

The logo features the letters 'uLoL' in a stylized, bold, white font with a red outline. The 'u' is lowercase and has a unique shape, while 'LoL' is in all caps. The logo is set against a dark red rectangular background.

uLoL

The words 'CAMPUS' and 'SERIES' are stacked vertically in a large, bold, dark blue, sans-serif font. A thin yellow horizontal line is positioned above 'CAMPUS' and another below 'SERIES'.

**CAMPUS
SERIES**

The year '2017' is written in a white, sans-serif font and is centered within a dark red, downward-pointing chevron shape.

2017

2017 uLoL Campus Series
Official Rules

Introduction and Purpose

These Official Rules (“Rules”) of the University League of Legends Campus Series (“Campus Series”) apply to each of the teams who have qualified to play in the 2017 Campus Series, as well as their head coach, managers, players, (collectively “**Team Members**”) and other employees. The 2017 Season of the Campus Series will be divided into two phases: (a) a regular season, (b) and a post season. These Rules apply only to official Campus Series play and not to other competitions, tournaments or organized play of League of Legends (“LoL” or the “game”).

League of Legends Championship Series LLC, a Delaware limited liability company, has established these Rules for the competitive play of LoL in order to unify and standardize the rules used in Campus Series competitive play.

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

Teams that advance to the Campus Series finals will be subject to additional rules relevant to live gameplay.

1. Competition Eligibility

1.1. School Association

All Campus Series teams and players will be associated with an accredited higher learning institution ("School") in the United States or Canada. A list of accredited United States institutions can be found on the website of the [U.S. Department of Education](#). A list of accredited Canadian institutions can be found on the websites of the [Association of Universities and Colleges of Canada](#) and the [Colleges and Institutes of Canada](#).

1.1.1. Conference Designation

All teams will be placed into one of four conferences based on the geographical location of the school's primary campus, as designated by the school. The four conferences will be split accordingly:

- 1.1.1.1. **North:** Illinois, Indiana, Iowa, Kansas, Kentucky, Michigan, Minnesota, Missouri, Nebraska, North Dakota, Ohio, South Dakota, Wisconsin, Manitoba, Northwest Territories, Nunavut, Yukon
- 1.1.1.2. **South:** Alabama, Arkansas, Florida, Georgia, Louisiana, Mississippi, North Carolina, Oklahoma, South Carolina, Tennessee, Texas, Virginia, West Virginia
- 1.1.1.3. **East:** Connecticut, Delaware, Maine, Maryland, Massachusetts, New Hampshire, New Jersey, New York, Pennsylvania, Rhode Island, Vermont, New Brunswick, Newfoundland and Labrador, Nova Scotia, Ontario, Prince Edward Island, Quebec
- 1.1.1.4. **West:** Alaska, Arizona, California, Colorado, Hawaii, Idaho, Montana, Nevada, New Mexico, Oregon, Utah, Washington, Wyoming, Alberta, British Columbia, Saskatchewan

1.1.2. Multiple Clubs per School

Only one Club may represent a single institution during the season. In the event that more than one club from the same school exists, those clubs will play in a tiebreaker format until 1 team remains (see 4.2.3).

1.2. Eligibility Rules

- 1.2.1. Age.** In order to be eligible to compete in Campus Series, players must be at least 17 years old as of November 1, 2016. For clarity, this is defined as having a birthday of 11/1/99 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 in their last year of enrolment. Players must additionally be eligible to participate in school sanctioned club or competitive sports, as defined by the respective institution.
- 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 Campus Series
- 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. Team Positions.** All teams must be comprised of 6 eligible players and 1 designated team manager. A team may additionally include an optional designated analyst. Players, manager, and analyst are collectively referred to as Team Members. No person can hold more than 1 team position See Sections 3.3 and 3.4 for information on the Team Manager and analyst roles.
- 1.2.6. uLoL Membership.** All teams must be represented by a uLoL club that has registered for the 2016-2017 school year.

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 the Campus Series 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.

2. Prizes

2.1. Prize Breakdown

Finishing Position	Prize Per Recipient
1st	\$8,000
2nd	\$4,000
3rd-4th	\$2,000
5th-8th	\$1,000

All prizes distributed per region and in USD.

2.2. Eligible Recipients

Prizes will be distributed to the 6 players on the roster. The registered team manager and analyst will each receive half of the prize value. In the event of roster changes of any kind, total prizes will be prorated based on number of games spent on the Active Roster (see 3.1).

3. Team Management and Roster Rules

3.1. Roster Size

Teams will be required to have 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 Campus Series officials.

3.3. Team Manager

Each team must also 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 Campus Series 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 and 1.3.

3.4. Team Analyst

Each team has the option to declare a designated team analyst, who will be considered an additional Team Member. The analyst will be listed alongside the team roster on an official competition website. The analyst cannot be a player or team manager. The analyst will be permitted to accompany the team to any live events.

3.5. Manager Overrule

At the sole discretion of Campus Series officials, team managers may be overruled or replaced due to negligence, malice, or other reasonable suspicion of malfeasance.

3.6. Substitutes

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

3.7. Acquisitions

A team may only acquire new players if a player is removed from their roster. Any new players must be fully eligible per Section 1. If a team wishes to acquire a new player, that acquisition must be declared to a Campus Series official more than 3 full days before the game where the player would be utilized (e.g. if the next match is on Friday, a new player must be declared no later than Monday). Campus Series officials reserve the right to approve or deny any such request, based upon the eligibility of the players involved and the request's compliance with the Rules.

3.8. Summoner Name Restrictions

For players who qualify for the Regular Season, 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.

3.9. Name Approval

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

Summoner Name changes are permitted during the season. Teams must notify Campus Series officials of any Summoner Name changes.

3.10. Sponsorships

A Campus Series team has the ability to acquire sponsors throughout the Campus Series season. Sponsorship acquisition is unrestricted. 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 Campus Series, or any Riot-affiliated events. The Campus Series officials have the ability to update the category list at any time. The following is a nonexclusive list of limited sponsors:

- 3.10.1.** 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.
- 3.10.2.** Non-"over-the-counter" drugs
- 3.10.3.** Account sharing/skin selling websites
- 3.10.4.** Firearms, handguns, or ammunition providers
- 3.10.5.** Websites displaying or related to pornographic imagery or products
- 3.10.6.** Tobacco, smoking, or vaping products

4. League Structure

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. Phase Details

4.2.1. Regular Season. Teams will be broken up into groups of six teams in a league format against opponents within their conference. Each team will face every other team in their group once in a best-of-three match, for a total of five matches per team. Ranking in the league will be determined by percentage of wins. The full schedule of dates will be available online.

4.2.1.1. Seeding. On December 10, 2016, teams will be seeded by the average of Ranked Queue MMR of each member of the Active Roster. Teams will then be broken up into groups of six teams through a snake draft. See below for an example of snake draft seeding:

Group 1	Group 2	Group 3	Group 4	Group 5
Team 1	Team 2	Team 3	Team 4	Team 5
Team 10	Team 9	Team 8	Team 7	Team 6
Team 11	Team 12	Team 13	Team 14	Team 15
Team 20	Team 19	Team 18	Team 17	Team 16
Team 21	Team 22	Team 23	Team 24	Team 25
Team 30	Team 29	Team 28	Team 27	Team 26

4.2.2. 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.

- 4.2.2.1. 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.
- 4.2.2.2. 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.
- 4.2.2.3. Tiebreaker methodology.** If no team in a tiebreaker holds a winning record against all other teams, the following structures will be used:
 - 4.2.2.3.1. Three-way tie:** The three teams will be seeded into a single-elimination bracket where one team has a bye into the finals.
 - 4.2.2.3.2. 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.
 - 4.2.2.3.3. 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. Additional placement games for placement (e.g. 3rd place match, 5th place match) may be required.
- 4.2.3. Post Season.** This phase consists of a six-round, best-of-3 single elimination tournament among the top 2 teams from each Regular Season group. Teams will be seeded based on their Regular Season win percentage. Side choice will begin with the higher-seeded team and alternate per game.

4.3. Schedule

4.3.1. Regular Season

4.3.1.1. **Week 1:** Jan 14

4.3.1.2. **Week 2:** Jan 21

4.3.1.3. **Week 3:** Jan 28

4.3.1.4. **Week 4:** Feb 4

4.3.1.5. **Week 5:** Feb 11

4.3.2. Post Season:

4.3.2.1. **Ro64 (if needed):** Feb 18

4.3.2.2. **Ro32:** Feb 25

4.3.2.3. **Ro16:** Mar 4

4.3.2.4. **Ro8:** Mar 11

4.3.2.5. **Ro4:** Mar 18

4.3.2.6. **Ro2:** Mar 25

4.3.3. **Changes to Schedule.** Campus Series may, at its sole discretion, re-order the schedule of matches within a given day and/or change the date of a Campus Series match to a different date or otherwise modify the schedule of matches. In the event that Campus Series modifies a match schedule, Campus Series will notify all teams at the earliest convenience.

5. Match Process

5.1. Role of Referees

Referees are Campus Series 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. **Referee Comportment.** 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, coach, owner, or other individual.

5.1.3. Finality of Judgment. If a referee makes an incorrect judgment, the judgment can be subject to reversal. Campus Series 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, Campus Series officials reserve the right to potentially invalidate the referee's decision. Campus Series officials will always maintain final say in all decisions set forth throughout the Campus Series.

5.1.4. Gambling Prohibition. All rules prohibiting gambling on LoL, as found below in Section 9, shall apply to referees without limitation.

5.2. Competitive Patch & Server

Campus Series will be played on the North America live server. As such, the current live patch will be used for all competitive play.

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 reworks will be subject to Campus Series discretion.

Example: Champion A was released January 1, 2016, so Champion A becomes eligible to be used in all Campus Series matches on or after January 4, 2016.

Campus Series will not unlock a champion in the middle of a week of the Regular Season or round of the Playoffs.

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 Campus Series 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.

5.5. Schedule Adjustments

Campus Series 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. Lateness Penalties

Teams that are not ready to play as defined Section 5.4 at their official match time are subject to lateness penalties. A team will lose one ban per 5 minutes of lateness. A team will be subject to forfeiture if 25 minutes have elapsed since their official match time. Intentionally delaying the lobby or game start will still subject the team to the rules set forth in this section.

5.7. 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.

5.8. Pause Allowance

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

5.9. 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.

5.10. 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.

5.11. Spectators, Streaming, and Recording Matches

Club members, but not Team Members, are permitted to spectate official matches via Lobby Spectating for the purposes of streaming or recording official

matches. Official matches may be streamed online. Any observers must add an additional 5 full minutes of delay to their spectator view by pausing the spectator client for 5 minutes within the first 15 seconds of game clock. 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 Campus Series 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.

5.12. Game Lobby Creation.

Campus Series officials will provide instructions to join the official game lobby to competing teams. Players will be directed by Campus Series officials to join a game lobby in the following order of positions: Top, Jungle, Mid, ADC, Support.

5.13. Game Setup

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

5.13.2. 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, Campus Series officials will record the official picks/bans and manually abort the game start.

5.13.3. Game Lobby Settings

5.13.3.1. Map: Summoner's Rift

5.13.3.2. Team Size: 5

5.13.3.3. Allow Spectators: Lobby Only

5.13.3.4. Game Type: Tournament Draft

5.14. Side Selection.

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 of the night before the match is scheduled (in the time zone where the game will be played). If no decision is submitted, selection will default to blue side.

5.15. Champion Select Process

- 5.15.1. Tournament Draft.** Campus Series 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).
- 5.15.2. 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 Campus Series.
- 5.15.3. Selection Error.** In the event of an erroneously-selected Champion pick or ban, the team in error must notify a Campus Series 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 a Campus Series official, the erroneous selection shall be deemed irrevocable.
- 5.15.4. 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.
- 5.15.5. Game Start.** A game will start immediately after the pick/ban process is complete, unless otherwise stated by a Campus Series official. Players are not allowed to quit a game during the time between the completion of picks/bans and game launch.
- 5.15.6. Controlled Game Start.** In the event of an error in game start or a decision by Campus Series to separate the pick/ban process from game start, a Campus Series 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

Campus Series 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. Campus Series 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 Campus Series 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 Campus Series 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, Campus Series 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 Campus Series 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, Campus Series 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 Campus Series officials to declare a restart, the Campus Series 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), Campus Series 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-3) match. Campus Series officials will 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-1 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 Campus Series 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 prize 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 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 Campus Series officials, is not functioning as intended.
- 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. Intentional Disconnection.** An intentional disconnection without a proper and explicitly-stated reason (e.g. rage quit).
- 7.1.1.7. Campus Series Discretion.** Any other further act, failure to act, or behavior which, in the sole judgment of Campus Series officials, violates these Rules and/or the standards of integrity established by Campus Series 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 Campus Series 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 Campus Series 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 Campus Series, 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 Campus Series, Riot Games or its affiliates, or League of Legends, as determined in the sole and absolute discretion of Campus Series.

- 7.2.6. Player Behavior Investigation.** If Campus Series 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, Campus Series officials may assign penalties at their sole discretion. If a Campus Series 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 Campus Series 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 the Campus Series 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 Campus Series 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, Campus Series official, Riot Games employee, or person connected with or employed by another Campus Series team for services promised, rendered, or to be rendered in defeating or attempting to defeat a competing team.
- 7.2.11. 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.
- 7.2.12. Non-Compliance.** No Team Member may refuse or fail to apply the instructions or decisions of Campus Series officials.
- 7.2.13. 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.

7.2.14. Document or Miscellaneous Requests. Documentation or other reasonable items may be required at various times throughout the Campus Series as requested by Campus Series 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 Campus Series.

7.3. Association with Gambling

No Team Member or Campus Series official 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 Campus Series 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 Campus Series.

7.5. Penalties

Upon discovery of any Team Member committing any violations of the rules listed above, the Campus Series 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.** Fine(s) and/or Prize Forfeiture
- 7.5.5.** Game Forfeiture
- 7.5.6.** Match Forfeiture
- 7.5.7.** Suspension
- 7.5.8.** Disqualification

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

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 League of Legend professional competition are taking place (i.e. January through October).

Infractions will be governed by the LCS Penalty Index which can be found here:

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

7.6. Right to Publish

Campus Series 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 Campus Series, and penalties for misconduct, lie solely with Campus Series, the decisions of which are final. Campus Series 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 Campus Series, from time to time, in order to ensure fair play and the integrity of Campus Series.

8.3. Best Interests of the Campus Series

Campus Series officials at all times may act with the necessary authority to preserve the best interests of the Campus Series. This power is not constrained

by lack of specific language in this document. Campus Series 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 Campus Series.