

**Super League
League of Legends
Summer Series**

Official Rules

Introduction and Purpose

These Official Rules (“Rules”) of the Super League Gaming (“SLG”) League of Legends Summer Saturdays (“SLGSS”) apply to each player who enters to play in the SLGSS. These Rules apply only to official SLGSS 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 SLG competitive play.

These Rules are designed solely to ensure the integrity of the system established by the SLGSS 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 Eligibility Rules

1.1.1 Super League Gaming Account.

In order to be eligible to compete in the SLGSS, players must be registered for a Super League Gaming account.

1.1.2 Age

In order to be eligible to compete in the SLGSS, players must be at least 14 years or older as of July 21, 2018. For clarity, this is defined as having a birthday of 7/21/02 or earlier.

1.1.3 Equipment

League of Legends minimum recommended specifications listed below:

- 3 GHz processor
- 4 GB 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

1.1.4 Riot Games Disciplinary Status

Players may not have any current disciplinary suspension from Riot Games affiliated competitions. Suspensions from LoL will be upheld by the SLGSS.

1.1.5 Eligible LoL Account

Players must have a LoL account on the North American server 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 from SLG during the competition.

1.1.5 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 and Giveaways

2.1 Eligibility

Prizes will be distributed based on individual performance and attendance in the competition. Players must play a minimum of one (1) game as reported on the SLGSS Leaderboard in order to be eligible for prizes. Placement on the leaderboard is determined by win/loss percentage with ties broken by total numbers of games played. If after win/loss percentage and total games still results in a tie, then average kill / death ratio will be leveraged as the final tie breaker.

2.2 Prize Breakdown

2.2.1 Leaderboard Rewards

Players in-store are eligible for in-game prizing from Riot Games. Players that place in the top 4 positions at the end of the season in their local store leaderboard will earn the following rewards. You must participate in store at least once to qualify.

- 1st Place
 - 1500 Riot Points (“RP”), Mystery Skin, Mystery Icon
- 2nd Place
 - Mystery Skin
- 3rd Place
 - Mystery Icon
- 4th Place
 - Mystery Icon

2.2.2 Leaderboard Raffle

Each win players achieve during an event earns them a chance at event-specific raffles. All participating players, on-site or online, are eligible for the Leaderboard Raffle. Winners will be selected at random with a higher weight placed on players with more wins. Once a player is selected at random, that player is ineligible for additional Leaderboard Raffles for that event. A total of Ten (10) players will win a prize each event.

- Reward
 - 10x 650 RP codes

2.2.3 End of Season Raffles

Players who compete in at least one (1) in-store event qualify for a spot in the End of Season Rewards. There will be two separate End of Season Raffles: one attendance-based and one skill-based.

2.2.3.1 End of Season Attendance-Based Raffle

In order to qualify for the End of Season Attendance-Based Raffle, players must participate in at least one (1) in-store event. Players will earn more Raffle Tickets through greater participation in events. Players that attend a greater number of in-store events will in turn earn a greater number of Raffle Tickets. Attending consecutive in-store events will produce the highest number of Raffle Tickets for players. SLG Officials will select one (1) winner at random.

- Reward
 - Gaming Laptop

2.2.3.2 End of Season Skill-Based Raffle

In order to qualify for the End of Season Skill-Based Raffle, players must participate in at least one (1) in-store event. Players will earn Raffle Tickets through winning games. Players that win games in-store will earn even more Raffle Tickets. SLG Officials will select one (1) winner at random.

- Reward
 - Gaming Laptop, Mouse, and Headset

3.0 Lateness/Absence, Replacement Rules, and User Names

3.1 Lateness and Absence

Players acknowledge that the SLGSS will run according to schedule. Any player who signs on to SuperLeague.com late for any Gameplay Windows will miss a portion of gameplay.

3.2 Substitutes

Players may not provide their own substitutes to any SLGSS event. Account sharing between multiple players in this tournament is not allowed and will result in disqualification.

3.3 Summoner Names

For players competing in the SLGSS, 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.

4.0 SLGSS Tournament Structure

4.1 Definition of Terms

Online Match Making System: The Online Match Making System is located on players' dashboards on Superleague.com and is used to queue up against opponents during the Competition Phase.

Game: An instance of competition on the Summoner's Rift or Howling Abyss map that is played until a winner is determined by one of the following methods, whichever occurs first: (a) Destruction of a Nexus, (b) Player Surrender.

1v1: A game in which only two players compete against each other on the Howling Abyss map.

5v5: A game in which ten players compete against each other as two teams of five on the Summoner's Rift map.

Competition Phase: Players compete online during the Competition Phase.

Gameplay Window: The Competition Phase is made up of ten Gameplay Windows during which players can leverage the Online Match Making System to queue up for matches and compete. The calendar of the Competition Phase including all Gameplay Windows is listed below, all times are listed in PDT and will be active across all North America time zones simultaneously.

1. Saturday 7/21/18: 1pm – 5pm PDT for 1v1
2. Saturday 7/28/18: 1pm – 5pm PDT for 5v5
3. Saturday 8/4/18: 1pm – 5pm PDT for 1v1
4. Saturday 8/11/18: 1pm – 5pm PDT for 5v5
5. Saturday 8/18/18: 1pm – 5pm PDT for 1v1
6. Saturday 8/25/18: 1pm – 5pm PDT for 5v5
7. Saturday 9/1/18: 1pm – 5pm PDT for 1v1
8. Saturday 9/8/18: 1pm – 5pm PDT for 5v5
9. Saturday 9/15/18: 1pm – 5pm PDT for 1v1
10. Saturday 9/22/18: 1pm – 5pm PDT for 5v5

4.2 Online Match Making System

During Gameplay Windows, players will queue up and face off against other players competing in the SLGSS.

4.2.1 Leaderboard

Placement on the leaderboard is determined by win/loss percentage with ties broken by total numbers of games played. If after win/loss percentage and total games still results in a tie, then average kill / death ratio will be leveraged as the final tie breaker. There will be two separate leaderboards, one for 1v1 and one for 5v5.

5.0 Match Process

5.1 1v1 On Howling Abyss

All SLGSS 1v1 games will be played on the Howling Abyss map.

5.1.1 Random Champions

All players will have a random champion assigned during champion select.

5.1.2 Win Conditions

Winners are determined by one of the following methods, whichever occurs first: (a) Destruction of a Nexus, (b) Player Surrender.

5.2 5v5 On Summoner's Rift

All SLGSS 5v5 games will be play on the Summoner's Rift map.

5.2.1 Tournament Draft

All 5v5 games will use the Tournament Draft setting.

5.2.2 Win Conditions

Winners are determined by one of the following methods, whichever occurs first: (a) Destruction of a Nexus, (b) Team Surrender.

5.3 Player Equipment Functionality

Any players that chose to play from a non-Microsoft Store location are responsible for ensuring the performance of their chosen setup, including computer hardware, peripherals, and power. A problem with player equipment is not an acceptable reason for lateness regardless of the root cause of the problem and any games lost as a result of player hardware failure are not contestable.

5.4 No In-Client Spectators

Only SLGSS players or SLG staff are allowed in the game lobby. No additional in-client spectators are permitted for any reason.

6.0 Player Conduct & Unsportsmanlike Behavior

6.1 Competition Conduct

6.1.1 Unfair Play.

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

6.1.1.1 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:

6.1.1.1.1 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.

6.1.1.1.2 Prearranging

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

6.1.1.1.3 Signaling

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

6.1.1.1.4 Deliberate Loss

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

6.1.1.2 Competitive Integrity

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

6.1.1.3 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.

6.1.1.4 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 Champion ability performance, or any other game function that, in the sole determination of SLG, is not functioning as intended.

6.1.1.5 Ringing

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

6.1.1.6 Cheating Device

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

6.1.1.7 Intentional Disconnection

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

6.1.1.8 SLGSS Discretion

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

6.1.2 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 SLGSS 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.

6.1.3 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.

6.1.4 Abusive Behavior

Abuse of SLG officials or opposing Players will not be tolerated.

6.2 Unsportsmanlike Behavior

6.2.1 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.

6.2.2 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.

6.2.3 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.

6.2.4 Discrimination and Denigration

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

6.2.5 Player Behavior Investigation

If SLG determines that a Player has violated any element of our player behavior or conduct guidelines, SLG officials may assign penalties at their sole discretion. If a SLG official contacts a Player to discuss the investigation, the Player is obligated to tell the truth. If a Player lies to a SLG official creating obstruction of the investigation, then the Player is subject to punishment.

6.2.6 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.

6.2.7 Moral Turpitude

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

6.2.8 Bribery

No Player may offer any gift or reward to another player or SLG employee.

6.2.11 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 player or services designed to throw or fix a match or game.

6.2.12 Noncompliance

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

6.2.13 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.

6.2.14 Document or Miscellaneous Requests

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

6.3 Association with Gambling

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

6.4 Prohibition of Solicitation or Sale of Goods

Players are prohibited from soliciting any service or selling any goods during a SLGSS competition.

6.5 Commercial Use of Super League Gaming Assets and Imagery

Players are prohibited from any commercial use of SLG Assets and Imagery without the express, written consent of SLG. Personal use of SLG, 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.

6.6 Subjection to Penalty

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

6.7 Penalties

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

6.7.1 Verbal Warning

6.7.2 Prize Forfeiture

6.7.3 Suspension

6.7.4 Disqualification

6.8 Penalty Schedule

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

6.9 Right to Publish

SLG 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 SLG or Riot Games, and/or any of their parents, subsidiaries, affiliates, employees, agents, or contractors.

7.0 Spirit of the Rules

7.1 Finality of Decisions

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

7.2 Rule Changes

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

7.3 Best Interests of the SLGSS

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