



Red Bull Super League All Stars Official Rules

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Introduction and Purpose

These Official Rules (“Rules”) of the Red Bull (“RB”) Super League (“SLG”) All Stars (“RBSLAS”) apply to each player who enters to play in the All Stars event. These Rules apply only to official RBSLAS play and not to other competitions, tournaments or organized play of League of Legends (“LoL” or the “game”).

Super League Gaming, a Delaware limited liability company, has established these Rules for the competitive play of LoL in order to unify and standardize the rules used in RBSLAS competitive play.

These Rules are designed solely to ensure the integrity of the system established by the RBSLAS for play of LoL and create a competitive balance among the players. Standardized rules benefit all parties who are involved in the play of LoL.

1.0 Competition Eligibility

1.1 City Association

All RBSLAS players will be associated with a Super League City Club (“aka City Club or City Team”) in the United States or Canada.

1.2 Eligibility Rules

1.2.1 Age Requirement

In order to be eligible to compete in RBSLAS, players must be at least 14 years old by of July 23, 2018. For clarity, this is defined as having a birthday of 07/28/04 or earlier. Players who are not 14 by the start of the tournament must have a parent or guardian present at in all in-person events

1.2.2 LoL Level and Champions

Players must be of Level 30 or higher in the current season of LoL and have a minimum of 20 Champions.

1.2.3 Equipment

Players will be granted use of official gaming computer setups during RBSLAS that meet or exceed the following specifications:

- 3 GHz processor
- 4GB of RAM
- 12 GB available hard disk space
- Nvidia GeForce 8800/AMD Radeon HD 5670 or equivalent video card (Dedicated GPU with 512MB or higher Video Memory (VRAM))
- Support for DirectX v9.0c or better
- Windows 7, Windows 8.1, or Windows 10 with the latest service pack installed OR Mac OS X 10.8 or higher

1.2.4 Riot Disciplinary Status

Players may not have any current disciplinary suspension from Riot affiliated competitions.

1.2.5 Eligible LoL Account

Players must have a League of Legends account in good standing with Riot games and eligible for ranked games in order to compete. This same account must be used for the duration of the competition. Players may not change their Summoner name without permission during the competition.

1.3 No Professionals

Players may not be active competitors in the League of Legends Championship Series or have an active contract with a professional organization. or competition.

2.0 Prizes

2.1 Eligible Recipients

Prizes will be distributed based on a City Club's performance in the competition. Players must attend the in person RBSLAS event in order to be eligible for prizes.

2.2 Prize Breakdown

2.2.1 City Club/Team Jersey

All RBSLAS players receive official team jerseys.

2.2.2 Trophy

The winning City Club will receive a trophy.

2.2.3 Personal Trophies

Each player on the winning City Club will receive a personal RBSLAS championship trophy.

2.2.4 Championship Ryze Skin

Each player on the winning City Club will receive the “Championship Ryze” skin provided by Riot Games after the competition.

3.0 Player Commitment, Lateness/Absence, Replacement Rules and Summoner Names

3.1 Player Commitment

Players are required to attend, in person, the main event and all rehearsals on the dates and times of the RBSLAS schedule.

3.2 Lateness and Absence

Player acknowledges that it is critical for RBSLAS to run according to time schedule. Any player who is more than fifteen (15) minutes late for the scheduled start of any RBSLAS event in which their team is competing is subject to either missing games and/or the forfeiture of their position on the

3.2.1 Lateness or Absence During the Event

A player who is more than fifteen (15) minutes late or absent for a RBSLAS event shall be subject to being substituted by an available backup player.

3.3 No Refunds

By entering the RBSLAS competition, you are making the commitment detailed in 3.1 above. No refund of entry fee shall be provided for any reason.

3.4 Summoner Name Restrictions

For players who qualify for RBSLAS, Summoner Names may not contain the following: vulgarities or obscenities; LoL champion derivatives or other similar character names; or derivatives of products or services that may create confusion.

3.5 Name Approval

All Summoner Names must be approved by RBSLAS officials in advance of use in play. Unapproved name changes are not allowed under any circumstances. RBSLAS officials have the ability to deny a Summoner name if it does not reflect the standards sought by RBSLAS officials. A player will be notified by a RBSLAS official if their name does not meet the standard and will be allowed to change their name. Players may not change their Summoner names on their main account during the season. Super League is not responsible for complications or costs that arise as the result of name changes.

3.6 Sponsorships

No RBSLAS player may acquire any sponsors in conjunction with their play in the City Champs season.

4.0 RBSLAS Structure

4.1 Definition of Terms

Game. An instance of competition on the Summoner's Rift map that is played until a winner is determined by one of the following methods, whichever occurs first: (a) Destruction of a Nexus, (b) Team Surrender, (c) Team Forfeit, or (d) Awarded Game Victory (See Section 6.4).

Match. A set of games that is played.

4.2 Elimination Phase

This phase consists of bracketed play between all teams present at RBSLAS. Each team plays against their designated opponent as defined by RBSLAS officials.

Each Team match-up consists of a best of three match series with victory going to the first team to achieve two match wins. Teams must switch sides after each match with sides for the first match being determined by coin flip.

4.3 Finals

After the elimination phase, the two victorious teams will compete in a final best of three match series to determine the champions of RBSLAS.

5.0 Match Process

All matches will adopt the same format as Elimination Phase play (4.2)

5.1 Role of Referees

Referees are RBSLAS officials who are responsible for making judgments on every match-related issue, question and situation which occurs before, during, and immediately following match play.

5.1.1 Referee Responsibilities

Referee oversight may include, but is not limited to the following:

5.1.1.1 Team Lineup Check

Checking the team's lineup before a match.

5.1.1.2 Official Match Start

Announcing the beginning of the match.

5.1.1.3 Pause/Resume Gameplay Oversight

Overseeing pause/resume during play.

5.1.1.4 Deliver Penalties

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

5.1.1.5 End of Match Confirmation

Confirming the end of the match and its results.

5.1.2 Referee Comportment

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

5.1.3 Finality of Judgment

If a referee makes an incorrect judgment, the judgment can be subject to reversal. RBSLAS officials at their discretion may evaluate the decision during or after the match to determine if the proper procedure was implemented to allow for a fair decision. If the proper procedure was not followed, RBSLAS officials reserve the right to potentially invalidate the referee's decision. RBSLAS officials will always maintain final say in all decisions set forth throughout the RBSLAS.

5.1.4 Gambling Prohibition

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

5.2 Competitive Patch & Server

RBSLAS will be played on the North America tournament realm. As such, the current tournament realm patch will be used for all competitive play.

5.3 New & Reworked Champions

Champions who have not been available on the live service for more than 3 days will be automatically prohibited from use. Champions that have undergone reworks will be subject to RBSLAS discretion.

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

5.4 Setup and Player Responsibilities for Matches

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

5.5 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.

During a pause, team members may not talk amongst themselves and may only talk directly to RBSLAS officials.

5.6 Pause Allowance

Teams may pause the game for a maximum of i) two times or ii) a total of five (5) minutes over the course of a single game, whichever comes first. Pausing beyond allowance time may be considered unfair play and penalties will be applied at the discretion of tournament officials.

5.7 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 normal or be paused per section 5.5.

5.8 No In-Client Spectators

Only RBSLAS players or officials are allowed in the game lobby. No additional in client spectators are permitted for any reason.

5.9 No Streaming

Players are not permitted to stream their tournament matches publicly or privately on any platform or service. Players may stream personal or professional recordings of the match after the broadcast has officially completed once they are no longer using arena bandwidth.

5.10 Arena Bandwidth

Arena bandwidth is for RBSLAS usage only. Players shall not use arena bandwidth for any other usage, including but not limited to playing non-RBSLAS games of League of Legends, accessing and/or viewing any non-RBSLAS website or video, downloading any information, data, or files not directly relating to being able to play RBSLAS.

5.11 Game Setup

5.11.1 Start of Champion Select

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

5.11.2 Recording of Champion Select

Picks/bans will proceed through the client's Tournament Draft feature.

5.11.3 Game Lobby Settings

5.11.3.1	Map: Summoner's Rift
5.11.3.2	Team Size: 5
5.11.3.3	Allow Spectators: Yes
5.11.3.4	Game Type: Tournament Draft

5.12 Side Selection

Sides will be determined by coin flip at the start of each best of three match series. Teams will swap sides after each completed match.

5.13 Champion Select Process

5.13.1 Tournament Draft.

RBSLAS employs Tournament Draft mode.

5.13.2 Restrictions on Gameplay Elements.

Restrictions may be added at any time before or during a match, if there are known bugs with any items, Champions, skins, runes, masteries, or Summoner spells, or for any other reason as determined at the discretion of the RBSLAS.

5.13.3 Selection Error.

All Champion picks and bans are final and cannot be changed.

5.13.4 Trading Champions.

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

5.13.5 Game Start

A game will start immediately after the pick/ban process is complete, unless otherwise stated by a RBSLAS official. Players are not allowed to quit a game during the time between the completion of picks/bans and game launch.

5.14 Controlled Game Start

In the event of an error in game start or a decision by RBSLAS to separate the pick/ban process from game start, a RBSLAS official may start the game in a controlled manner using Blind Pick. All players will select Champions in accordance with the previous valid completed Champion Select process.

6.0 Game Rules

6.1 Game of Record

A game of record (“GOR”) refers to a game where all ten players have loaded and have progressed to a point of meaningful interaction between opposing teams. Once a game attains GOR status, the period ends in which incidental restarts may be permitted and a game will be considered as “official” from that point onward. After the establishment of GOR, game restarts will be allowed only under limited conditions (see Section 6.3). Examples of conditions which establish GOR:

6.1.1 Hostile Contact

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

6.1.2 Vision

Vision established between players on opposing teams.

6.1.3 Invasion

Setting foot, establishing vision or targeting skillshot ability in opponent's jungle by either team, which includes either leaving the river or entering brush connected to enemy jungle.

6.1.4 Time

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

6.2 Directed Pause

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

6.3 Game Restart

If a game experiences a critical bug at any point during the match that significantly alters game stats or gameplay mechanics, or the external environmental conditions at a live event become untenable then a restart may occur. Certain circumstances must be met before a restart may occur. RBSLAS 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 RBSLAS officials. In order for a bug to be considered verifiable, the bug must be conclusively present and not possibly attributable to player error. The spectator must then be able to replay the instance in question and verify the bug. If a player believes s/he has experienced a critical bug, s/he must pause the game and alert a referee in a timely fashion. If it is believed that a player is attempting to delay reporting of a bug to wait for a possible restart at a more advantageous time, then a restart will no longer be granted.

If RBSLAS 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, RBSLAS officials reserve the right at all times to force a game restart if the game environment reaches a level of instability that compromises the competitive integrity of the game. This section is applicable if the pause is directed as per Section 6.2 and does not limit the ability of a RBSLAS official to institute a restart.

6.3.1 Controlled Environment

Certain conditions may be preserved in the event of a restart of a game that has not reached GOR, including, without limitation, Champion Select, rune loadouts, or Summoner spells. If, however, a match has reached GOR, then RBSLAS officials shall not retain any settings.

6.4 Awarded Game Victory

In the event of a technical difficulty which leads RBSLAS officials to declare a restart or a game is unable to be played due to a given city not having a starting lineup declared for a given team, the RBSLAS 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), RBSLAS officials, in their sole discretion, may determine that a team cannot avoid defeat to a degree of reasonable certainty. The following criteria may be used in the determination of reasonable certainty.

6.4.1 Gold Differential

The winning team has more than 133% of the losing team's gold.

6.4.2 Remaining Turret Differential

The difference in the number of remaining turrets between the teams is more than seven (7).

6.4.3 Remaining Inhibitor Differential

The difference in the number of standing inhibitors between the teams is more than two (2).

6.5 Mid-Match Break

Teams are entitled to a short break of at least 5 minutes between games of a multi-game match series. RBSLAS officials will inform players of the remaining amount of time before the next game's Champion Select phase begins. Teams are subject to lateness time if they are not ready to begin after the break time ends.

7.0 Player Conduct

7.1 Competition Conduct

7.1.1 Unfair Play.

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

7.1.1.1 Collusion

Collusion is defined as any agreement among two (2) or more players and/or confederates to disadvantage opposing players. Collusion includes, but is not limited to, acts such as:

7.1.1.1.1 Soft Play

Defined as any agreement among two (2) or more players to not damage, impede or otherwise play to a reasonable standard of competition in a game.

7.1.1.1.2 Prearranging

Prearranging to split prize money and/or any other form of compensation.

7.1.1.1.3 Signaling

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

7.1.1.1.4 Deliberate Loss

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

7.1.1.2 Competitive Integrity

Players are expected to play at their best at all times within any RBSLAS game, and to avoid any behavior inconsistent with the principles of good sportsmanship, honesty, or fair play.

7.1.1.3 Hacking

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

7.1.1.4 Exploiting

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

7.1.1.5 Ringing

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

7.1.1.6 Cheating Device

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

7.1.1.7 Intentional Disconnection

An intentional disconnection without a proper and explicitly stated reason (e.g. rage quit).

7.1.1.8 RBSLAS Discretion

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

7.1.2 Profanity and Hate Speech

A Player may not use language that is obscene, foul, vulgar, insulting, threatening, abusive, libelous, slanderous, defamatory or otherwise offensive or objectionable; or promote or incite hatred or discriminatory conduct, in or near the match area, at any time. A Player may not use any facilities, services or equipment provided or made available by RBSLAS or its contractors to post, transmit, disseminate or otherwise make available any such prohibited communications. A Player may not use this type of language on social media or during any public facing events such as streaming.

7.1.3 Disruptive Behavior / Insults

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

7.1.4 Abusive Behavior

Abuse of RBSLAS officials, opposing Players, 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. Players and their guests (if any) must treat all individuals attending a match with respect.

7.2 Unsportsmanlike Behavior

7.2.1 Responsibility Under Code

Unless expressly stated otherwise, offenses and infringements of these Rules are punishable, whether or not they were committed intentionally. Attempts to commit such offenses or infringements are also punishable.

7.2.2 Harassment

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

7.2.3 Sexual Harassment

Sexual harassment is forbidden. Sexual harassment is defined as unwelcome sexual advances. The assessment is based on whether a reasonable person would regard the conduct as undesirable or offensive. There is zero tolerance for any sexual threats/coercion or the promise of advantages in exchange for sexual favors.

7.2.4 Discrimination and Denigration

Players may not offend the dignity or integrity of a country, private person, or group of people through contemptuous, discriminatory, or denigrating words or actions on account of race, skin color, ethnic, national or social origin, gender, language, religion, political opinion or any other opinion, financial status, birth or any other status, sexual orientation or any other reason.

7.2.5 Statements Regarding RBSLAS, Riot Games, League of Legends and Red Bull

Players 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 RBSLAS, Riot Games or its affiliates, or League of Legends, or Red Bull as determined in the sole and absolute discretion of RBSLAS.

7.2.6 Player Behavior Investigation

If RBSLAS or Riot determines that a Player has violated the Summoner's Code, the LoL Terms of Service, or other rules of LoL, RBSLAS officials may assign penalties at their sole discretion. If a RBSLAS official contacts a Player to discuss the investigation, the Player is obligated to tell the truth. If a Player lies to a RBSLAS official creating obstruction of the investigation then the Player is subject to punishment.

7.2.7 Criminal Activity

A Player may not engage in any activity which is prohibited by common law, statute, or treaty and which leads to or may be reasonably deemed likely to lead to conviction in any court of competent jurisdiction.

7.2.8 Moral Turpitude

A Player may not engage in any activity which is deemed by the RBSLAS to be immoral, disgraceful, or contrary to conventional standards of proper ethical behavior.

7.2.9 Confidentiality

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

7.2.10 Bribery

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

7.2.11 Gifts

No Player may accept any gift, reward or compensation for services promised, rendered, or to be rendered in connection with competitive play of the game, including services related to defeating or attempting to defeat a competing team or services designed to throw or fix a match or game.

7.2.12 Noncompliance

No Player may refuse or fail to apply the instructions or decisions of RBSLAS officials.

7.2.13 Match-Fixing

No Player may offer, agree, conspire, or attempt to influence the outcome of a game or match by any means that are prohibited by law or these Rules.

7.2.14 Document or Miscellaneous Requests

Documentation or other reasonable items may be required at various times throughout the RBSLAS as requested by RBSLAS 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 RBSLAS.

7.3 Association with Gambling

No Player or RBSLAS official may take part, either directly or indirectly, in betting or gambling on any results of any League of Legends tournament or match globally.

7.4 Prohibition of Solicitation or Sale of Goods

Players are prohibited from soliciting any service or selling any goods during the RBSLAS event.

7.5 Commercial Use of Super League Gaming Assets and Imagery

Players are prohibited from any commercial use of Super League Gaming Assets and Imagery without the express, written consent of Super League Gaming. Personal use of Super League Gaming, including on social media, is allowed and specifically subject to the Player Conduct rules above, including but not limited to no harassment, sexual harassment or disruptive behavior.

7.6 Subjection to Penalty

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

7.7 Penalties

Upon discovery of any Player committing any violations of the rules listed above, the RBSLAS may, without limitation of its authority under Section 8, issue the following penalties:

- 7.7.1 Verbal Warning**
- 7.7.2 Loss of Ban(s) for Current or Future Game**
- 7.7.3 Prize Forfeiture**
- 7.7.4 Game Forfeiture**
- 7.7.5 Match Forfeiture**
- 7.7.6 Suspension**
- 7.7.7 Disqualification**

7.8 Penalty Schedule

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

7.9 Right to Publish

RBSLAS shall have the right to publish a declaration stating that a Player has been penalized. Any Players which may be referenced in such declaration hereby waive any right of legal action against the RBSLAS, Super League Gaming, Riot Games, Inc., Red Bull and/or any of their parents, subsidiaries, affiliates, employees, agents, or contractors.

8.0 Spirit of the Rules

8.1 Finality of Decisions

All decisions regarding the interpretation of these rules, player eligibility, scheduling and staging of the RBSLAS, and penalties for misconduct, lie solely with RBSLAS, the decisions of which are final. RBSLAS decisions with respect to these Rules cannot be appealed and shall not give rise to any claim for monetary damages or any other legal or equitable remedy.

8.2 Rule Changes

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

8.3 Best Interests of the RBSLAS

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