

# **COLLEGE**

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# **LEAGUE<sup>OF</sup>**

# **LEGENDS**

2021 College LoL Fall Warmup  
Official Rules

## **Introduction and Purpose**

The College League of Legends Fall Warmup (“Fall Warmup”) is a competition between recognized college LoL teams. These Official Rules (“Rules”) apply to each of the teams who have entered the Fall Warmup, including their players, team managers, staff members (collectively “Team Members”), and other employees.

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

For questions, comments, or feedback around these rules, you may either contact your designated Fall Warmup official or email [collegiate@riotgames.com](mailto:collegiate@riotgames.com).

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# 1. Competition Eligibility

## 1.1. School Association

All Fall Warmup 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

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

**1.1.1.1. School Recognition.** If a school has an "official" or "varsity" school team, that team automatically earns the right to participate over any others. This can only be affirmed by a written request from a school official.

**1.1.1.2. Club Officer Selection.** If a school has only one registered club, the officers of that club have the right to select a team in any manner they see fit.

**1.1.1.3. Tiebreaker Competition.** If a school has more than one registered club or club officers elect not to select a team, all registered teams affiliated with registered clubs must agree on a single team to participate or compete in a tiebreaker competition, organized by team managers, based on the number of teams.

*Two teams:* Best-of-five match

*Three teams:* Best-of-three round robin, with first side choice determined by coin flip. In the event that the round robin results in a tie, all tied teams must compete in another best-of-three round robin until a single winner emerges.

*Four or more teams:* Best-of-three single elimination bracket, with teams seeded by highest-ranked Solo Queue player.

**1.1.1.4. Tiebreaker Forfeit.** If teams cannot agree on scheduling or otherwise do not hold a required tiebreaker match, all involved teams forfeit their right to participate in their season. Fall Warmup

officials may declare a forfeit against a team refusing to participate or engage in good-faith scheduling.

### 1.1.2. **Schools vs. Campuses**

For the purpose of determining team and student eligibility, Fall Warmup 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.

## 1.2. **Player Eligibility Rules**

**1.2.1. Age.** In order to be eligible to compete in the Fall Warmup, 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.

**1.2.2. 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. 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 international leagues will be upheld by Fall Warmup officials.

**1.2.4. 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.

**1.2.5. 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. Fall Warmup officials have the right to include or discount

account bans on a case-by-case basis.

**1.2.6. 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 and notify Fall Warmup officials of any such loss of eligibility.

**1.2.7. One School Per Player.** Players are only allowed to compete for one school during the course of a single Fall Warmup.

### 1.3. 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 Fall Warmup.

## 2. Competition Format & Schedule

### 2.1. Division & Group Creation

**2.1.1. Seeding.** After registration closes, teams will be seeded based on the Ranked Solo tier and division of the five highest-ranked members of the current Active Roster. Players removed from the roster before the registration deadline will not be included. Ties will be broken by highest player division and tier, then 2nd highest player, through 5th player. If multiple teams have the exact same distribution of player ranks, the tie will be broken by highest individual player ranking, including LP.

Rank	Points	Rank	Points
Challenger	15	Diamond	5 - 8
Grandmaster	12	Platinum	1 - 4
Master	10	Unranked-Gold	0

**2.1.2. Divisions.** The 64 highest-seeded teams will be placed in the Shurima Division. All other teams will be placed in the Bilgewater Division. Each division will have their own competition phases and will not compete with one another.

**2.1.3. Groups.** Teams in each division will be split by a snake draft into a number of groups, depending on division. The Shurima Division will be

split into 8 groups of 8 teams, such that the #1 seeded team will be in Group 1 and the #8 seeded team will be in Group 8. The Bilgewater Division will be split into a varying number of groups of 5-8 teams, depending on the number of participants.

## 2.2. Phases

- 2.2.1. **Group Stage.** This phase consists of a best-of-one grouped round robin, with each team playing each other team in their group once. Starting side choice will be randomly predetermined such that each team has first side choice in approximately half their games. The top 2 teams in each Shurima Division group will advance to the playoff phase. A varying number of top teams from Bilgewater Division group will advance to the playoff phase, based on the total number of groups.
- 2.2.2. **Group Stage Tiebreaker.** In the event that multiple teams are tied in the standings at the conclusion of the Regular Season (as defined as having the same number of matches won), then any teams so tied will have their ties broken by head-to-head record between the tied teams. Any ties that cannot be broken in this fashion will be broken by fastest average win time.
- 2.2.3. **Playoff Tiebreaker.** If there are more than 128 schools in the Bilgewater Division, an additional tiebreaker will need to take place to determine which schools advance to the bracket. The format and structure of the Playoff Tiebreaker will vary based on the number of participating schools.
- 2.2.4. **Playoff Stage.** This phase consists of a four-round, best-of-five single elimination bracket, seeded by on group standings. Teams will be seeded by group finishing position first, then by group number.

## 2.3. Schedule

- 2.3.1. **Default Match Time.** All group stage matches have a default time of 12:00pm and 2:00pm PT. If Bilgewater Division has less than 7 group matches, they will have fewer two-round days. Playoff matches will be scheduled to start between 12:00pm and 3:00pm PT, based on the time zones of participating schools.
- 2.3.2. **Group Stage**
  - 2.3.2.1. Round 1 & 2: Oct 9
  - 2.3.2.2. Round 3 & 4: Oct 10
  - 2.3.2.3. Round 5 & 6: Oct 16

**2.3.2.4.** Round 7: Oct 17

**2.3.3. Playoff Stage**

**2.3.3.1.** Round of 16: Oct 23

**2.3.3.2.** Quarterfinals: Oct 24

**2.3.3.3.** Semifinals: Oct 30

**2.3.3.4.** Finals: Oct 31

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

### **3. Team Management and Roster Rules**

#### **3.1. 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.

#### **3.2. 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 Fall Warmup officials and must be present in the official Discord server. A successor must be immediately identified if the Manager leaves the team (for any reason). The manager must be fully eligible in accordance with Sections 1.2.3 (Riot Disciplinary Status) and 1.3 (No Riot Employees), but does not need to meet other eligibility criteria.

#### **3.3. 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 Fall Warmup officials and do not need to meet any eligibility requirements to work with the team in any role or function.

### **3.4. Manager Overrule**

At the sole discretion of Fall Warmup 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, Fall Warmup 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.

### **3.5. 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.

### **3.6. Roster Changes**

Teams may not make roster changes during the Fall Warmup. The team's roster at the time of the registration deadline will be the official team roster for the entire length of the competition, with no exceptions.

### **3.7. 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 Fall Warmup officials.

### **3.8. Name Approval**

Fall Warmup officials reserve the right to modify Team Tags, Team Names, or Summoner Names if they do not reflect the standards sought by the Fall Warmup officials. A team or player will be notified by a Fall Warmup 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.

### **3.9. 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, Fall Warmup officials may allow exemptions on a case-by-case basis.

### **3.10. Sponsorships**

Fall Warmup 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.

## **4. Match Process**

### **4.1. Competitive Patch & Server**

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

### **4.2. New & Reworked Champions**

Champions who have not been available on the live service for more than five days before the beginning of group stage will be automatically prohibited from use until the start of playoffs. Champions that are released after the end of the group stage Champions that have undergone Gameplay Updates will be subject to Fall Warmup officials' discretion.

### **4.3. 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 Fall Warmup 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.

### **4.4. Schedule Adjustments by Officials**

Fall Warmup 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.

#### **4.5. Match Reschedules**

Teams may agree to reschedule their Group Stage 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. Fall Warmup 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 Fall Warmup officials may invalidate the reschedule request.

Playoff matches may not be rescheduled.

#### **4.6. Lateness Penalties**

A team will automatically forfeit their match if they are not ready to play within 15 minutes from their official or agreed-upon match time, or within 10 minutes of the start of additional games (e.g. games 2 or 3 in a best of three series). Intentionally delaying the lobby or game start will still subject the team to the penalties set forth in this section.

#### **4.7. 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.

#### **4.8. 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.

#### **4.9. 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 4.7.

#### **4.10. 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.

#### **4.11. 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 Fall Warmup 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.

#### **4.12. Game Lobby Creation**

Fall Warmup 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. Fall Warmup officials, in their sole discretion, may instruct players to join a Custom Game lobby instead of a Tournament Code.

#### **4.13. 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.

#### **4.14. 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.

#### **4.15. Game Setup**

- 4.15.1. Map:** Summoner's Rift
- 4.15.2. Team Size:** 5
- 4.15.3. Allow Spectators:** Lobby Only
- 4.15.4. Game Type:** Tournament Draft

#### **4.16. Side Selection.**

- 4.16.1. Regular Season.** Side choice is manually assigned by Fall Warmup officials and will be reflected on the match schedule. During conference regular season matches, 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 match start to allow for 10 minutes to prepare.
- 4.16.2. Playoffs.** The higher-seeded team will have side selection for odd-numbered games (e.g. Games 1, 3, & 5), while the lower seed will have side selection for even-numbered games (Games 2 & 4). 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.

The team with Game 1 selection will be required to submit their final decision by 5:00pm Pacific 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 after the side selection deadline for their next match, the deadline will be moved to one

hour from the scheduled end of last match or actual end of their match, whichever is later.

#### **4.17. Champion Select Process**

- 4.17.1. Tournament Draft.** All games should be conducted under Tournament Draft format. Fall Warmup officials may choose to employ a manual draft that is conducted in chat without the use of an in-game feature.
- 4.17.2. 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, or Summoner spells, or for any other reason as determined at the discretion of the Fall Warmup.
- 4.17.3. 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.
- 4.17.4. Alternative Drafts.** Teams may agree to use alternative forms of draft mode if necessary to avoid technical problems or missing champions, including, but not limited to, the following options:
  - 4.17.4.1. 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.
  - 4.17.4.2. Prodraft.** Teams may use the online draft tool located at <http://prodraft.leagueoflegends.com/> to conduct the draft.
- 4.17.5. Game Start.** A game will start immediately after the pick/ban process is complete, unless otherwise stated by a Fall Warmup official. Players are not allowed to quit a game during the time between the completion of picks/bans and game launch.
- 4.17.6. 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.

- 4.17.7. Controlled Game Start.** In the event of an error in game start or a decision by Fall Warmup officials to separate the pick/ban process from game start, a Fall Warmup 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.

## 5. Game Rules

### 5.1. 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:

- 5.1.1. Hostile contact.** Any attack or ability is landed on minions, jungle monsters, structures, or enemy Champions.
- 5.1.2. Vision.** Vision established between players on opposing teams.
- 5.1.3. 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.
- 5.1.4. Time.** Game timer reaches two minutes (00:02:00).

### 5.2. Directed Pause

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

### 5.3. 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. Fall Warmup 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 Fall Warmup 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 Fall Warmup 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, Fall Warmup 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 Fall Warmup official to institute a restart.

- 5.3.1. 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, Fall Warmup officials shall not retain any settings.
- 5.3.2. 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.

#### **5.4. Awarded Game Victory**

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

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

#### **5.5. Mid-Match Break**

Teams are entitled to a break of at least 10 minutes between games of a multi-game (e.g. best-of-three) match. Teams can agree to a longer or shorter break, but if no agreement can be reached, lateness time will begin counting at 10 minutes exactly. Fall Warmup officials may inform players of the remaining amount of time before the next game's Champion Select phase begins. Teams are subject to lateness penalties per Section 6.7 if they are not ready to begin after the break time ends.

#### **5.6. 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.

## **6. Player Conduct**

### **6.1. Code of Conduct**

All players and team managers 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 RSAA website, the Fall Warmup website, and the College Season Discord.

## **6.2. Reporting Violations**

Conduct violations of any kind may be reported to any Fall Warmup official by Discord or email, or by submission of the online [reporting form](#).

## **6.3. Competition Conduct**

**6.3.1. Unfair Play.** The following actions will be considered unfair play and will be subject to penalties at the discretion of Fall Warmup officials.

**6.3.1.1. 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:

**6.3.1.1.1.** 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.

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

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

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

**6.3.1.2. 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.

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

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

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

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

**6.3.2. 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.

**6.3.3. 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.

**6.3.4. Abusive Behavior.** Abuse of Fall Warmup 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.

#### **6.4. Unprofessional Behavior**

**6.4.1. 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.

**6.4.2. Harassment.** Harassment is forbidden. Harassment is defined as systematic, hostile, and repeated acts taking place over a considerable period of time, or a singular egregious instance, which is/are intended to isolate or ostracize a person and/or affect the dignity of the person.

**6.4.3. 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.

- 6.4.4. 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.
- 6.4.5. Statements Regarding Fall Warmup, 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 Fall Warmup, Riot Games or its affiliates, or League of Legends, as determined in the sole and absolute discretion of Fall Warmup.
- 6.4.6. Player Behavior Investigation.** If Fall Warmup officials or Riot determines that a Team or Team Member has violated the Summoner's Code, the LoL Terms of Service, or other rules of LoL, Fall Warmup officials may assign penalties at their sole discretion.
- 6.4.7. Cooperation with Investigation.** If a Fall Warmup 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 Fall Warmup official, creating obstruction of the investigation then the Team is subject to punishment.
- 6.4.8. Ban Evasion.** A team may not attempt to roster or start a player that is not eligible due to disciplinary action (see 1.2.3), or account bans (see 1.2.5) by use of a smurf or alternate account.
- 6.4.9. 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.
- 6.4.10. Moral Turpitude.** A Team Member may not engage in any activity which is deemed by Fall Warmup officials to be immoral, disgraceful, or contrary to conventional standards of proper ethical behavior.
- 6.4.11. Confidentiality.** A Team Member may not disclose any confidential information provided by Fall Warmup officials or any affiliate of Riot Games, by any method of communication, including all social media

channels.

- 6.4.12. Bribery.** No Team Member may offer any gift or reward to a player, coach, manager, Fall Warmup official, Riot Games employee, or person connected with or employed by another Fall Warmup team for services promised, rendered, or to be rendered in defeating or attempting to defeat a competing team.
- 6.4.13. Non-Compliance.** No Team Member may refuse or fail to apply the instructions or decisions of Fall Warmup officials.
- 6.4.14. 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.
- 6.4.15. Document or Miscellaneous Requests.** Documentation or other reasonable items may be required at various times throughout the Fall Warmup as requested by Fall Warmup 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 Fall Warmup.

## **6.5. 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.

## **6.6. Subjection to Penalty**

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

## **6.7. Penalties**

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

- 6.7.1.** Verbal Warning
- 6.7.2.** Loss of Side Selection for Current or Future Game

- 6.7.3.** Loss of Ban(s) for Current or Future Game
- 6.7.4.** Scholarship/Prize Forfeiture
- 6.7.5.** Game Forfeiture
- 6.7.6.** Match Forfeiture
- 6.7.7.** Player Suspension
- 6.7.8.** Team Disqualification

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

## **6.8. Cross-League Penalties**

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

## **6.9. Right to Publish**

Fall Warmup 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.

# **7. Spirit of the Rules**

## **7.1. Finality of Decisions**

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

## **7.2. Rule Changes**

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

## **7.3. Best Interests of the Fall Warmup**

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