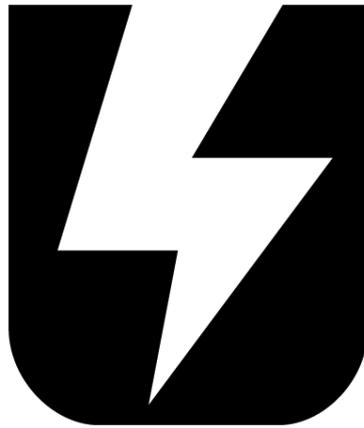


ULTRALIGA



**Ultraliga
2021 Season
Official Rulebook**

Introduction and Purpose

These official rules of the Ultraliga apply to each of the Teams who have qualified to play in an ERL in 2020. These rules also apply to the Teams' Team Managers & Team Members and other employees but apply only to official League play and not to other competitions, tournaments or organized play of League of Legends.

League of Legends European Championship Limited, a limited liability company registered in the Republic of Ireland, has established these rules for the competitive play of League of Legends in order to unify and standardize the rules used in competitive play.

FRENZY, a limited liability company has adapted these official rules to ensure the integrity of the system established by the League of Legends European Championship Limited for all League of Legends games, as well as to ensure a balance of competition between teams at every level of competition.

These official rules are designed solely to ensure the integrity of the system established by the League for professional play of League of Legends and a competitive balance among the Teams that play at the professional level. Standardized rules benefit all parties who are involved in the professional play of League of Legends, including the Team Managers, Team Members and Teams. Rules that impact all regions can be seen here: <https://eu.lolesports.com/en/about/global-rules>.

The terms of engagement between Team Managers, Team Members and Teams are left to each of the Teams and its Team Managers/Members.

1. Eligibility Requirements

To be eligible to compete in the League, each Player must satisfy all of the following:

1.1. Player Age

- 1.1.1. No Player shall be considered eligible to participate in any Ultraliga Match before having lived 15 full years. Furthermore, no Player shall be considered eligible to participate in any European Masters Match before having lived 16 full years.
- 1.1.2. This shall not prevent Teams from signing Free Agents who have lived 15 full years, granted that they may not participate in an European Masters Match until they have lived 16 full years.
- 1.1.3. Any player not having lived 18 full years must have signed permission from a legal guardian to participate in an Ultraliga or European Masters.
- 1.1.4. Ultraliga Officials have the right to request a document confirming the required age or a document signed by a legal guardian, consenting to the participation of the Player in Ultraliga.

1.2. Residency & Representation

- 1.2.1. Teams will be required to have a minimum of three Locally-Trained Representatives (LTR) and three EU Residents (IMP) on their starting lineup at all times.
- 1.2.2. LTRs are defined as players who have fulfilled one or more of the following criteria:
 - 1.2.2.1. The player has legally resided and been primarily present in the competitive area of the Ultraliga for no less than 36 out of the last 60 months immediately prior to their participation in the first game of the applicable competition.
 - 1.2.2.2. The player has played the majority of applicable matches in an Ultraliga in no less than two of the last three Ultraliga splits immediately prior to their participation in the first game of the applicable competition. Additionally, a split will count towards the LTR requirement for a player who has been on an Ultraliga or LEC Roster for the majority of the split, even if the player has not been actively

participating in the respective ERL, as long as they have not been participating in any other ERL.

- 1.2.2.3.** The player has legally resided and been primarily present in the competitive area of the Ultraliga for at least 36 months after their 13th birthday, defined as having lived 13 full years.
- 1.2.3.** If a Player can prove they have not claimed LTR status in any ERL in the past and cannot currently claim LTR status for any ERL using the clauses above, the ERL may grant LTR status to the player at their sole discretion.
- 1.2.4.** A Player may only claim LTR status for the ERL region in which they are currently participating. Upon joining another ERL, the Player will have to prove their LTR status for the respective ERL or become a Non-Representative.
- 1.2.5.** A player may only be an LTR of a single ERL at any point in time. A player will not be considered a representative until they have declared themselves as an LTR to the respective ERL.
- 1.2.6.** Players are not required to claim LTR status and may choose to remain a Non-Representative despite being eligible.
- 1.2.7.** In order to be deemed a Resident, a Player must qualify under two possible scenarios:

 - 1.2.7.1. Provisional Non-Residents:** A Provisional Non-Resident is a current Non-Resident who has begun accruing time towards becoming a Resident. A Provisional Non-Resident can become a Resident if the Player has legally resided and been primarily present in the region for no less than 48 months out of the last 72 months immediately prior to such Player's participation in the first Game of the applicable competition.
 - 1.2.7.2. New Non-Residents:** A New Non-Resident is a Player who was not on the Roster of a Team in the Professional or Accredited League nor relocated to that region for the goal of training in those Leagues between May 11th, 2015 and August 1st 2016. After that date, a Player will be considered a New Non-Resident and unable to

obtain residency only by staying within the region for 8 out of the last 12 Splits. A New Non-Resident Player must obtain lawful permanent resident status in the region the Player participates in.

1.2.8. A Player may only be a Resident of a single region at any point in time. Upon joining a Team's Roster, a Player will be considered a Non-Resident until and unless they declare themselves a Resident and meet the standards set forth in this rule. A Player who has lawful permanent resident status in multiple regions cannot be a Resident of two regions simultaneously per this rule. Once a Player declares residency in one region in which they are eligible, in order to switch residency to the other region, they must have participated in at least 50% of Regular Season Matches of their Team within that region in its most recent Split.

1.2.9. Players may prove Residency and LTR eligibility by submitting documentary evidence of eligibility. There are two general categories of evidence:

- Government-issued documentation (e.g., government benefits records, military/draft registration papers).
- Private documentation (e.g., school records, deeds, leases, homeowner association documents, utility bills, bank records/statements, tax returns, insurance documents, medical records & employment records).

Minors may also have a parent or guardian prove Residency or LTR status on their behalf by first, providing documentary evidence of the parent- /guardian-child relationship (e.g., a birth certificate) and second, submitting documentary evidence belonging to the parent/guardian, as outlined above.

1.2.10. LEC secondary Teams are required to maintain at least four EU Residents on their ERL Roster, resulting in at least seven EU Residents across both LEC and ERL Rosters.

1.3. Work Eligibility

1.3.1. Each Player must submit proof, prior to being added to a Team's ERL Roster, that they will be work-eligible in their respective jurisdiction and/or ERL host country/countries.

- 1.3.2. For EU states, this requirement means the following:
 - 1.3.2.1. For EU citizens, they must provide a photo or copy of their passport or state issued identity card.
 - 1.3.2.2. For EEA citizens, ensure no additional visas are required.
- 1.3.3. For non-EU citizens, a valid visa with work-eligibility is required.

1.4. Player & Team Eligibility

- 1.4.1. All Players may only compete in one ERL at a time. If a player has participated in more than:
 - 1.4.1.1. For League formats - 50% of the matches in an ERL regular split
 - 1.4.1.2. For Tournament/Circuit formats - 50% of the tournaments in the circuit

They will be considered locked into that League. Players that are locked into a League may transfer freely in between splits.
- 1.4.2. If a player has played more than 50% of eligible regular season games in a professional league in at least two out of the last three completed splits, then they will be considered a “Veteran” player. An ERL starting lineup cannot include more than two Veteran players at a time.
- 1.4.3. Players who played in thirteen or more LEC Matches are ineligible to participate in any ERL Regular Season, Playoffs and the EM event for the current Split.
- 1.4.4. Players contracted to a non-LEC organization in any Professional League, as defined by their ability to qualify for the World Championship Event (LCS, LCK, LPL, LMS etc.), are strictly forbidden from engaging in an ERL.

1.5. Account Vetting (Accredited Leagues only)

- 1.5.1. Prior to a player being deemed eligible to participate in the ERL, Teams must submit details of all active League of Legends accounts used in the last 6 months, including user/summoner name and server region, to League Officials. Failure to do so may result in penalties.

- 1.5.2. The behaviour check will analyse the Player's behaviour record across all accounts on the live servers and determine whether or not they are in line with the standards we expect from Players in the ERL.
- 1.5.3. Ultraliga Officials will inform Teams of their Players' eligibility upon completion of the vetting. This process may take up to 72 hours.
- 1.5.4. If a Player is deemed ineligible, a report containing information on why the Player did not pass vetting will be compiled. League Officials may share this report with the Team upon receiving written permission from the Player. The Player may also receive further sanctions depending on the severity of the case.
- 1.5.5. Players deemed eligible may still be subject to official sanctions such as warnings, suspensions and/or fines based on the results of the behaviour check.

1.6. No Riot Games or FRENZY Employees

- 1.6.1. Team Owners and Team employees may not be employees of Riot Games Inc. ("RGI") or League of Legends eSports Federation LLC or FRENZY Sp. z o.o. ("FRENZY") and any of their respective affiliates. "Affiliate" is defined as any person or other entity which owns or controls, is under the ownership or control of, or is under common ownership or control, with the named Riot entities above. "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. Ownership

2.1. Ownership Restrictions

- 2.1.1.** In order to preserve the integrity of official League play, the Team Managers, or affiliates thereof, shall not have an interest in more than one ERL Team participating in a European Regional League, as defined below.

An “Interest” in or with a ERL Team means any of the following: (i) a direct or indirect financial interest in, or financial relationship with, such ERL Team, whether by legal or beneficial ownership, control, contractual relationship, loan agreement, or otherwise (including, for the avoidance of doubt, any buyback provision, right of first purchase, voting rights agreement, lien, deferred, reversion or security interest); or (ii) status as an officer, director, employee, stockholder, owner, affiliate, representative, agent, consultant, or advisor of such ERL Team, or any other role whereby a person participates, directly or indirectly, in the financing, operation, marketing, or management of such ERL Team or its assets.

Notwithstanding the foregoing, it shall not be considered a violation of Rule 2.1.1 for a Team Manager to have ownership in a common entity or venture that is not a ERL Team, with another Team Manager (a “Common Undertaking”) that would otherwise constitute an Interest subject to this rule; provided, however, that such interests comprise (i) a solely passive ownership interest in less than ten percent of the capital stock of such Common Undertaking, (ii) such Team Managers do not undertake any operating role (including as an officer, director, employee, representative, agent, consultant ,or advisor, etc.) with, and otherwise has no ability to control or exercise influence over such Common Undertaking, and (iii) such Team Manager has provided written notice to the League of such ownership in a Common Undertaking five business days in advance of such investment.

- 2.1.2.** An Organization or Team may only own one ERL Team across all European Regional Leagues.
- 2.1.3.** Organizations or Teams are only allowed to participate in one ERL per split. There will be a one split cooldown should they decide to move to another ERL.

2.2. Recognition of Ownership

- 2.2.1.** The Ultraliga Officials shall have the right to make final and binding determinations regarding Team ownership, issues relating to the multiple Team restriction and other relationships that may otherwise have an adverse impact on the competitive integrity of the ERL. Any person that petitions for ownership into the ERL can be denied admission at the sole discretion of the Ultraliga Officials. Team Owners agree that they will not contest any final determination of the Ultraliga Officials in connection therewith.
- 2.2.2.** If an Owner is found to have any financial interest or benefit or any level of influence in another Team, the Owner will be required to immediately divest said interest in one of the two Teams and may be subject to punishment by the Ultraliga Officials.
- 2.2.3.** Ultraliga Officials can verify the ownership affiliation between the Ultraliga Teams at any time. If it is established that, contrary to the previous provisions of the regulations, the entity still has links with another Team in the European Regional League, the Ultraliga Officials will be entitled by their sole decision to take back the Ultraliga team slot and distribute it according to their own criteria.
- 2.2.4.** Ownership of a Team competing in an ERL or EM should be clearly indicated by the starting line-up or Organization to Ultraliga Officials.

3. Rosters

3.1. Roster Requirements

- 3.1.1.** Each Ultraliga Team is required to maintain & keep under contract one Team Manager, one Head Coach and at least five Players across their Roster during the entirety of each Ultraliga Split.
- 3.1.2.** No individual may simultaneously hold two or more of the roles listed above.
- 3.1.3.** An LEC Secondary Team Player cannot be part of their Team's LEC and ERL Roster at the same time. As an exception to this, Teams will be allowed to designate up to two Players from their ERL Roster for their LEC Play-offs Roster if those Players are not considered Veterans.
- 3.1.4.** A Team's Ultraliga Roster can have a maximum of ten Players.
- 3.1.5.** An LEC Secondary Team's ERL Roster needs to include at least 6 Players and must include four EU Residents and three LTRs.
- 3.1.6.** A Team's Ultraliga Starting Line-up cannot include more than two Veterans at any given time.
- 3.1.7.** Ultraliga Teams will be allowed to designate two Players from their Ultraliga 2nd Division Roster for their Ultraliga Roster.
- 3.1.8.** A Team will be allowed a Roster of six Players as their Ultraliga Play-Offs-Roster and are required to maintain four Residents and four LTRs in their Play-Offs-Roster.
- 3.1.9.** A Team Member will not be allowed to compete for more than one Organization simultaneously and cannot be listed on the Roster of more than one Team.
- 3.1.10.** A Team Member cannot have a contractual or financial arrangement with another Team unless explicitly allowed by the Ultraliga Officials in writing.
- 3.1.11.** A Team Member can only be contracted to one Team globally and if the Team Member currently has a contract with a Team in another region the Team Member must disclose that information to Ultraliga Officials. To verify that these Team Members are officially under contract, each Team must submit the Summary Sheet from their Team Member Agreement for each Team Member they wish to designate as under contract.

The Summary Sheet is itself not a Team Member Agreement but rather a summary of some key terms needed by the League to verify eligibility and confirm agreement by the Team Member and the Team. In all instances of conflict between the Summary Sheet and the Team Member agreement, where the Team Member Agreement is compliant with the requirements outlined in the Team Participation Agreement, Ultraliga reserves the right to interpret the Summary Sheet as superseding.

3.1.12. All Team Member Agreements have to adhere to the following:

3.1.12.1. They must not include any non-compete, right of first refusal or other similar provision that restricts a Team Member from joining another esports team, organization or company after the expiration or termination of the Team Member Agreement.

3.1.12.2. They must include an option to terminate the Team Member agreement on the part of either party in the event that the other party commits a material breach of the Team Member Agreement that is not cured within thirty days of written notice from the non-breaching party.

3.1.12.3. They must not include any automatic, deemed renewal, or “renewal by silence” provisions that extend the term of the Team Member Agreement without the express written approval of the Team Member.

3.1.12.4. They must include an option to immediately terminate the Team Member Agreement on the part of the Team Member in the event that the respective Team’s Team Participation Agreement is terminated by the League; or the Team Member is officially removed from the Team as triggered by removal from the Global Contract Database.

3.1.12.5. They must not have a term or duration that is fewer than seven days, and in the event that the term or duration extends beyond the LEC Summer Split Roster Lock for the 2021 season, will have an expiration date that ends the term of the agreement on any of: November 15, 2021, or November 21, 2022.

3.1.12.6. They must include an exception to any confidentiality restrictions in the Team Member Agreement allowing disclosure of the agreements,

and any summary sheet of the agreements, to the Ultraliga Officials.

- 3.1.13.** All Players on a Team's Roster must have held a peak rating of Diamond 3 or above in 5v5 Summoner's Rift Ranked Solo/Duo or Ranked Flex at the end of the last ranked Season or in the current Season.
- 3.1.14.** In the case of extenuating circumstances, such as temporary visa issues, a competitive suspension or a medical emergency the roster requirements may be waived temporarily. Grant of this waiver is at the sole discretion of the Ultraliga Officials.

3.2. Roster Modification

- 3.2.1.** At a time designated by League Officials before the start of each Split, each Team must submit their ERL Rosters. If a Team Manager intent to modify a Roster, the Team Manager must submit requests in compliance with these rules. The request must be submitted in advance of the proposed effective date of any such change, at the earliest possible date and time. A Team will not be allowed to start a Player for the first week of the respective Split that is not on a Roster that was declared on this date.
- 3.2.2.** The Team Member designated by the Team will be responsible for Roster management and document submissions. The Team Member is authorized to make changes to the Roster using one of the following methods: (1) Trading Players with other Teams; (2) Signing Free Agents; (3) Releasing Players from the Roster.
- 3.2.3.** For a Player to be removed from a Team's Roster, the respective Player's Player Agreement must be terminated.
- 3.2.4.** The Team's Rosters will be displayed in the Global Contract Database. The Global Contract Database will be updated once authorized Roster changes have been confirmed by League Officials. The Roster in the Global Contract Database will be considered the most up-to-date roster and Teams are responsible to notify League Officials if their current Roster is not accurately reflected.
- 3.2.5.** For a Team Member to be removed from a Team Roster, the respective Team Member's Team Member Agreement must be terminated.
- 3.2.6.** Any Team Member who is dropped from a Team's Roster may not rejoin that Team's Roster until a minimum of three weeks have elapsed after the effective date of the Team Member's prior removal from the Team's Roster.

- 3.2.7.** Teams are restricted from announcing any Roster changes needing Ultraliga Officials approval as final until they have been approved. However, announcements can state that the Active Roster change is under review from the League. This includes any acquisitions and re-signings to the same Organisation.

3.3. Starting Lineup Modification

- 3.3.1.** All Teams are required to submit the Starting Lineup by 23:59 on the day preceding the Match.
- 3.3.2.** If no decision is submitted in time, starting line-up will default to the line-up used in the Team's last official Match.
- 3.3.3.** In the event of an emergency, a Team will be given up to two hours to find an immediate Substitute from their Roster for a Game. If a replacement cannot be found, the Team will forfeit. Ultraliga Officials will determine if an event qualifies as an emergency.
- 3.3.4.** Ultraliga Officials can shift the Starting Lineup submission deadline at their discretion by informing affected teams.
- 3.3.5.** Player substitutions have to result in Teams having eligible Starting Line-ups.

3.4. Coaches

- 3.4.1.** The Head Coach is required to be on-site for every Game that the Team participates in. The Head Coach can only represent one Team. The Head Coach cannot be affiliated with more than one Organization, nor is The Head Coach eligible to: be on the Team's Roster, be an Owner and/or Manager, or General Manager of any Ultraliga team.
- 3.4.2.** The Head Coach is required to be present for the Pick and Ban phase in every Ultraliga and European Masters match that their respective Team participates in.
- 3.4.3.** In the event of an emergency, the Team can designate an interim coach. Whether or not an event qualifies as an emergency is determined at the sole discretion of the Ultraliga Officials.

3.5. Team Manager

- 3.5.1.** Each Team is required to maintain, at all times, one designated Team Manager who is responsible for administering team commitments associated with weekly Ultraliga activities including, but not limited to, content requests, game schedule or onsite studio coordination. This same person is responsible to travel with the team to all events, domestic or international, to uphold the aforementioned duties.

3.6. Promotion Tournament Implications

- 3.6.1. An Ultraliga Team, which has been promoted from the Promotion Tournament, must submit for the first match of the new Season at least three players from the Roster that played in Promotion Tournament.
- 3.6.2. In an event of sale of the League spot belonging to the team advancing from the Promotion Tournament to Ultraliga, the requirement to submit at least three players from the Roster that played in Promotion Tournament is waived.

3.7. European Masters Implications

- 3.7.1. An Ultraliga Team must retain at least three players from the starting line-up that played in their respective ERL Finals in order to claim any slot in the European Masters event.
- 3.7.2. If there are multiple claims for a single slot in the EM, the slot is held by the Team which can field the higher number of Starters from the qualifying Roster. If the number of Starters is equal between those Teams, the Team with the higher number of Substitutes from the qualifying Roster will be granted the slot. If the number of Substitutes is also equal, the total amount of Games all Players played in the respective qualifying event will be the tiebreaker.

3.8. Free Agents & Free Agency

- 3.8.1. Ultraliga has established limited periods of time during which Free Agents can be signed. Signings of any kind outside of these specified dates are strictly prohibited. The start of the Free Agency period of the next Season will commence on the 17th of November 2020:

	Free Agent Signing Opening (00:00:00 UTC)	Free Agent Signing Deadline (16:00:00 UTC)
Spring Split	November 17 th , 2020	March 9 th , 2021
Summer Split	May 24 th , 2021	July 27 th , 2021

- 3.8.2. A Free Agent is a Player eligible to participate in the LEC or an ERL and who either has not yet signed a valid written Player Agreement with a Team or has been released from a Team or has had a contract expire without renewal.
- 3.8.3. If a Team intends to drop a Team Member from the Roster during the Split, the Team has to submit the Drop Form for that

Team Member at least 72 hours before the Free Agent Signing Deadline are allowed.

- 3.8.4.** Team Members who have participated in any aspect of a Professional or Accredited League in the most recent Split cannot enter into any new oral or verbal commitment, financial arrangement, or contractual arrangement after the Summer Split Free Agency Signing Deadline closes and before the Global Contract Window opens with any Organization owning a Professional or Accredited Team if that commitment extends past the Global Contract Window, or otherwise impacts the Player's status once the Global Contract Window opens.
- 3.8.5.** As an exception to the Free Agency restrictions Teams are able to sign Players to their Reserve Roster between the Spring Split Free Agent Signing Deadline and the Summer Split Free Agent Signing Opening if the respective Player is not participating in an ERL or EM. Players who are added to a Team's Roster in this timeframe are ineligible to play for the Team until the Summer Split Free Agent Signing Opening.
- 3.8.6.** No official ERL Match may occur between the Spring Free Agency opening and January 1st of the following year.

3.9. Summoner Names

- 3.9.1.** Summoner Names may include upper-case letters, lower-case letters, digits, underscores, or single spaces between words only. Summoner Names must not exceed 16 characters including spaces. No additional special characters will be allowed for team names, Summoner Names, or tags. Summoner Names and team names may not contain: vulgarities or obscenities; League of Legends Champion derivatives or other similar character names; or derivatives of products or services that may create confusion. Summoner names must be unique globally.
- 3.9.2.** Teams will be permitted a team tag of 2-4 characters to be added to the front of each Player's Summoner Name on the Tournament Realms. These team tags must be a combination of uppercase letters and/or digits. Team tags must be unique globally.
- 3.9.3.** All team tags, team names and Summoner Names must be approved by Ultraliga Officials in advance of use in play. Name changes must be approved by Ultraliga Officials prior to use in-game. Ultraliga Officials reserve the right to deny a team name if it does not reflect the professional standards sought by the Ultraliga and the Team will be required to change it.

4. Prize Money and Finances

4.1. Sponsors

4.1.1. A Team has the ability to acquire sponsors. Restrictions on sponsorship acquisition are defined by the applicable Ultraliga rules. The Team is obligated to notify the Ultraliga Officials of the intended acquisition of a new sponsor before the acquisition is finalized. If the sponsorship is classified as a Prohibited Sponsorship, then the sponsorship may not be displayed by the Players during the use or play of League of Legends, adjacent to League of Legends related material, the LEC, ERL, EM, or any other Riot-affiliated event.

List of exemplary Prohibited Sponsorship can be found below:

- Every other video game, or other video game producer, or developer
- Any video game consoles
- Every sport tournament or eSports tournament, league or event
- Every other eSports team, owner or any affiliates
- Any prescription medicines
- Any firearms, ammunition or firearm accessories
- Pornography or pornographic products
- Tobacco products or accessories
- Betting and gambling affiliates (including websites)
- Non-alcoholic alcoholic beverages (including non-alcoholic beverages sold by alcoholic entities) or other drugs, which sales or consumption are controlled by the respective law
- Sellers or online stores which are known to sell counterfeit or illegal products
- Sellers or online stores which are known to violate League of Legends' Terms of Use
- Fantasy eSports operators (including everyday fantasy)
- Political campaigns or political committees
- Charity organizations known to back specific religious or political views or are not well-regarded socially (i.e., Red Cross or Stand-Up to Cancer and similar will be considered respectable)
- Crypto currency and any other non-regulated financial instruments and markets
- Companies and platforms offering CFG contracts (contract for difference) or similar transactions based on security deposit products
- Beer and wine products

- 4.1.2.** The Team may only sell or manage sponsorships or brand elements for the Team which they are affiliated with.
- 4.1.3.** No person or entity may hold the naming rights to more than one ERL Team at a time. A sponsor which holds naming rights to a Team may not sponsor other Teams in the League in any capacity. No person or entity acting as an owner, partial or total, or as a corporate officer for one Organization may sponsor a Team of a different Organization through themselves, a direct connection, another Organization they represent, or a proxy.
- 4.1.4.** Teams cannot have multiple brand names in their Team name unless they comply with the naming restrictions set forth in the Team Name Sponsor Integration Policy.

4.2. Prizes

- 4.2.1.** The team, regardless of the legal form held, is obliged to provide the Organizer with all the data required by him, which will be used to pay the prize.
- 4.2.2.** All prizes will be pay out up to 90 days after the Ultraliga finals.
- 4.2.3.** In the case of payment of prizes to natural persons, the Organizer, in order to settle tax issues, indicates the following:
- For amounts up to 2 000 PLN, the Organizer raises the prize by 11,11%
 - For amounts over 2 000 PLN, the Organizer raises the prize by 10%
- 4.2.4.** In the case of payment of prizes to legal entities, the Organizer, in order to regulate tax issues, indicates the following:
- The settlement will be based on the debit note issued for services rendered.
 - The paid prize will be increased by the currently applicable income tax in order to balance the liabilities arising from the corporate income tax (CIT).
- 4.2.5.** In the case of inability to pay due prizes based on a VAT invoice or payment note increased by a tax on awards, the Organizer reserves the right to pay the prize based on information received from the team, manager or owners on the following principles:

- The representative of the team is obliged to send the Organizer a form, which will be the basis for payment of the due prize for the position in the league.
- Payment of the prize will be made on the basis of the above document, with the reservation that 1/7 of the prize due is reserved for the entity, regardless of its legal status.
- Tax issues in this situation will be determined using the interpretation of the legal form in accordance with the provisions contained in points 4.2.3 and 4.2.4.

4.3. Prize Pool Distribution

4.3.1. The prize pool is 100 000 PLN and is divided into Regular Season (40 000 PLN) and Play-offs (60 000 PLN).

4.3.2. The distribution of the prize pool for the Regular Season is as outlined below:

Position	Prize
1.	12 000 PLN
2.	8 000 PLN
3.	5 000 PLN
4.	4 000 PLN
5.	3 500 PLN
6.	3 000 PLN
7.	2 500 PLN
8.	2 000 PLN

4.3.3. The distribution of the prize pool for the Play-offs is as outlined below:

Position	Prize
1.	30 000 PLN
2.	15 000 PLN
3.	7 500 PLN
4.	4 500 PLN

5.	3 000 PLN
----	-----------

4.4. Costs covered by the Organizer

- 4.4.1.** In the case of the requirement of the arrival of players and teams in the promotional video, or the league Ultraligi in the studio, pay for accommodation and travel station lies with the Ultraliga organizers.
- 4.4.2.** In connection with the above, the Ultraliga Officials at the latest 5 days before the planned recording of promotional materials will inform the team about the required people, necessary to ensure the proper course of recording promotional materials or participation in the competition. These people will be paid for and travelled by the Organizer in accordance with the provisions contained in section 4.4.
- 4.4.3.** The organizer indicates that it is possible to travel by private form of transport to the place of promotional materials or to participate in competitions. Reimbursement of fuel costs will be made on the basis of a submitted VAT invoice or invoice, after prior approval of the forms of transport by the Organizers.
- 4.4.4.** The organizer covers travel costs up to 300 PLN per person and only on the territory of Poland.
- 4.4.5.** In a situation where the participant of the Ultraliga games due to the place of residence is obliged to use the transport in the form of airlines in order to reach promotional materials or to participate in competitions, the Organizer undertakes to cover the purchase of airline tickets or return costs incurred by the participant on the basis of a submitted VAT invoice or invoice, after prior acceptance of the total costs by the Organizers.

5. Additional Provisions

5.1. Social Media Requirements

- 5.1.1.** Organizations in Ultraliga are required to actively keep accounts on Social Media sites such as Facebook, Twitter and Instagram. In addition, the Organization is required to maintain Social Media accounts such as Facebook, Twitter and Instagram for all its Players from active roster in order to promote their own brand, Players and Ultraliga games. In certain cases, Ultraliga Officials may release Organisations and Teams from the Social Media requirement

5.2. Publishing

- 5.2.1.** Ultraliga Officials shall have the right to publish a declaration stating that a Team Manager, Team Member and/or Team has been penalized. Any Team Manager, Team Member and/or Team that may be referenced in such declaration hereby waive any right of legal action against the FRENZY, Riot Games, Inc., and/or any of their parents, subsidiaries, affiliates, employees, agents, or contractors for publishing such a declaration.

6. Ultraliga Format

6.1. Glossary

- 6.1.1. **Game.** An instance of competition on the Summoner's Rift map in League of Legends which is played until a winner is determined by whichever of the following occurs first: (1) Destruction a Nexus (2) Surrendering (3) Forfeiting (4) Awarded Game Victory.
- 6.1.2. **Match.** A set of Games which is played until one Team wins a majority of total Games. The winning Team will either receive a win tally in the League format or advance to the next round in the tournament. In the "Best of One", the terms Game and Match and can be used interchangeably.
- 6.1.3. **Split.** Scheduled league play that will occur over an approximately three-month period of time. The 2019 Spring Season will be divided into two splits (Spring and Summer). Each split will consist of three phases: (a) Regular Season, (b) Play-offs, which will occur at the conclusion of the Regular Season, and (c) a Promotion Tournament.

6.2. Regular Season

- 6.2.1. Each Team will face each Team in two Best-of-1s per Split.
- 6.2.2. During the Regular Season, the teams will be given the right to choose a side in the match, while ensuring that in a match with the same opponent, each team will be able to select the side once. The right of choice will be given to the team on the left side of the schedule, and the selected side must be notified to Ultraliga Officials by 23:59 on the day preceding the match.
- 6.2.3. Standings in the League will be determined by the number of Matches won.
- 6.2.4. A full schedule of dates and Matches will be provided by the Ultraliga Officials.

6.3. Play-offs

- 6.3.1. This phase consists of a four-round hybrid-gauntlet tournament among the top five Teams from the Regular Season, seeded according to their Regular Season standings.
- 6.3.2. 1st Match, 1st Play-off Round, will be between the Regular Season teams that placed 2nd and 3rd.

2nd Match, 1st Play-off Round, will be between the Regular Season teams that placed 4th and 5th.

Winning teams of each of the Matches and 1st Match losing team will advance to the 2nd Play-off Round. 2nd Match losing Team will be eliminated from the tournament.

6.3.3. 3rd Match, 2nd Play-off Round, Team that placed 1st in Regular Season will face the winning team of the 1st Match.

4th Match, 2nd Play-off Round, will be between the losing team of the 1st Match and the winning team of the 2nd Match.

3rd Match winning team will advance directly to the Play-Off Finals. 4th Match winning team will advance to the 3rd Play-off Round, where it will face the losing team of the 3rd Match. 4th Match losing team will be eliminated from the tournament.

6.3.4. 5th Match, 3rd Play-off Round, the winning team will advance to the Play-off Finals, facing the 3rd Match winning team. 5th Match losing team will be eliminated from the tournament.

6.3.5. 3rd Match winning team and 5th Match winning team will face each other in the Ultraliga Play-off Finals. The winning team will be declared the current Ultraliga Split triumphant.

6.3.6. In the Ultraliga 1st Play-off Round the team that placed higher in Regular Season will have the right to choose side in the first game of the series. In consecutive games, the right to choose side will be given to the team that lost the previous game.

In the Ultraliga 2nd and 3rd Play-off Round and in the Ultraliga Play-off Finals, the team that has the right to choose side in the first game of the Match will be announced by Ultraliga Officials each time. In consecutive games, the right to choose side will be given to the team that lost the previous game.

6.3.7. All Play-off Matches will be played in the Best of Five format.

6.4. Seasonal Points

6.4.1. The Team will be awarded Seasonal Points based on the place taken after Spring and Summer Splits Play-Offs. Seasonal Points will be the deciding factor for Ultraliga demotion.

6.4.2. Seasonal Points awarded for Spring and Summer Split are as follows:

Place	Points
1.	100
2.	85
3.	70
4.	55
5.	45
6.	30
7.	20
8.	10

6.4.3. Teams that acquire the least Seasonal Points after both Ultraliga Splits, resulting in taking 7th and 8th places, will be relegated and will have to fight to keep their spot in Promotion Tournament.

6.5. Tiebreakers

6.5.1. When used herein, the total game victory time (“Total Game Victory Time”) shall be considered the total amount of time it took a team to win their games against all other teams in the tiebreaker. In any situation where the Total Game Victory Time between tied teams is identical, the Total Game Victory Time shall be substituted by the total amount of game time it took a team to win all of their games in the applicable Split.

6.5.2. If two Teams have the same match winning percentage, the first tie-breaker is head-to-head records. If one Team has won more than 50% of the matches between the two teams, they shall be declared the winner of the tie-breaker and will be awarded the higher seeding. If the two Teams have identical head-to-head records (as defined as each team winning 50% of matches between the two Teams), then said teams will play one tiebreaker game to determine the final standings.

6.5.3. 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 one or more Teams have won/lost more than 50% of the Matches in aggregate against every Team in the tiebreaker, they are automatically granted the higher/lower place(s) available in the tiebreaker, and a new tiebreaker is

declared amongst the remaining Teams. If no single team owns a winning or losing record against all other teams the following rule will be applied.

- 6.5.4. 3-way-tie.** A single round-robin will be played among the three Teams. If this does not result in hierarchical standings of Teams, then the three Teams will be drawn into a single-elimination bracket where the Team with the lowest Victory Time from the single round-robin tiebreaker games has a bye into the finals.
- 6.5.5. 4-way-tie.** The Teams will be drawn into two first-round matches (Game 1 and Game 2) based on their Victory Time. The winners of Game 1 and Game 2 will then face off in Game 3 while the losers face off in Game 4. The winner of Game 3 will be awarded the highest standing being decided by the tiebreaker, and the loser of Game 3 will be awarded the next highest standing being decided by the tiebreaker. The winner of Game 4 will be awarded the next highest standing being decided by the tiebreaker and the loser of Game 4 will be awarded the lowest standing being decided by the tiebreaker.
- 6.5.6. 5-way-tie.** The Teams will be drawn into a single-elimination bracket based on their Victory Time, where there is a play-in between the two Teams with the highest Victory Time for the fourth semi-final spot. The tournament will require a 3rd-place Game to determine 3rd/4th place.
- 6.5.7. 6-way-tie.** The Teams will be drawn into a single-elimination bracket based on their Victory Time, where the two Teams with the lowest Victory Time have a bye into the semi-final round. The tournament will require a 3rd-place Game to determine 3rd/4th place.
- 6.5.8. 7-way-tie.** The Teams will be drawn into a single-elimination bracket based on their Victory Time, where the Team with the lowest Victory Time has a bye into the semi-final round. The tournament will require a complete loser's bracket to determine seeding for all slots.
- 6.5.9. 8-way-tie.** The Teams will be drawn into a single-elimination bracket based on their Victory Time. The tournament will require a complete loser's bracket to determine seeding for all slots.
- 6.5.10.** All tiebreaker games will be played as single Best of 1 Games.
- 6.5.11.** For all tiebreaker-games the right for side selection will be determined by the lower Victory Time.

- 6.5.12.** If the Victory Time is identical for multiple Teams, the hierarchy will be determined by a coin flip.
- 6.5.13.** Tiebreaker games will not be played if their outcome will not have any competitive implications.

6.6. Ultraliga 2nd Division & Promotion Tournament

- 6.6.1.** After the Ultraliga Play-offs, the Promotional Tournament takes place, which decides about retaining spots in the Ultraliga by teams which in the Regular Season finished in 7th and 8th place.
- 6.6.2.** The Promotional Tournament is preceded by the Ultraliga 2nd Division games, from which two Teams will advance to the Promotion Tournament.
- 6.6.3.** Ultraliga Officials publish the Ultraliga 2nd Division, Promotion Tournament & Qualifiers Rulebook before the start of the qualifying phase to Ultraliga 2nd Division.

7. Match Process

7.1. Hardware

- 7.1.1.** For all online matches, Players will be expected to provide all of their own equipment. This includes, but is not limited to: computers, keyboards, mice, and voice programs. As the Matches will not be played on an offline server, Players will also need to account for their own DDOS and other computer protection. Exclusive responsibility for protection will fall upon the Players and Teams. Additionally, the stability of the Player's hardware and internet connection are the responsibility of the Player. In the event that a Game is played on the live server and not the Tournament Realm both Teams will be required to use the default skins for their selected Champions.
- 7.1.2.** Ultraliga Officials may disallow use of specific equipment at their sole discretion for reasons relating to tournament security, safety, operational efficiency/effectiveness or if the equipment features a company or brand competing with Riot Games, the ERL or League of Legends.

7.2. Clothing & Apparel

- 7.2.1.** Players must wear official approved Team jerseys during all Ultraliga Matches and approved Team branded apparel during all pre-/post-match interviews.
- 7.2.2.** All Players on the Starting Lineup must wear closed-toe shoes and matching jerseys & pants. The attire will require approval from the League.
- 7.2.3.** Team Members may wear apparel with multiple logos, patches or promotional language. All decisions in regard to apparel are at the sole discretion of the League. Objectionable or offensive examples below are listed for illustrative purposes only:
- Containing any false, unsubstantiated, or unwarranted claims for any product or service, or testimonials, the Ultraliga Officials consider unethical.
 - Advertising any non-"over the counter" drug, tobacco product, firearm, handgun or ammunition.
 - Containing any material constituting or relating to any activities which are illegal in any League region, including but not limited to, a lottery or an enterprise,

service or product that abets, assists or promotes gambling.

- Containing any material that is defamatory, obscene, profane, vulgar, repulsive or offensive, or that describes or depicts any internal bodily functions or symptomatic results of internal conditions, or refers to matters which are not considered socially acceptable topics.
- Advertising any pornographic website or pornographic products.
- Containing any trademark, copyrighted material or other element of intellectual property that is used without the owner's consent or that may give rise to, or subject the League or its affiliates to, any claim of infringement, misappropriation, or other form of unfair competition.
- Disparaging or libelling any opposing Team or Player or any other person, entity or product.

7.2.4. Coaches must wear, at a minimum, business casual attire while at the studio. Business casual does not include: athletic wear, sneakers, team-branded apparel.

7.2.5. Hats are not allowed. A Player may not cover their face or attempt to conceal his or her identity from Ultraliga Officials. Ultraliga Officials must be able to distinguish the identity of each Player at all times and may instruct Players to remove any material that inhibits the identification of Players or is a distraction to other Players or Ultraliga Officials.

7.2.6. The Team Jerseys and Team branded apparel may contain placed sponsors' logotypes in the manner indicated by the Ultraliga Officials.

7.2.7. Headphones must be placed directly on a Player's ears, and must remain there for the duration of the Game. Players shall not obstruct the placement of headphones by any method. This includes placing any item, excluding glasses, between the headphones and the Player's ears.

7.3. Tournament Accounts

- 7.3.1.** Ultraliga will provide Players accounts on the Tournament Server. It is Player's responsibility to configure the account according to their preferences. Summoner Name must match the official Player Summoner Name, approved by Ultraliga.

7.4. Game Patch

- 7.4.1.** During 2021 Season, matches will be played on the appropriate live server patch after the required time to test changes has elapsed. Availability of the tournament patch and champions is decided at the sole discretion of Ultraliga Officials.
- 7.4.2.** Champions that were not available on live servers for the period longer than two weeks will be automatically disabled from the competition. Champions that were changed will be made available at the sole discretion of Ultraliga Officials.

7.5. Game Schedule Modifications

- 7.5.1.** Ultraliga Officials, at their sole discretion, can modify Game Schedule. In case of such modification, Ultraliga Officials will inform interested parties about the changes as soon as possible.

7.6. Pre-Match Setup

- 7.6.1.** All Teams are required to submit the Starting Lineup in the way indicated in section 3.3.
- 7.6.2.** Side declaration for best of matches will be decided between games after game 1. Teams with side choice for the respective game will have 5 minutes after the Nexus explodes to select their side for the next game.
- 7.6.3.** For best of matches, the Team has five minutes from the moment the Nexus explodes to notify the Ultraliga Officials about change in the Starting Lineup.
- 7.6.4.** Ultraliga Officials will decide how the official game lobby will be created. Players will be directed by Ultraliga Officials to join a game-lobby, as soon as Setup Time has ended, in the following order of positions: Top, Jungle, Mid, Bot, Support.
- 7.6.5.** All Ultraliga Matches must start at the time specified on the match site and/or provided by the Ultraligi Organizer or Officials. Any changes to the date of the match must be accepted by the administration of the competition. All players should be ready to start the match 20 minutes before the planned start of the game.

7.6.6. Players are required to be present and ready to play no later than 20 minutes before the scheduled start time of the match. Players from the next match on a given day are required to appear in the lobby of the match no later than on the start of the previous match. Delaying the start of the meeting will result in financial penalties as well as the loss of bans during the next game in the same series or next match, if it is not possible to make a penalty in the current match due to its completion.

The following penalties are issued for delaying the start of the match:

- A 5-minute delay results in the loss of all bans in the first phase of Pick&Ban Phase.
- A 10-minute delay results in the loss of all bans in the first and second phase of Pick&Ban Phase
- Any delay in starting a match results in a financial penalty being imposed on the Team by reducing the potential prize by 25%.

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

7.6.8. All Teams during the Ultraliga matches are required to use the official Ultraliga TeamSpeak. Server will be made available to Organizations before the start of the Regular Season.

7.6.9. Once all ten Players have reported to the official game-lobby, a League Official will request confirmation that both Teams are ready for the Pick-&-Ban Phase. Once both Teams confirm readiness, an Ultraliga Official will instruct the game-lobby owner to start the Game.

7.7. Match Procedures

7.7.1. The following game settings will be applied:

- Map: Summoner's Rift
- Team Size: 5
- Allow Spectators: Lobby Only
- Game Type: Tournament Draft

- 7.7.2.** The Pick-&-Ban Phase will be executed through the Client's Tournament Draft feature. At the discretion of Ultraliga Officials the Pick-&-Ban Phase may be recorded and the Game's start aborted.
- 7.7.3.** Ultraliga Officials may choose to employ either the Tournament Draft feature or a manual draft at their discretion. Restrictions may be added at any time before or during a Match, if there are known bugs with any Gameplay Elements or for any other reason as determined at the discretion of the League.
- 7.7.4.** Draft mode proceeds in a snake draft as follows:
- Ban Phase 1: A B A B A B
 - Pick Phase 1: A BB AA B
 - Ban Phase 2: B A B A
 - Pick Phase 2: B AA B
- 7.7.5.** If a Player selects a Champion by mistake in the Pick-&-Ban Phase, the Player must notify a League Official of their intended selection before the other Team has locked in their next selection. In this case the Pick-&-Ban Phase will be restarted with the same Picks and Bans up until the mistake occurred and the Player may correct the mistake. In the case the other Team has locked in their next selection, before the Player notifies a Ultraliga Official, the Pick-&-Ban Phase will not be restarted and the mistakenly selected Champion stays locked in.
- 7.7.6.** Teams must complete all Champion trades before the 20-second mark during the Trading Phase, or will be subject to penalties.
- 7.7.7.** A Game will start immediately after the Pick-&-Ban Phase is complete, unless otherwise stated by a League Official. Players are not allowed to quit a Game after the completion of the Pick-&-Ban Phase.
- 7.7.8.** If there is an error in Game Start or an Ultraliga Official decides to separate the Pick-&-Ban Phase and the Game Start, the Blind Pick feature may be used at the discretion of the League. All Players will select Champions in accordance with the valid completed Champion selections.
- 7.7.9.** 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 Game of Record (“GOR”) status, the period ends in which incidental restarts may be permitted and a game will be considered as “official” from that point onward. Examples of conditions which establish GOR:

- Any attack or ability is landed on minions, jungle creeps, structures, or enemy Champions.
- Vision between two teams was established
- Setting foot, or targeting skillshot ability in opponent’s jungle by either team, which includes either leaving the river or entering brush connected to enemy jungle.
- Game timer reaches two minutes or more.

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

- An Unintentional Disconnection.
- A hardware or software malfunction

7.7.11. Teams may pause the game for a maximum of 25 minutes over the course of a single Game, or 40 minutes over the course of a Match.

7.7.12. Organizer or Ultraliga Officials may order or execute a pause of a Game at the sole discretion.

7.7.13. All decisions regarding the remake of the game are taken only by the Ultraliga Officials. The following are examples of situations in which a game may be remake if GOR has not been established:

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

7.7.14. The following are examples of situations in which a game may be restarted after GOR has been established:

- If a game experiences a critical bug at any point during the match which significantly alters game stats or gameplay mechanics.

Certain circumstances must be met before a restart may occur. Ultraliga 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 Ultraliga Officials. 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.

- 7.7.15.** All decisions about remaking the game involve the same champions and bans, while the game will not be resumed from the exact same moment. The game will start again, just like the first time.

7.8. Post-Game Process

- 7.8.1.** Ultraliga Officials will confirm and record the Game's result.
- 7.8.2.** Players will inform Ultraliga Officials of any technical issues.
- 7.8.3.** The walkover will be treated as a victory by the minimum number of games necessary to win it.
- 7.8.4.** After a Match Players will be informed of any post-match obligations including, but not limited to, media appearances, interviews, or further discussion of any other matters.

7.9. Awarded Game Victory

- 7.9.1.** In the event of a technical difficulty which leads League officials to declare a restart, League officials may instead award a game victory to a team. If a game has been played for more than 20 minutes on the game clock, Ultraliga 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 (but are not required to be used) in the determination of reasonable certainty:

- **Gold Differential.** The difference in gold between the teams is more than 33%.

- **Remaining Turret Differential.** The difference in the number of remaining turrets between the teams is more than seven (7).
- **Remaining Nexus Turret Differential.** The difference in the number of remaining nexus turrets between Teams is two.
- **Champion Differential.** The difference in alive champions between Teams is at least four with the remaining death timers on all dead champions being at least 40 seconds or higher.
- **Straight Up GG.** At the time of technical difficulty there is no scenario that in the opinion of League Officials could result in anything other than the victory of one Team.

8. Team Member Conduct

8.1. Competitive Integrity

8.1.1. Teams are expected to play at their best at all times within any League Match, and to avoid any behaviour that potentially threatens the actual or perceived integrity of competition or that is otherwise inconsistent with the principles of good sportsmanship, honesty, or fair play. Violating this rule will be subject to penalties at the discretion of League Officials. All decisions in regard to violations are at the sole discretion of the League:

8.1.2. Collusion. Defined as cooperation or conspiracy to cheat or deceive others. The cooperation or conspiracy can occur among Players, Teams, and/or Organizations, and can be done to the sole benefit of the parties involved in the cooperation or conspiracy. The list of conspirators is not exhaustive. Collusion includes, but is not limited to, acts such as:

- **Soft play.** Defined as any agreement among Players to not play at a reasonable standard of competition in a Game.
- Pre-arranging to split prize money and/or any other form of compensation.
- Sending or receiving signals, electronic or otherwise, from outside sources to/from a Player.
- Deliberately losing a Game for compensation, or for any other reason, or attempting to induce another Player to do so.
- Conspiring to determine Free Agents sooner; Conspiring to determine Players' salary; Conspiring to determine potential Team Members.

8.1.3. Hacking. Defined as any modification of the League of Legends game client.

8.1.4. Exploiting. 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 Ultraliga Officials, is not functioning as intended.

- 8.1.5. Ringing.** Playing under another player's account or soliciting, inducing, encouraging or directing someone else to play under another player's account. A person playing on an account that does not belong to them does not have to be a member of any Ultraliga Team.
- 8.1.6. Cheating.** The use of any kind of cheating device and/or cheat program, or any similar cheating method such as signalling devices, hand signals, etc.
- 8.1.7. Intentional Disconnection.** An intentional disconnection without a proper and explicitly-stated reason.
- 8.1.8. Profanity and Hate Speech.** A Team Member may not use language that is obscene, foul, vulgar, insulting, threatening, abusive, libellous, 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 this type of language on social media or during any public facing events such as streaming.
- 8.1.9.** It is forbidden to interfere in any way with a trademark, copyrighted work or other element covered by intellectual property rights without the written consent of the entity to which the rights belong.
- 8.1.10.** A Team Manager/Member may not use language that is obscene, foul, vulgar, insulting, threatening, abusive, libellous, slanderous, defamatory or otherwise offensive or objectionable; or promote or incite hatred or discriminatory conduct, in or near the Match Area, at any time.
- 8.1.11.** A Team Manager/Member may not use any facilities, services or equipment provided or made available by the League or its contractors to post, transmit, disseminate or otherwise make available any such prohibited communications.
- 8.1.12.** A Team Manager/Member may not use this type of language on social media or during any public-facing events.
- 8.1.13.** A Team Manager/Member may not take any action or perform any gesture directed at an opposing Team Manager/Member, fan, or official, or incite any other individual(s) to do the same, which is insulting, mocking, disruptive or antagonistic.
- 8.1.14.** Abuse of League Officials, opposing Team Managers/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 Managers/Members and their

guests (if any) must treat all individuals attending a Match with respect.

- 8.1.15.** No Team Manager/Member may touch or otherwise interfere with lights, cameras or other studio equipment. Team Managers/Members may not stand on chairs, tables or other studio equipment. Team Managers/Members must follow all instructions of Ultraliga Officials.
- 8.1.16.** During the Match, communication by a Player on the Starting Line-up shall be limited to the other Players on their Starting Line-up and League Officials. In addition, the Players are allowed to communicate with their on-stage Coach during the Pick-&-Ban Phase.
- 8.1.17.** Any other act which violates these rules and/or standards established by the Ultraliga.

8.2. Responsibility under Rulebook

- 8.2.1.** Unless expressly stated otherwise, offenses and infringements of these rules are punishable, whether or not they were committed intentionally or successfully. Attempts to commit such offenses or infringements are also punishable.
- 8.2.2.** Harassment is forbidden. Harassment is defined as systematic, hostile and repeated acts taking place over a considerable period of time, or a singular egregious instance, which is/are intended to isolate or ostracize a person and/or affect the dignity of the person.
- 8.2.3.** Sexual harassment 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 favours.
- 8.2.4.** Team Managers/Members may not offend the dignity or integrity of a country, private person or group of people through contemptuous, discriminatory or denigrating words or actions on account of race, skin colour, ethnic, national or social origin, gender, language, religion, political opinion or any other opinion, financial status, birth or any other status, sexual orientation or any other reason.
- 8.2.5.** Team Managers/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 interests of the Ultraliga, Riot Games or its affiliates, or League of Legends, as

determined in the sole and absolute discretion of the Ultraliga Officials.

- 8.2.6.** Teams may receive or may be asked to submit paperwork for approval or visibility throughout the League Season. This paperwork is necessary for maintaining expectations throughout the League. Early announcements can disrupt the competitive scouting a Team would use to create strategies for upcoming Matches. For this reason, if a Team Manager/Member has been told not to release information, as it may undermine the competitive process, and the Team Manager/Member proceeds to release said information, then the Team Manager, Team Member and/or Team will be subject to penalties.
- 8.2.7.** If the Ultraliga or Riot Games determine that a Team, Team Manager or Team Member has violated the Summoner's Code, the League of Legends Terms of Use, or other rules of League of Legends, Ultraliga Officials may assign penalties at their sole discretion. Furthermore, if a Team Manager/Member has committed rules violations, Ultraliga Officials reserve the right to impose additional sanctions on that Team Manager/Member's Team if it determines the Team was complicit or otherwise associated with the misconduct in question. If a Ultraliga Official contact a Team Manager/Member to discuss the investigation, the Team Manager/Member is obligated to tell the truth. If a Team Manager/Member withholds information or misleads a Ultraliga Official creating an obstruction of the investigation then the Team Manager, Team Member and/or Team is subject to punishment.
- 8.2.8.** A Team Manager/Member may not engage in any activity which is prohibited by common law, statute, or treaty and which leads to or may be reasonably deemed likely to lead to conviction in any court of competent jurisdiction.
- 8.2.9.** A Team Manager/Member may not disclose any confidential information provided by the League or any affiliate of Riot Games, by any method of communication.
- 8.2.10.** No Team Manager/Member may be involved with the offering, giving, acceptance, or receipt of a bribe, gift, or any type of consideration, financial or otherwise, that could result in the improper influencing or manipulation of any esports tournament or match globally or any portion or aspect of such competition. Performance-based compensation paid to a Team Manager/Member by a Team's official sponsor or owner is permitted under this rule.

- 8.2.11.** No Team Manager/Member or Affiliate of a Team may solicit, lure, or make an offer of employment to any official Coach or Player who is signed to any League Team, nor encourage any such Coach or Player to breach or otherwise terminate a contract with said League Team. A Coach or Player may not solicit a Team to violate this rule. A Coach or Player may express publicly their desire to leave the Team and encourage any and all interested parties to contact their Manager. But the Coach or Player may not entice a Team directly to reach out to their Team Manager or attempt to violate their contractual obligations. Violations of this rule shall be subject to penalties, at the discretion of Ultraliga Officials. To inquire about the status of a Coach or Player from another Team, Team Managers must contact a Team Manager of the Team that the Player and/or Coach is currently contracted with. The inquiring Team must provide visibility to Ultraliga Officials before being able to discuss the contract with a Player.
- 8.2.12.** No Team Manager/Member may refuse or fail to apply the reasonable instructions or decisions of Ultraliga Officials.
- 8.2.13.** No Team Manager/Member may engage in any action that could improperly influence or manipulate any esports tournament or esports match globally or any portion or aspect of such competition. Additionally, no Team Manager/Member or Ultraliga Official may instruct, permit, cause, or enable other individuals to engage in such actions.
- 8.2.14.** Documentation or other reasonable items may be required at various times throughout the League Season as requested by Ultraliga Officials. If the documentation is not completed to the standards set by the Ultraliga, then a Team may be subject to penalties. Penalties may be imposed if the items requested are not received and completed at the required time.

8.3. Association with Gambling

- 8.3.1.** No Team Manager/Member may engage, nor attempt to engage, in any legal or illegal gambling activity relating in any way to any global esports tournament or event. This rule applies to all esports gambling activities including, without limitation, those available in any physical retail location or those conducted via the internet. Gambling activity is defined as placing anything of value – including real currency, virtual currency, or other digital assets – at risk in connection with a bet or wager. Additionally, no Team Manager/Member, Ultraliga Official, or Riot Games employee may instruct, permit, cause, or enable other individuals to engage, nor attempt to engage, in

any legal or illegal gambling activity relating in any way to any global esports tournament or event.

- 8.3.2.** No Team Manager/Member may take part, either directly or indirectly, in any legal or illegal season-long or daily fantasy contests related to any esports tournament or match globally which rewards anything that has real-world value, monetary or otherwise. Fantasy contests or daily fantasy contests are defined as any online or peer-to-peer contests in which the real-world performance of esports participants determines the virtual performance and/or point total of a fictional team assembled by game participants.
- 8.3.3.** No Team Manager/Member may request or disclose, directly or indirectly, any non-public information that could potentially provide an advantage in gambling activities to any person that does not have a legitimate need to know such non-public information. Individuals may violate this provision whether they know or reasonably should know that the non-public information in question could be used for the purposes of gambling activity. Examples of such information include, but are not limited to, team line-ups, transactions, team strategy, schedule changes, and the results of pre-recorded matches that are broadcast or live streamed to audiences at a later date. Similarly, no Team Manager/Member, Ultraliga Official, or Riot Games employee may request or support any such provision of knowledge or other information, whether for their own gain or for the gain of others.

8.4. Obligation to report violations

- 8.4.1.** All individuals subject to these rules are under a duty to report to Riot Games and the Ultraliga, without undue delay and unprompted at the first available opportunity, via email, any witnessed, attempted, suspected, or known violation of these rules. Individuals are obligated to report such activity whether they were directly involved in the matter or should have reasonably been aware of the matter. Failure to report such information constitutes a rules violation in itself. Retaliation against any individual who, in good faith, reports such a matter is strictly prohibited

8.5. Doping

- 8.5.1.** Refusing to be tested is considered doping. Punishments will be the same as for severe cases of substance abuse.
- 8.5.2.** The List of Prohibited Substances and Methods created by the Esports Integrity Coalition (“ESIC”) and World Anti-Doping

Agency („WADA“) is valid for the Ultraliga season. The lists can be found here:

<https://esic.gg/codes/esic-prohibited-list/>

https://www.wada-ama.org/sites/default/files/resources/files/2021list_en.pdf

Any unsanctioned use of these substances is considered doping.

- 8.5.3.** If players have an active prescription for a substance on the WADA list, they have to send proof to the tournament administration before the first day of the tournament (deadline in local time). They may still be subject to a doping test, but a positive result for the prescribed substance will be disregarded.
- 8.5.4.** Mild cases of doping will be punished with a warning and possibly fines in accordance with the Penalty Index for the participant. Severe cases (i.e., use of drugs containing performance enhancing substances, like Adderall) will be punished with nullification of the results achieved under the influence of the substance, a ban of one to two (1-2) years, forfeiture of the prize money won, as well as disqualification of the participant.
- 8.5.5.** If a player is found guilty of a severe case of doping only after the last match of the tournament has already been over for at least 24 hours, the player will still get a ban, but the tournament result will remain in place and there are no consequences for the team. Mild cases will not be punished at all, after that time.

8.6. Subjection to Penalty

- 8.6.1.** Any person found to have engaged in or attempted to engage in any act that Ultraliga Officials 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 Ultraliga Officials.

8.7. Penalties

- 8.7.1.** Upon discovery of any Team Manager/Member committing any violations of the rules, the Ultraliga Official may issue the following penalties:
 - 8.7.1.1.** Verbal or Written Warning.
 - 8.7.1.2.** Loss of Side Selection for current or future Game(s).

- 8.7.1.3.** Loss of Ban(s) for Current or Future Game(s).
 - 8.7.1.4.** Fine(s) and/or Prize Forfeiture(s) in accordance with the Penalty Index which is an integral part of the Rulebook.
 - 8.7.1.5.** Game Forfeiture(s).
 - 8.7.1.6.** Match Forfeiture(s).
 - 8.7.1.7.** Suspension(s).
 - 8.7.1.8.** Disqualification(s).
- 8.7.2.** Repeated infractions are subject to escalating penalties, up to, and including, disqualification from future participation in Ultraliga. It should be noted that penalties may not always be imposed in a successive manner. Ultraliga 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 Ultraliga Officials
- 8.7.3.** Infractions will be governed by the Ultraliga Penalty Index which is an integral part of the Rulebook, but the Ultraliga Penalty Index does not contain a closed catalogue of all possibilities to punish Teams for actions and omissions contrary to Rulebook.

9. General Data Protection Regulation & Right of personal portrayal

9.1. Legal basis and content of the GDPR clause

9.1.1. According to art. 13 of the General Regulation on the Protection of Personal Data of 27 April 2016. (Journal of the EU L 1 19 of 04.05.2016) The organizer informs that:

9.1.1.1. The administrator of personal data of all participants of Ultraliga (hereinafter referred to as "Participants" is a FRENZY COMPANY WITH LIMITED LIABILITY with its registered office in Warsaw, 02-672, Domaniewska 47/10.

9.1.1.2. Personal data of Participants will be processed for the implementation of Ultraliga games - pursuant to Article 6 para. 1 lit. b of the General Regulation on the Protection of Personal Data of 27 April 2016.

9.1.1.3. The recipients of the personal data of the Participants will be only entities authorized to obtain personal data on the basis of the law.

9.1.1.4. The personal data of the Participants will be kept for a period of 2 years or based on a legitimate interest pursued by the Organizer.

9.1.1.5. Participants have the right to request the Organizer to access personal data, rectify them, delete or limit processing.

9.1.1.6. Participants have the right to lodge a complaint with the supervisory body - the President of the Office for Personal Data Protection.

9.1.1.7. Providing personal data is voluntary, however, refusing to provide data may result in exclusion from Ultraliga.

9.2. Right of personal portrayal

9.2.1. All participants in Ultraliga are required to agree to use their personal portrayal for purposes related to all aspects of Ultraligi. A statement containing provisions regarding the use of the image will be provided to Ultraliga Participants together with this document. A refusal to grant permission to use the image may result in exclusion from Ultraliga Matches.

10. Final Provisions

10.1. Final Decisions

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

10.2. Contradiction of the Decision with the Rulebook

10.2.1. The provisions of these Rulebook do not limit Ultraliga Officials in the matter of making decisions. They may be in conflict with the provisions of the regulations, provided that the behaviour and actions taken by the players are harmful to the Ultraliga as well as the entities associated with it. Furthermore, decisions contrary to the Rulebook are aimed at ensuring fair play, maintaining the sporting spirit of competition, as well as maintaining the integrity of competition and the best interests of Ultraliga.

10.3. Best Interests of the Ultraliga

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

10.4. Rule Changes

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

11. Glossary & Exhibits

Availability Declaration Form	Exhibit C.
Accredited League	Accredited Leagues are official Riot-recognized competitions which adhere to the necessary global policies and standards of professionalism but do not qualify into a Professional League.
Coach Agreement	The contract between an Organization and their Coach.
Competition Week	A Competition Week is defined as the timeframe between the first scheduled LEC Match of a week and the first scheduled LEC Match of the next week.
Drop Form	Exhibit D.
EM	Stands for European Masters, the championship for ERL winners.
ERL	European Regional Leagues, including the following Leagues: Esports Balkan League, Prime League, Ultraliga, Northern League Championship, Hitpoint Masters, Liga Portuguesa LOL, Superliga, La Ligue Française, PG Nationals, Greek Legends League, Belgian League, Dutch League, Baltic Masters.
EU Competitive Region	The EU Competitive Region is defined as: Albania, Andorra, Austria, Belgium, Bosnia and Herzegovina, Bulgaria, Croatia, Cyprus, Czech Republic, Denmark, Estonia, Finland, France, Germany, Greece, Hungary, Iceland, Ireland, Israel, Italy, Kosovo, Latvia, Liechtenstein, Lithuania, Luxembourg, Macedonia, Malta, Monaco, Montenegro, Netherlands, Norway, Poland, Portugal, Romania, San Marino, Serbia, Slovakia, Slovenia, Spain, Sweden, Switzerland, United Kingdom (UK), Vatican City (Holy See).
Free Agent	A Free Agent is a Player eligible to participate in the League and either (1) has not yet signed a valid written Player Agreement with a Team or (2) has been released from a Team or has had a contract expire without renewal.
Free Agent Signing Approval Request Form	Exhibit B.
Game	An instance of competition on the Summoner's Rift map in League of Legends which is played until a winner is determined by whichever of the following occurs first: (1) Destruction a Nexus (2) Surrendering (3) Forfeiting (4) Awarded Game Victory
Gameplay Elements	Gameplay Elements include but are not limited to Items, Champions, Skins, Runes, Summoner Spells.
Global Contract Database	https://docs.google.com/spreadsheets/d/1Y7k5kQ2AegbuyiGwEPsa62e883FYVtHqr6UVut9RC4o/pubhtml#
Global Contract Window	The date at which contracts need to expire if they extend past the current Season's World Championship. The Global Contract Window opens on the following dates: 17 th of November 2020, 16 th of November 2021, 22 nd of November 2022, 21 st of November 2023

Global Penalty Index	https://esports-assets.s3.amazonaws.com/production/files/rules/Esports_Global_Penalty_Index.pdf
Intentional Disconnect	A Player losing connection due to the Player's actions. Any actions of a Player leading to a disconnect are considered intentional, regardless of actual intent of the Player.
IMP Resident	Interregional Movement Policy. A Player is classified as a Resident of a region if the Player has obtained residency status as defined in Rule 1.2.5.
LEC	League of Legends European Championship. The highest level of professional competition in Europe.
LEC Penalty Index	To be announced
League	The governing body of the LEC, ERL & EM.
LTR	Locally Trained Representative. A status that can be acquired by players as outlined in 1.2.2.
Prohibited Sponsorship	<p>The following is a non-exhaustive list of prohibited sponsors:</p> <ul style="list-style-type: none"> ● Any other video game, other video game developer, or publisher ● Any video game consoles ● Any esports or other video game tournament, league, or event ● Any other esports team, owner, or affiliate thereof ● Any prescription drugs ● Firearms, ammunition or firearm accessories ● Pornography or pornographic products ● Tobacco products or paraphernalia ● Betting or gambling providers (bookmakers and betting sites) ● Non-beer/wine Alcohol products (including non-alcoholic beverages marketed by alcohol companies) or other intoxicants the sale or use of which is regulated by Applicable Law ● Sellers of or marketplaces for virtual items known to be counterfeit or illegal ● Seller of or marketplaces for goods or services that violate the LoL Game Terms of Use ● Fantasy esports operators (including daily fantasy) ● Political campaigns or political action committees ● 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) ● Cryptocurrencies, or any other unregulated financial instruments or markets ● Businesses & platforms engaged in offering Contracts for Difference (CFD) trading, or similar trading on margin products ● Beer and wine products
Match	A set of Games which is played until one Team wins a majority of total Games. The winning Team will either receive a win tally in the League format or advance to the next round in the tournament.
Match Area	The area immediately surrounding any League-provided PCs for the competition. During Matches, presence in the Match Area is restricted to the Starting Line-up.

Organization	The entity owning the Team.
Player Agreement	The contract between an Organization and their Player.
Professional Esports Leagues	League of Legends European Championship, the North American League of Legends Championship Series, the Garena Premier League/League of Legends Master Series, League of Legends Champions Korea, and the Tencent LoL Professional League, and any other league that represents the highest tier in the region that is eligible to qualify a Team to the League of Legends World Championships are considered Professional Esports Leagues.
Referee	Referees are League Officials who are responsible for making judgments on every match-related issue, question and situation which occurs before, during, and immediately following a Match.
Reserve Player	A Player on the Reserve Roster.
Reserve Roster	Players on a Team's Roster who are in the process of becoming eligible to be on the LEC or ERL Roster but are not yet (e.g.: Players who are 16, Players who have applied for a visa but have not received it yet, Players currently banned competitively.)
Roster	The sum of a Team's Active Rosters, Substitute Rosters and Reserve Roster.
Season	Defined as the entirety of the year between the start of the Free Agency Window in a given year and the start of Free Agency in the year that follows.
Secondary Team	An LEC team's respective ERL team.
Semi-Professional Esports Leagues	Any league which qualifies directly into any of the Professional Esports Leagues.
Server Crash	All Players losing connection due to an issue with a game server, Tournament Realm or venue internet instability.
Splits	Spring and Summer Split.
Spring Split	The period from the first Match of a Season until the end of the first Play-Offs/Promotion Tournament (extending to any international League-Events).
Starter	A Player on the Starting Line-up.
Starting Line-up	The five Players actively participating for a Team in a given Game.
Substitute	A Player who is on a Team's Substitute Roster.
Summer Off-Season	The period between Spring & Summer Split.
Summer Split	The period from the first Regular Season Match after Spring Play-Offs until the start of Free Agency.
Team Manager	A Team's Owner, Co-Owner, General Manager or other Manager.
Team Member	A Player or Coach of a Team.
Trade Approval Request Form	Exhibit A.

Unintentional Disconnect	A Player losing connection due to issues with the game client, platform, network or PC.
Veteran	A Player who played more than 50% of eligible Regular Season Games in a Professional League in at least two out of the last three completed Splits.
Victory Time	The time it took a Team to win their Games in aggregate against all other Teams in the tiebreaker.
Winter Off-Season	The period between one Season's Summer Split & Spring Split of the following Season.