equipment instead.

At their discretion, OPL officials may disallow the use of any individual piece of equipment for reasons relating to league security, safety, or operational efficiency or effectiveness.

No player-owned or team-owned hardware or equipment may be brought into the Match Area if it features or displays any name, likeness or logo of a company or brand which is a competitor of Riot Games or LoL.

5.4 Replacement of Equipment

If equipment or technical problems are suspected by Riot officials at any time, a player or Riot official may request a technical review of the situation. A Riot technician will diagnose and troubleshoot problems, as needed. Technicians may request that Riot officials order replacement of any equipment, at their discretion. Decisions regarding the replacement of any equipment are solely at the discretion of Riot officials.

5.5 Player Apparel

Players must wear official team uniforms during all live OPL matches and pre-match and post-match interviews by the OPL. If no team requirement exists, players must wear pants and closed-toe shoes, as well as visible team-branded apparel, on their upper body, during the entirety of any OPL event or appearance. All starting players must wear matching apparel during the game. The matching apparel includes shirts, jerseys, jackets, and pants. For the avoidance of doubt, sweatpants, athletic pants, and/or pajama pants will not be considered

appropriate attire. Jerseys and all other apparel worn during such times are subject to the restrictions set forth in Section 8 below, and are subject to the review and discretion of OPL officials.

5.6 Computer Programs & Usage

Players are prohibited from installing software on Riot-provided computers and must use only the software provided by OPL.

5.6.1 Voice Chat

Voice chat will be provided only via the native system used in Riot-provided headsets. Use of third-party voice chat software (e.g. Skype) is not permitted. Riot officials may monitor and record a team's audio at the discretion of Riot.

5.6.2 Social Media and Communication

It is prohibited to use OPL computers to view or post on any social media or communication sites. This includes, but is not limited to, Facebook, Twitter, online forums/message boards and email.

5.6.3 Non-Essential Equipment

It is prohibited to connect non-essential equipment, such as phones, flash drives or MP3 players, to OPL computers, for any reason.

5.7 Client Accounts

Riot will provide players with Tournament Realm accounts upon qualification to the OPL. It is the player's responsibility to configure their account to their preferences. The account's Summoner Name must be set only to the player's official tournament handle, as approved by the OPL.

5.8 Audio Controls

Players will be required to maintain volume levels above minimum settings, which will be clearly marked on the controls. Riot officials may require players to adjust their volume levels higher if the officials determine, at their sole discretion, that volume levels are too low.

Headphones must be placed directly on a player's ears, and must remain there for the duration of the game. Players are not permitted to obstruct the placement of headphones by any method or place any item, including hats, scarves or other articles of clothing, between the headphones and the player's ears.

5.9 Equipment Tampering

Players may not touch or handle another teammate's owned or provided equipment after a match has started. Players who require assistance with their equipment should ask assistance from an OPL official.

6. Match Process

6.1 Changes to Schedule

OPL may, at its sole discretion, re-order the schedule of matches within a given day and/or change the date of an OPL match to a different date or otherwise modify the schedule of

matches. In the event that OPL modifies a match schedule, OPL will notify all teams at the earliest convenience.

6.2 Arrival in Game Lobby for Non-Live Matches

Members of a team's Active Roster who are participating in an OPL event must arrive in the lobby no later than the time specified by OPL officials.

6.3 Role of Referees

6.3.1 Responsibilities

Referees are OPL officials who are responsible for making judgments on every match-related issue, question and situation which occurs before, during, and immediately following match play. Their oversight may include, but is not limited to:

6.3.1.1 Checking the team's lineup before a match.

6.3.1.2 Checking and monitoring player peripherals and match areas.

6.3.1.3 Announcing the beginning of the match.

6.3.1.4 Ordering pause/resume during play.

6.3.1.5 Issuing penalties in response to Rule violations before, during, or after the match.

6.3.1.6 Confirming the end of the match and its results.

6.3.2 Referee Behaviour

At all times, referees shall conduct themselves in a professional manner, and shall issue rulings in an impartial manner. No passion or prejudice will be shown towards any player, team, team manager, owner, or other individual.

6.3.3 Finality of Judgment

If a referee makes an incorrect judgment, the judgment can be subject to reversal. At their discretion, OPL officials 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, OPL officials reserve the right to potentially invalidate the referee's decision. OPL officials will always maintain final say in all decisions set forth throughout the League.

6.3.4 Gambling Prohibition

All rules prohibiting gambling on League of Legends, as found below in Section 8, shall apply to referees without limitation.

6.4 Competitive Patch

6.4.1 Patch Selection

The 2016 Season will be played on the current patch available on the Live Service, once a sufficient testing period has occurred. Changes to the competitive patch will be at the discretion of OPL.

6.4.2 Champion Availability

Champions that have not been available on the live service for more than two weeks will be unavailable for selection in play. Champions that have undergone reworks will be subject to OPL discretion.

6.5 Player Responsibilities for Online Matches

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

6.5.1 Rolling Schedule

Matches held on a rolling schedule will have estimated start times. However, teams are required to be available to play their match up to three hours in advance of their estimated time, or as otherwise directed by Riot officials.

6.5.2 Schedule Adjustments

Riot officials, in their sole discretion, have the right to adjust the match schedule at any time to preserve the pacing of matches or to remedy such circumstances as may detract from the viewer experience.

6.5.3 Lateness Penalties

Teams that are not ready at the start of the preceding game (or 30 minutes before the start of the first match of the day) are subject to lateness penalties. For avoidance of doubt, the start of the game is defined as a team entering Summoner's Rift and being visible on the map.

For every 5 minutes a team is late, they will lose one ban. If a team is late and has no further bans to lose, or the preceding game has completed, they will be subject to forfeiture. Intentionally delaying the lobby or game start will still subject the team to the rules set forth in this section. Referees may apply additional penalties at their discretion.

6.5.4 Pause Allowance

Teams may pause the game for a maximum of 10 minutes over the course of single game, or 20 minutes over the course of a match. Pausing beyond allowance time will be considered unfair play and penalties will be applied at the discretion of Riot officials.

6.5.5 4v5 Play

Teams are required to field a full team of five players to start a match. If a player unintentionally disconnects during the match, a team may continue play after this pause duration is up to attempt to complete the game.

6.5.6 Player Equipment Responsibility

All players are responsible for ensuring the performance of their chosen setup, including computer hardware and 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.

6.5.7 Spectators

Only the team's five rostered players are allowed in the game lobby. No additional spectators are permitted for any reason.

6.5.9 Streaming

Players are not permitted to stream official matches publicly or privately on any platform or service.

6.6 Pre-Match Setup for Live Matches

6.6.1 Setup Time

Players will have designated blocks of time prior to their match time to ensure they are fully prepared. Riot officials will inform players and teams of their scheduled setup time and duration as part of their match schedule. Riot officials 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 Riot official or referee and accompaniment by another Riot official. Setup is comprised of the following:

6.6.1.1 Ensuring the quality of all Riot-provided equipment.

6.6.1.2 Connecting and calibrating peripherals.

6.6.1.3 Ensuring proper function of voice chat system.

6.6.1.4 Setting up rune and mastery pages.

6.6.1.5 Adjusting in-game settings.

6.6.1.6 Limited in-game warm-up.

6.6.2 Seating Order

Players must sit in the order in which they will join the lobby: Top, Jungle, Mid, ADC, Support. This order is considering the furthest ('outside') seats as Top, and the closest ('inside') seats as Support.

6.6.3 Technical Failure of Equipment

If a player encounters any equipment problems during any phase of the setup process, the player must notify an OPL official immediately.

6.6.4 Technical Support

OPL officials will be available to assist with the setup process and troubleshoot any problems encountered during the setup period.

6.6.5 Timeliness of Match Start

It is expected that players will resolve any issues with the setup process within the allotted time and that match will begin at the scheduled time. Delays due to setup problems may be permitted at the sole discretion of OPL officials. Penalties for tardiness may be assessed at the discretion of Riot officials.

6.6.6 Acknowledgement of Pre-Match Testing

No fewer than five minutes before the match is scheduled to begin, a Riot official will confirm with each player that their setup is complete.

6.6.7 Player Ready State

Once all ten players in a game have confirmed completion of setup, players may not alter their rune pages or enter into any game other than the scheduled game lobby.

6.6.7 Game Lobby

OPL officials will create the official game lobby. Players will be directed by OPL officials to join the game lobby as soon as setup has been completed, in the following order of positions: Top, Jungle, Mid, ADC, Support.

6.7 Game Setup

6.7.1 Start of Pick / Ban Process

Once all ten players have reported to the official game lobby, a Riot official will request confirmation that both teams are ready for the pick/ban phase (as defined and described below). Once both teams confirm readiness, a Riot official will instruct the room owner to start the game.

6.7.2 Recording of Pick / Ban Process

Picks/bans will proceed through the client's Tournament Draft feature. If picks/bans are completed substantially in advance of game setup, at the instruction and discretion of OPL officials, the OPL officials will record the official picks/bans and manually abort the game start.

6.7.3 General / Game Settings

6.7.3.1 Map: Summoner's Rift

6.7.3.2 Team Size: 5

6.7.3.3 Allow Spectators: Lobby Only

6.7.3.4 Game Type: Tournament Draft

6.8 Pick / Ban Phase & Side Selection

6.8.1 Tournament Draft

Riot officials may choose to employ either the Tournament Draft mode feature or a manual draft (e.g. draft that is conducted in chat without the use of an in-game feature). Starters for each team cannot be substituted after the start of the draft. Players may play any Champion which their team has drafted, but must confirm their selection with an OPL official.

6.8.2 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 OPL.

6.8.3 Side Selection

Teams' sides will be pre-selected during the regular season by OPL as set forth in the official schedule. In a playoff series, the higher-ranked seed will have side selection for odd-numbered games (e.g. Games 1, 3, and 5), while the lower seed will have side selection for even-numbered games (Games 2 and 4). For example, the higher seed may choose to play game 1 on blue side, but game 3 and 5 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 23:59 of the night before the start of the broadcast (in the time zone where the game will be played). If no decision is submitted, selection will default to blue side.

6.8.4 Draft Mode

Draft mode proceeds in a snake draft format as follows:

Blue Team = A; Red Team = B

Bans: ABABAB

Picks: ABBAABBAAB

6.8.5 Selection Error

In the event of an erroneously-selected Champion pick or ban, the team in error must notify an OPL official 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 to an OPL official, the erroneous selection shall be deemed irrevocable.

6.8.6 Trading Champions

Teams must complete all Champion trades before the 20-second mark during the Trading Phase, or will be subject to a penalty in future games.

6.8.7 Game Start After Pick/Ban

A game will start immediately after the pick/ban process is complete, unless otherwise stated by a Riot official. If played in a live studio, at this point Riot officials will remove any printed materials from the Match Area, including any notes written by Team Members. Players are not allowed to quit a game during the time between the completion of picks/bans and game launch, also known as "Free Time."

6.8.8 Controlled Game Start

In the event of an error in game start or a decision by OPL to separate the pick/ban process from game start, an OPL official may start the game in a controlled manner using Blind Pick. All players will select Champions in accordance with the previous valid completed pick/ban process. Game settings as described in section 6.7, excepting Game Type as Blind Pick.

6.8.9 Slow Client Load

If any failure occurs which interrupts the loading process and prevents a player from joining a game upon game start, the game must be immediately paused until all ten players are connected to the game.

7. Game Rules

7.1 Definition of Terms

7.1.1 Unintentional Disconnection

A player losing connection to the game due to problems or issues with the game client, platform, network, or PC.

7.1.2 Intentional Disconnection

A player losing connection to the game due to player's actions (i.e. quitting the game). Any actions of a player which lead to a disconnection shall be deemed intentional, regardless of the actual intent of the player.

7.1.3 Server Crash

All players losing connection to a game due to an issue with a game server, Tournament Realm platform, or venue internet instability.

7.2 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 7.4). Examples of conditions which establish GOR:

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

7.2.2 Line-of-sight is established between players on opposing teams.

7.2.3 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.

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

7.3 Stoppage of Play

If a player unintentionally disconnects without notifying an OPL official or pausing, an OPL official is not required to enforce a stoppage. During any pause or stoppage, players may not leave the match area unless authorized by an OPL official.

7.3.1 Directed Pause

OPL officials may order the pause of a match or execute a pause command on any player station at the sole discretion of the OPL officials, at any time.

7.3.2 Player Pause

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

- An Unintentional Disconnection
- A hardware or software malfunction (e.g. monitor power or peripheral disability or game glitch)
- Physical interference with a player (e.g. fan gank or broken chair)

For online play, players must not pause the game for reasons that cannot be verified by a Riot official (e.g. hardware or software malfunctions, physical interference with player, etc).

Player illness, injury, or disability is not an acceptable reason for a player pause. In such a situation, the team must alert an OPL official, who may in his/her sole discretion, grant a pause in order to evaluate the identified player to determine whether player is ready, willing, and able to continue playing within a reasonable period of time, as determined by the OPL official, but not to exceed a few minutes. If the OPL official determines that the identified player or team is not able to continue playing within such reasonable period of time, then the identified player's team shall forfeit the game unless an OPL official, in his/her discretion, determines that the game is subject to an Awarded Game Victory (see Section 7.5).

7.3.3 Resuming the Game

Players are not permitted to resume the game after a pause. After clearance from an OPL official is issued and all players are notified and ready at their stations, which will be contingent on the team captain confirming through in-game chat that both teams are ready to resume play, the in-client spectators will unpaused the game.

7.3.4 Unauthorised Pause

If a player pauses or unpauses a game without permission from an OPL official, it will be considered unfair play and penalties will be applied at the discretion of OPL officials.

7.3.5 Player Communication During Stoppage of Play In Live Studio Matches

For the fairness of all competing teams, players are not allowed to communicate to each other during a game pause in live studio matches. For the avoidance of doubt, players may communicate to the referee, but only when directed in order to identify and remedy the cause for the stoppage. If a pause extends long enough, referees may, at their sole discretion, allow teams to talk before the game is unpaused in order to discuss the game conditions.

7.4 Game Restart

The decision of which condition(s) shall justify a game restart is solely at the discretion of OPL officials. Examples are listed below for purposes of illustration only:

7.4.1 Restarts Before GOR

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

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

7.4.2 Restarts 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 critical bug at any point during the match which significantly alters game stats or gameplay mechanics.
- If a Riot official determines that there are environmental conditions which are unfair (e.g. excessive noise, hostile weather, unacceptable safety risks).

7.4.3 Restart Protocol

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. Riot 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 Riot 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 they have experienced a critical bug, they 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 OPL 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 as per the rules established in Section 7.4. An exception to Rule 7.4 is 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).

This section is applicable if the pause is directed as per Section 7.3.1 and does not limit the ability of an OPL official to institute a restart.

7.4.4 Controlled Environment

Certain conditions may be preserved in the event of a restart of a game that has not reached GOR, including, without limitation, picks/bans or Summoner spells. If, however, a match has reached GOR, Riot officials shall not retain any settings.

7.4.5 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.

7.5 Awarded Game Victory

In the event of a technical difficulty which leads OPL officials to declare a restart, OPL officials may instead award a game victory to a team. If a game has been played for more than 20 minutes on the game clock (00:20:00), Riot 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, however meeting the criteria does not necessarily mean the game will be an awarded victory, the final decision lies on Riot officials.

7.5.1 Gold Differential

The difference in gold between the teams is more than 33%.

7.5.2 Remaining Turret Differential

The difference in the number of remaining turrets between the teams is more than seven.

7.5.3 Remaining Inhibitor Differential

The difference in the number of standing inhibitors between the teams is more than two.

7.6 Post-Game Process

7.6.1 Results

Riot officials will confirm and record game result.

7.6.2 Tech Notes

Players will identify any tech issues with Riot officials.

7.6.3 Break Time

Riot officials will inform players of the remaining amount of time before the next game's pick/ban phase begins. Pick/ban phase will commence as scheduled,

regardless of whether a team is fully present in the match area at that time. OPL officials may, at their discretion, log in to a player's account and join the game lobby.

7.7 Post-Match Process

7.7.1 Results

Riot officials will confirm and record the match result.

7.7.2 Next Match

Players will be informed of their current standing in the competition, including their next scheduled match.

7.7.3 Post-Match Obligations

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

7.7.4 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.

8. Player Conduct

8.1 Competition Conduct

8.1.1 Unfair Play

The following actions will be considered unfair play and will be subject to penalties at the discretion of OPL officials.

8.1.1.1 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:

8.1.1.1.1 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.

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

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

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

8.1.1.2 Competitive Integrity. Teams are expected to play at their best at all times within any OPL game, and to avoid any behavior inconsistent with the principles of good sportsmanship, honesty, or fair play. For the purpose of clarification, team composition and the pick/ban phase will not be considered when determining whether this rule has been violated.

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

8.1.1.4 Exploiting. Exploiting is defined as intentionally using any in-game bug to seek an advantage. Exploiting includes, but is not limited to, acts such as: glitches in buying items, glitches in neutral minion interactions, glitches in Champion ability performance, or any other game function that, in the sole determination of OPL officials, is not functioning as intended.

8.1.1.5 Spectator Monitors. Looking at or attempting to look at spectator monitors.

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

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

8.1.1.8 Intentional Disconnection. An intentional disconnection without a proper and explicitly-stated reason.

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

8.1.2 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 OPL 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.

8.1.3 Disruptive Behavior / Insults

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

8.1.4 Abusive Behavior

Abuse of OPL 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.

8.1.5 Studio Interference

No Team Member may touch or otherwise interfere with lights, cameras, or other studio equipment. Team Members may not stand on chairs, tables, or other studio equipment. Team Members must follow all instructions of OPL studio personnel.

8.1.6 Unauthorised Communications

All mobile phones, tablets, and other voice-enabled and/or "ringing" electronic devices must be fully powered off during play. Players may not text/email while in the match area. During the match, communication by a Starter shall be limited to the players on the Starter's team.

8.1.7 Apparel

Team Members may wear apparel with multiple logos, patches, or promotional language. OPL reserves the right at all times to impose a ban on objectionable or offensive apparel:

- Containing any false, unsubstantiated, or unwarranted claims for any product or service, or testimonials, that OPL, in its sole and absolute discretion, considers unethical.
- Advertising any non-"over the counter" drug, tobacco product, firearm, handgun, or ammunition.
- Containing any material constituting or relating to any activities which are illegal in any Oceanic region, including but not limited to, a lottery or an enterprise, service or product that abets, assists, or promotes gambling.
- Containing any material that is defamatory, obscene, profane, vulgar, repulsive or offensive, or that describes or depicts any internal bodily functions or symptomatic results of internal conditions, or refers to matters which are not considered socially acceptable topics.
- Advertising any pornographic website or pornographic products.
- Containing any trademark, copyrighted material or other element of intellectual property that is used without the owner's consent or that may give rise to, or subject OPL or its affiliates to, any claim of infringement, misappropriation, or other form of unfair competition.
- Disparaging or libeling any opposing team or player or any other person, entity, or product.
- The OPL reserves the right to refuse entry or continued participation in the match to any Team Member who does not comply with the aforementioned apparel rules.

8.1.8 Identity

A player may not cover their face or attempt to conceal their identity from Riot officials. Riot officials must be able to distinguish the identity of each player at all times and may instruct players to remove any material that inhibits the identification

of players or is a distraction to other players or Riot officials. For this reason, as well as those listed in Section 5.8, hats are not allowed.

8.2 Unprofessional Behaviour

8.2.1 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.

8.2.2 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.

8.2.3 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.

8.2.4 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 colour, ethnic, national or social origin, gender, language, religion, political opinion or any other opinion, financial status, birth or any other status, sexual orientation or any other reason.

8.2.5 Statements Regarding OPL, 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 OPL, Riot Games or its affiliates, or League of Legends, as determined in the sole and absolute discretion of OPL.

8.2.6 Releasing Information Without Approval

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

8.2.7 Player Behavior Investigation

If OPL 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, OPL officials may assign penalties at their sole discretion. If an OPL official contacts a Team Member to discuss the

investigation, the Team Member is obligated to tell the truth. If a Team Member withholds information or misleads an OPL official creating an obstruction of the investigation then the Team and/or Team Member is subject to penalties.

8.2.8 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.

8.2.9 Confidentiality

A Team Member may not disclose any confidential information provided by OPL or any affiliate of Riot Games, by any method of communication, including all social media channels.

8.2.10 Bribery

No Team Member may offer any gift or reward to a player, coach, manager, OPL official, Riot Games employee, or person connected with or employed by another team for services promised, rendered, or to be rendered in defeating or attempting to defeat a competing team.

8.2.11 No Poaching or Tampering

No Team Member or Affiliate of a team may solicit, lure, or make an offer of employment to any official coach or player who is signed to any OPL team, nor encourage any such official coach or player to breach or otherwise terminate a contract with said OPL team. An official coach or player may not solicit a team to violate this rule. An official coach or player may express publicly their desire to leave the team and encourage any and all interested parties to contact their management. But, to be clear, the official coach or player may not entice a team directly to reach out to their management or attempt to violate their contractual obligations. Violations of this rule shall be subject to penalties, at the discretion of OPL officials. To inquire about the status of an official coach or player from another team, managers must contact the management of the team that the player and/or official coach is currently contracted with. The inquiring team must provide visibility to OPL officials before being able to discuss the contract with a player.

8.2.12 Gifts

No Team Member may accept any gift, reward or compensation for services promised, rendered, or to be rendered in connection with competitive play of the game, including services related to defeating or attempting to defeat a competing team or services designed to throw or fix a match or game. The sole exception to this rule shall be in the case of performance-based compensation paid to a Team Member by a team's official sponsor or owner.

8.2.13 Non-Compliance

No Team Member may refuse or fail to apply the reasonable instructions or decisions of OPL officials.

8.2.14 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.

8.2.15 Document or Miscellaneous Requests

Documentation or other reasonable items may be required at various times throughout the OPL as requested by OPL officials. If the documentation is not completed to the standards set by the OPL then a team may be subject to penalties. Penalties may be imposed if the items requested are not received and completed at the required time.

8.3 Association with Gambling

No Team Member or Riot official may take part, either directly or indirectly, in betting or gambling on any results of any game, match or tournament.

8.4 Subjection to Penalty

Any person found to have engaged in or attempted to engage in any act that OPL 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 OPL.

8.5 Penalties

Upon discovery of any Team Member committing any violations of the rules listed above, the OPL may, without limitation of its authority under Section 8.4, issue the following penalties:

8.5.1 Verbal Warning(s)

8.5.2 Loss of Side Selection for Current or Future Game(s)

8.5.3 Loss of Ban for Current or Future Game(s)

8.5.4 Fine(s) and/or Prize Forfeiture(s)

8.5.5 Game Forfeiture(s)

8.5.6 Match Forfeiture(s)

8.5.7 Suspension(s)

8.5.8 Disqualification(s)

Repeated infractions are subject to escalating penalties, up to, and including, disqualification from future participation in OPL. It should be noted that penalties may not always be imposed in a successive manner. OPL, 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 OPL.

8.6 Right to Publish

Riot 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 Riot Games, Inc., and/or any of their parents, subsidiaries, affiliates, employees, agents, or contractors.

9. Spirit of the Rules

9.1 Finality of Decisions

All decisions regarding the interpretation of these rules, player eligibility, scheduling and staging of the OPL, and penalties for misconduct, lie solely with OPL, the decisions of which are final. OPL 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.

9.2 Rule Changes

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

9.3 Best Interests of the OPL

Riot officials at all times may act with the necessary authority to preserve the best interests of the OPL. This power is not constrained by the lack of any specific language in this document. Riot 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 OPL.