

COLLEGE

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LEGENDS

2025 College League of Legends Season
Official Rules

Introduction and Purpose

The College League of Legends Season (“College Season”) is an annual competition between recognized college LoL teams. These Official Rules (“Rules”) apply to each of the schools who have entered the 2025 College Season, including their players, team managers, staff members, and other agents or employees actively involved with the team in any way (collectively “Team Members”).

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

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

For questions, comments, or feedback around these rules, you may either contact your designated College Season official on the College LoL Season Discord (<https://discord.gg/CLOL>) or email collegiate@riotgames.com.

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Competition Eligibility

1.1. School Association

All College Season teams and players must be associated with an accredited higher learning institution ("School") in the United States or Canada, including four-year colleges, two-year colleges, universities, and graduate schools. 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 website of the [Canadian Information Centre for International Credentials](#).

1.1.1. Multiple Teams per School

Multiple teams per school are allowed to compete in CLoL Regional Conferences.

In the event that multiple teams from the same school qualify for the Championship Division, only the highest ranked team will qualify for the Championship Division, while the remaining teams will compete in the Open Division.

1.2. Schools vs. Campuses

For the purpose of determining team and student eligibility, College Season officials default to treating individual campuses of a school as unique institutions. This means that they are each allowed their own unique College LoL team, and their students are not permitted to play for other institutions. Campuses can be ruled as a unified school by written request from a school official or submission of official school materials to College Season officials.

1.3. Player Eligibility Rules

1.3.1. Age. In order to be eligible to compete in the College Season, players must be at least 17 years old at the time of competition. Players who turn 17 during the season are allowed to compete once they turn 17.

1.3.2. Enrollment Status. Players must be currently enrolled in a degree program lasting at least two years and in academic good standing at the school they are competing for as either a (a) full-time student, or (b) part time student that is a former full-time student within one academic year of their expected graduation, and was a full-time student for the majority of

the time at their present institution. For the avoidance of doubt, students on a sabbatical, “gap semester,” or other kind of temporary leave of absence are not eligible to compete until their return to classes. Players must additionally be eligible to participate in school sanctioned club or competitive sports, as defined by the respective institution.

- 1.3.2.1. Effect of Graduation.** If a player graduates before the end of their Conference Regular Season, they are not eligible to continue competing per rule 1.3.2. If a player graduates or completes their degree program after the conclusion of their Conference Regular Season, and their team advances to their Conference Playoffs, that player will be considered in compliance with rule 1.3.2 for the entirety of the Conference Playoffs and College Championship. For the purposes of this rule, “graduation” is defined as the calendar end of the student’s final semester or term in which they are taking classes.
- 1.3.3. Number of Competitions.** Players may compete in Riot College Esports for no more than five school years in total. Tracking for this policy will begin in the 2023-2024 school year. Seasons prior to the 2023-2024 school year will not count towards this policy. Competing in multiple official Riot/RSAA competitions in a single school year will only count as one year towards this policy.
- 1.3.4. Riot Disciplinary Status.** Players may not have any current disciplinary suspension from Riot-affiliated competitions. Suspensions from the LCS or international leagues will be upheld by College Season officials.
- 1.3.5. Eligible LoL Account.** Players must have a League of Legends account in good standing and eligible for Tournament Draft games in order to compete. This same account must be used for all matches during official competition. Players may not have more than one account each listed on the roster.
- 1.3.6. Sportsmanship Checks.** Upon registration, all players will have their LoL accounts reviewed to ensure that they uphold good conduct and sportsmanship in their games during the current school year. Players who do not do so may be subject to warnings or loss of eligibility at any point during the season.
- 1.3.7. Account Bans.** If a player receives a ban due to in-game behavior or Terms of Service violations, that player is not eligible to participate in the season until the ban is lifted. If a player receives a permaban during the

season, they are no longer eligible for the rest of the season. This rule applies to all accounts owned by a player, not just their registered account. College Season officials have the right to include or discount account bans on a case-by-case basis.

1.3.8. Conference Discretion. Individual conferences may choose to opt out of enforcing certain eligibility rules, subject to Riot's final approval. These exemptions will be listed in their respective conference format documents.

1.3.9. Loss of Eligibility. Teams are responsible for being aware of any player's loss of eligibility for any reason, and must take appropriate proactive action to change their roster or otherwise notify College Season officials of any such loss of eligibility.

1.3.10. One School Per Player. Players are only allowed to compete for one school during the course of a single College Season.

1.3.10.1. Player Mobility. Players may change rosters between tournaments.

1.4. No Riot Employees

Players may not be employees of Riot Games Inc. or any of their respective affiliates during any point during any phase of the College Season.

1.5. Team Inactivity

Schools that miss two weeks of matches and have not communicated with College Season Officials will be removed from the competition.

2. Team Management and Roster Rules

2.1. Roster Size

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

2.2. 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 College Season officials.

2.3. Team Positions

All teams must be composed of at least 5 eligible players and 1 designated team manager. A team may additionally include 1-2 additional team staff members. Players, manager, and staff are collectively referred to as Team Members.

2.4. Team Manager

Each team must designate a Team Manager, who may be but does not need to be a player on the Active Roster. The Manager will be the primary point of contact for all College Season officials, must be present in any official communications channels (e.g. Discord), and will also be the signatory authority for any documents which cause changes to the Active Roster, as outlined in Section 2.7 and 2.8. The manager must be identified before the start of the season, 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 1.1 (School Association), 1.3.3 (Riot Disciplinary Status), 1.3.5 (Sportsmanship Checks), and 1.4 (No Riot Employees), but does not need to meet other eligibility criteria.

2.5. Additional Staff

Teams are allowed to have any number of additional staff members serving any role without restriction. Additional staff members do not need to be declared to College Season officials and do not need to meet any eligibility requirements to work with the team in any role or function.

2.6. Manager Overrule

At the sole discretion of College Season officials, student team managers may be overruled or replaced due to negligence, malice, or other reasonable suspicion of malfeasance. In the event of a conflict between team management and players of a student-run team, College Season officials will allow for team members to replace their manager at their sole discretion. This rule does not apply to faculty, paid staff, or other school-appointed positions.

2.7. Substitutions

Teams may freely field any five players from their active roster for the start of the match. Teams may freely substitute players between games, but their opponents must be allowed at least 5 minutes between notification of substitution and start of the next game. For avoidance of doubt, 5 minutes starts from when the substituting team notifies their opponent of the change in writing.

2.7.1. Cross-Team Substitutions

If a school has more than one team competing in the Season, players from one team can be used as substitutes for another, so long as they would not make the team exceed the 10-player limit on their Active Lineup. The team manager must declare the summoner names of any such players and the other roster they play for in match chat before the weekly roster lock (see 2.8 below). A player may not be a cross-team substitute for more than one team at a time.

Cross-team substitutes may play up to two matches for a different team unless given express permission from College Season officials. College Season officials may choose to disallow individual cross-team substitutions at their sole discretion.

2.8. Roster Changes

A team may change the players on their roster at any point during the Conference Regular Season and Conference Playoffs. Any new players must be fully eligible per Section 1.3. Weekly rosters are locked two days before a match is scheduled (for example, a match played on Saturday will lock both team's rosters on Thursday). College Season officials reserve the right to approve or deny any such request, based upon the eligibility of the players involved, the request's compliance with the Rules, and any extenuating circumstances.

2.9. Summoner Name Restrictions

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

2.10. Name Approval

College Season officials reserve the right to modify Team Tags, Team Names, or

Summoner Names if they do not reflect the standards sought by the College Season officials. A team or player will be notified by a College Season official if their name must be changed and be permitted to change to an acceptable name.

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

2.11. Team Name

Teams must list their common school name first on all official registration materials. If desired, teams can include a team named after the school name. For example, "University of California, Irvine - UCI Esports" is an acceptable team name, but "UCI Esports" on its own is not. In the event that a team is not permitted to use their school's name, College Season officials may allow exemptions on a case-by-case basis.

2.12. Sponsorships

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

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

- 2.12.1.** Any other video game, other video game developer, or publisher
- 2.12.2.** Any video game consoles
- 2.12.3.** Any esports or other video game tournament, league, or event
- 2.12.4.** Gambling Websites (defined as any website that aids or abets the wagering of funds on a sporting/e-sporting event and/or allows for the wagering of funds in casino games, including poker)
- 2.12.5.** Fantasy esports operators (including daily fantasy)
- 2.12.6.** Any prescription drugs or drugs that are not "over-the-counter" drugs
- 2.12.7.** Firearms, ammunition or firearm accessories
- 2.12.8.** Pornography, or pornographic products, and other adult content or platforms,
- 2.12.9.** Tobacco products or paraphernalia

- 2.12.10.** Alcohol products, other than beer (including non-alcoholic beverages marketed by alcohol companies), or other intoxicants the sale or use of which is regulated by applicable law
- 2.12.11.** Sellers of or marketplaces for virtual items known to be counterfeit or illegal
- 2.12.12.** Seller of or marketplaces for goods or services that violate the Riot Games Terms of Service
- 2.12.13.** Cryptocurrencies, NFTs or any other unregulated financial instruments or markets
- 2.12.14.** Political campaigns or political action committees
- 2.12.15.** Charities that endorse particular religious or political positions, or are not reputable (by way of example, Red Cross, Stand-Up to Cancer and other similar mainstream charities would be considered reputable)
- 2.12.16.** Any esports team, owner, or affiliate thereof

3. Match Process

3.1. Competitive Patch & Server

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

3.2. New & Reworked Champions

Champions who have not been available on the live service for more than five days before the beginning of the scheduled round will be automatically prohibited from use. Champions that have undergone a Visual & Gameplay Update (VGU), or Mid-Scope Update in the patch notes are considered a rework for the purposes of this rule.

Example: Champion A was released Wednesday January 1, so Champion A becomes eligible to be used in all College Season matches on or after Monday, January 6.

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

3.3. Setup & Player Responsibilities for Online Matches

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

3.4. Schedule Adjustments by Officials

College Season 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.

3.5. Match Reschedules

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

To avoid misuse of the reschedule process, any reschedule requests that are accepted with less than 24 hours before the proposed reschedule time must be confirmed a second time by the rescheduling team before becoming official, or College Season officials may invalidate the reschedule request.

3.6. Lateness Penalties

A team will automatically forfeit their match if they have 0 team members in the game lobby within 10 minutes from their official match start time or the conclusion of a prior best-of game (e.g. joining for Game 2 or 3 of a best-of-three). Teams that have at least one team member in the lobby for the first game of their match will have an extra 5 minutes, for a total of 15 minutes. Intentionally delaying the lobby or game start will still subject the team to penalties.

3.7. 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.

3.8. Pause Allowance

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

3.9. 4v5 Play

Teams are required to field a full team of five players to 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 4v5 or be paused per Section 3.8.

3.10. Player Equipment Responsibility

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

3.11. Spectators, Streaming, and Recording Matches

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

All matches may be streamed online. Live streamers must use a stream delay of at least two minutes, so that the stream is showing five minutes behind real time. Any online spectator viewing the game with less than five minutes of spectator client delay is considered unfair play, and will subject their associated team with penalties at the sole discretion of College Season officials per Section 7.5. There are no restrictions regarding people watching the players competing in person without the use of a third-party streamer.

Players participating in official matches may stream the match from their perspective, but must use five minutes of stream delay.

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

restrictions.

3.12. Game Lobby Creation

College Season officials will provide Tournament Codes to join official game lobbies to all competing teams. Matches played without the use of a tournament code count as a double forfeit no-show by both teams. College Season officials, in their sole discretion, may instruct players to join a Custom Game lobby instead of a Tournament Code.

3.13. Role Assignments & Role Swaps

Teams are expected to join the game lobby in their most likely position order: Top, Jungle, Mid, Bot, Support. Players are free to swap roles during Champion Select for any reason.

3.14. Champion Trade Cutoff

Players are not allowed to trade champions with less than 10 seconds on the time before the end of Champion Select and the start of the loading screen. In the event that this occurs, the other team has the right to dodge champ select or restart the game, preserving the same picks and bans.

3.15. Game Setup

- 3.15.1. Map:** Summoner's Rift
- 3.15.2. Team Size:** 5
- 3.15.3. Allow Spectators:** Open
- 3.15.4. Game Type:** Tournament Draft

3.16. Side Selection.

During the Swiss Stage, first side choice is manually assigned by College Season officials and will be reflected on the match schedule. During playoff phases, the higher-seeded team will have side selection for the first game of the match. For all games after the first, the team who lost the most recent game will have side selection for the next game.

- 3.16.1. Swiss Stage.** During the Swiss Stage, the team with side selection must inform their opponents of their side choice no less than 10 minutes before the game is scheduled to begin. If the side choice is declared late, the opposing team may request to delay the start of the match to allow for 10

minutes to prepare.

- 3.16.2. Playoffs and Championship.** The team with Game 1 selection will be required to submit their final decision by 8:00 PM regional time of the night before the match is scheduled using the message board on the match webpage. If no decision is submitted, selection will default to blue side. Teams with side choice for all games after game 1 will have 5 minutes after the nexus explodes to select their side for the next match.

In the event that a team's playoff match does not end until less than one hour before the side selection deadline of their next match, the deadline will be moved to one hour from the end of the latest match.

3.17. Champion Select Process

- 3.17.1. Tournament Draft.** All games should be conducted under Tournament Draft format.
- 3.17.2. 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 College Season.
- 3.17.3. Selection Error.** In the event of an erroneously-selected Champion pick or ban, the team in error must notify their opponents before the other team has locked in their next selection. If so, the process will be restarted and brought back to the point at which the error occurred so that the team in error may correct its mistake. If the next selection is locked before the team in error gives notice, the erroneous selection shall be deemed irrevocable.
- 3.17.4. Alternative Drafts.** Teams may use alternative forms of draft mode if necessary to avoid technical problems or missing champions.
- 3.17.4.1. Placeholder Champions.** A player may draft a champion they do not own by selecting a different champion and immediately notifying the opposing team of the intended pick. Teams will complete the pick/ban process as normal, then the player will dodge and redo Champion Select with the correct champions.
- 3.17.4.2. Third Party Websites.** Teams may use an online draft tool to conduct Champion Select (e.g. <https://draftlol.dawe.gg/>)

- 3.17.5. Game Start.** A game will start immediately after the pick/ban process is complete, unless otherwise stated by a College Season official. Players are not allowed to quit a game during the time between the completion of picks/bans and game launch.
- 3.17.6. No Substitutions During Champion Select.** Once Champion Select begins, both teams' lineups for the current game are locked. No substitutions may take place until the game ends. If a player has technical difficulties during champion select, the affected team may pause Champion Select for up to ten total minutes to attempt to resolve the issue, with champion select resuming with the same picks and bans that were locked in up until that point. If the player cannot resolve the issue, the team must forfeit the game.
- 3.17.7. Controlled Game Start.** In the event of an error in game start or a decision by College Season officials to separate the pick/ban process from game start, a College Season 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.

4. Game Rules

4.1. 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 5.3). Examples of conditions which establish GOR:

- 4.1.1. Hostile contact.** Any attack or ability is landed on minions, jungle monsters, structures, or enemy Champions.
- 4.1.2. Vision.** Vision established between players on opposing teams.
- 4.1.3. 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.
- 4.1.4. Time.** Game timer reaches one minute thirty seconds (01:30).

4.2. Directed Pause

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

4.3. 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. College Season 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 College Season 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 College Season 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, College Season 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 5.2 and does not limit the ability of a College Season official to institute a restart.

- 4.3.1. 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 selection, or Summoner spells. If, however, a match has reached GOR, College Season officials shall not retain any settings.
- 4.3.2. 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.

4.4. Awarded Game Victory

In the event of a technical difficulty which leads College Season officials to declare a restart, the College Season 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), College Season 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.

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

4.5. Mid-Match Break

Teams are entitled to a break of at least 10 minutes between games of a match. Teams can agree to a longer or shorter break, but if no agreement can be reached, lateness time will begin counting at 10 minutes exactly. Teams are subject to lateness penalties per Section 3.6 if they are not ready to begin after the break time ends.

4.6. Results of Forfeiture

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

5. Team Member Conduct

5.1. Code of Conduct

All Team Members must read and accept the official College League of Legends Code of Conduct as part of the registration process prior to competing in any matches or engaging in any official season activity. The Code of Conduct is viewable on the College Season Discord. A breach of this section by any Team Member will be deemed a breach by the applicable team and School.

5.2. Reporting Violations

Conduct violations of any kind may be reported to any College Season official by Discord or email.

5.3. Competition Conduct

5.3.1. Unfair Play. The following actions will be considered unfair play and will be subject to penalties at the discretion of College Season officials.

5.3.1.1. 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:

5.3.1.1.1. 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.

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

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

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

5.3.1.2. 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.

5.3.1.3. Exploiting. Exploiting is defined as intentionally using any in-game bug or any feature not working as intended, at the sole

discretion of College Season officials, to seek an advantage.

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

5.3.1.5. Cheating Device. The use of any kind of cheating device and/or cheat program (e.g. scripting).

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

5.3.2. 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. This rule additionally applies to public social media, live streaming, or player comms during live events such as the College Championship.

5.3.3. 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.

5.3.4. Abusive Behavior. Abuse of College Season 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.

5.4. Unprofessional Behavior

5.4.1. 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.

5.4.2. Harassment. Harassment is forbidden. Harassment is defined as systematic, hostile, and repeated acts taking place over a considerable period of time, or a singular instance, which is/are intended to isolate or

ostracize a person and/or affect the dignity of the person.

- 5.4.3. 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.
- 5.4.4. Disparagement, Discrimination and Denigration.** Team Members shall not (a) make, publish, disseminate or communicate online or other public forum any defamatory or disparaging remarks, comments or statements concerning: (i) Riot or its affiliates, (ii) League of Legends or any other software, products or services of Riot, (iii) any other participating team, or (iv) the Team Members of any other participating team; (b) engage in any activity or practice that: (i) brings the Team Members or School into public disrepute, scandal or ridicule or materially derogates from her/ his/ its public image, or (ii) adversely impacts the image or reputation of, or results in public criticism of or reflects badly on: (x) Riot or its affiliates; (y) League of Legends or any other software, products or services of Riot, or (z) any other participating team; and (c) 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.
- 5.4.5. Statements Regarding College Season, 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 College Season, Riot Games or its affiliates, or League of Legends, as determined in the sole and absolute discretion of College Season.
- 5.4.6. Player Behavior Investigation.** If College Season officials or Riot determine that a Team or Team Member has violated the Summoner's Code, the LoL Terms of Service, or other rules of LoL, College Season officials may assign penalties at their sole discretion.
- 5.4.7. Cooperation with Investigation.** If a College Season official contacts a Team Member to discuss an investigation, the Team Member is obligated to tell the truth. If a Team Member lies to a College Season official, creating obstruction of the investigation then the Team is subject to

punishment.

5.4.8. Ban Evasion. A team may not attempt to roster or start a player that is not eligible due to disciplinary action (see 1.3.3), or account bans (see 1.3.6) by use of a smurf or alternate account.

5.4.9. 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.

5.4.10. Moral Turpitude. A Team Member may not engage in any activity which is deemed by College Season officials to be immoral, disgraceful, or contrary to conventional standards of proper ethical behavior.

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

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

5.4.13. Non-Compliance. No Team Member may refuse or fail to apply the instructions or decisions of College Season officials.

5.4.14. 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.

5.4.15. Document or Miscellaneous Requests. Documentation or other reasonable items may be required at various times throughout the College Season as requested by College Season 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 College Season.

5.5. Association with Gambling

No Team Member may take part, either directly or indirectly, in betting or

gambling on any results of any NA College League of Legends competition or match.

5.6. Subjection to Penalty

Any person found to have engaged in or attempted to engage in any act that College Season officials believe, in their and absolute discretion, constitutes unfair play, will be subject to penalty. The nature and extent of the penalties imposed due to such acts shall be in the sole and absolute discretion of the College Season.

5.7. Penalties

Upon discovery of any Team Member committing any violations of the rules listed above, the College Season may, without limitation of its authority under Section 6.3, issue the following penalties:

- 5.7.1.** Verbal Warning
- 5.7.2.** Loss of Side Selection for Current or Future Game
- 5.7.3.** Loss of Ban(s) for Current or Future Game
- 5.7.4.** Game Forfeiture
- 5.7.5.** Match Forfeiture
- 5.7.6.** Player Suspension
- 5.7.7.** Team Disqualification

Repeated infractions are subject to escalating penalties, up to, and including, disqualification from future participation in the College Season. It should be noted that penalties may not always be imposed in a successive manner. College Season officials, in its sole discretion, for example, can disqualify a player for a first offense if the action of said player is deemed egregious enough to be worthy of disqualification by College Season officials.

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

5.8. Cross-League Penalties

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

5.9. Right to Publish

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

6. Spirit of the Rules

6.1. Finality of Decisions

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

6.2. Rule Changes

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

6.3. Best Interests of the College Season

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