



City Champs: League of Legends Official Rules

Version 4.3; August 2018

Introduction and Purpose

These Official Rules (“Rules”) of the Super League Gaming (“SLG”) City Champs: League of Legends tournament (“City Champs: LoL”) apply to each player who enters to play in City Champs including both the Online and In-Person Phases. These Rules apply only to official City Champs 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 City Champs competitive play.

These Rules are designed solely to ensure the integrity of the system established by the City Champs 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 City Champs players will be associated with a Super League City Champs Club (“aka City Club or City Team”) in the United States.

1.2 Eligibility Rules

1.2.1 Age Requirement

In order to be eligible to compete in City Champs, players must be at least 14 years old by October 7, 2018. For clarity, this is defined as having a birthday of 10/7/04 or earlier. Additionally, players who are not 16 by the start of the tournament must have a parent or guardian present at all in-person events.

1.2.2 LoL Level and Champions

Players must be of Level 30 or higher in LoL own a minimum of 20 Champions, and have placed in ranked.

1.2.3 Equipment

Players must have access to, bring, and use a laptop that meets the City Champs: League of Legends minimum specifications listed below:

- 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

We encourage all gamers to visit

<https://support.riotgames.com/hc/en-us/articles/201752654-Minimum-andRecommended-System-Requirements>

to ensure that their computer meets the minimum specs.

1.1.4 Riot Disciplinary Status

Players may not have any current disciplinary suspension from Riot affiliated competitions. Suspensions from the LCS or foreign leagues will be upheld by City Champs.

1.1.5 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.

1.1.6 City Champs Ticket

Players must have purchased a ticket to City Champs on <https://www.superleague.com>.

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.

2.2 Prize Breakdown

2.2.1 City Club Jersey

Each player that earns a spot on their City Champs team will receive a Jersey.

2.2.2 Championship Medallion

Each player on the winning City Club will receive a championship medallion.

2.2.3 Riot Points ("RP")

Each player on the top four City Clubs, i.e. all Semifinalists, will receive 1380 RP provided by Riot Games after the competition at the discretion of SLG.

2.2.4 Mystery Skin

Each player that earns a spot on their City Champs team will receive a "Mystery Skin" provided by Riot Games after the competition at the discretion of SLG.

2.2.5 Player Pass

Each player that earns a spot on their City Champs team will receive a custom "Player Pass" specific to their City Club.

2.2.6 Triumphant Ryze Skin

Each player on the winning City Club will receive the "Championship Ryze Skin" provided by Riot Games after the competition.

2.2.7 City Club Shirt

Any player that participated in Qualifiers but failed to earn a position on the club can redeem a City Club Shirt if they attend at least one in-person event during Divisionals or Playoffs. Players that qualified for the City Club and received a Jersey (see 2.2.1) are not eligible for a Shirt.

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

3.1 Player Commitment

3.1.1 City Club Qualifiers

Players must complete a minimum of twenty (20) games in one (1) of the three (3) tiered queues by the end of the qualifying phase to be eligible for placement on the team.

3.1.2 City Club Qualifiers In-Person Phase

Players must attend at least one (1) of two (2) in-person qualifier events to be eligible for placement on the team. Players are further required to bring a laptop which meets City Champs minimum specifications (see 1.2.3).

3.2 Lateness and Absence

Players acknowledge that it is critical for City Champs to run according to time schedule. Any player who is more than five (5) minutes late for the scheduled start of any City Champs event in which their team is competing is subject to either missing games and/or the forfeiture of their position on the team.

3.2.1 Lateness or Absence during Divisionals or Playoffs

A player who is more than five (5) minutes late or absent for a City Champs Divisional or Playoff event shall be subject to being substituted by an available fill player.

3.3 No Refunds

By entering the City Champs competition, a player is 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 City Champs, 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 as determined by City Champs officials.

3.5 Name Approval

All Summoner Names must be approved by City Champs officials in advance of use in play. Unapproved name changes are not allowed under any circumstances. City Champs officials reserve the ability to deny a Summoner name if it does not reflect the standards sought by City Champs officials. A player will be notified by a City Champs 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 City Champs player may acquire any sponsors in conjunction with their play in the City Champs season.

3.7 Substitutes

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

4.0 City Champs 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.
- **Online Match Making System:** The Online Match Making System ("OMM") is located on players' dashboards on Superleague.com and is used to queue up against opponents during the City Club Qualifier Phase.
- **Club:** All of the players that qualified to represent a specific city in City Champs.
- **Team:** One of six (6) teams, designated by letters A-F, that make up a City Club. A team consists of five (5) players.

4.2 Phase Details and Tiered Queues

4.2.1 City Club Qualifiers

During this phase, players compete to earn a spot on their City Club. SLG will notify all ticketed players of the specific time the OMM will be open. Once a player is eliminated from a tier in a role, that player will be unable to queue again in the same tier in that same role for the duration of the phase. Players may choose to queue up in another tier or as another role if they are eligible. Placement in tiers is determined by win/loss percentage with ties broken by total number of games played. Players can enter as many games as they want in as many tiers they are eligible for during the Qualifier phase. Each player is matched with four other players based on a first-in, first-out queue system to form teams during Online Qualifiers.

During the Online Qualifier, if a player invites any other player into their game lobby, or shares/accepts any qualifier tournament code, their game's results may not count toward their standings. Only 10 registered players receive a tournament code for any given qualifying game, and if any summoner name other than those 10 registered players show up in the results, the game will not count.

4.2.1.1 City Club Qualifiers Online Phase

Players will compete from any location utilizing the OMM during this phase. The phase will last from 10/7/18 through 11/4/18. Queues will be open three times a week and adhere to the following schedule:

- Wednesday 3-hour block
- Saturday 6-hour block
- Sunday 6-hour block

4.2.1.2 City Club Qualifiers In-Person Phase

Eligible players will compete in-person at their City Club venue utilizing the OMM during this phase. To participate, players must remain eligible in at least one (1) tier and attend at least one (1) of two (2) potential dates during this phase. The phase will last from 10/7/18 through 11/14/18. SLG will notify all eligible players of the dates, times, and locations of the In-Person Qualifier events. If a player fails to attend at least one (1) of the In-Person Qualifier events, they will fail to qualify for the club.

4.2.2 City Champs Tiers

During the City Club Qualifiers Online Phase, players will compete in one (1) of four (4) tiered queues in the OMM to earn a place on the team. Players must complete a minimum of 20 games in a tier by the end of City Club Qualifiers to be eligible for placement on the team. The breakdown of the tiers is as follows:

- Tier 1: Qualifying in Tier 1 will earn a player a place on Team A. This queue is open to all ticket holders ranked Gold or above in LoL. At the end of each week, the bottom 15% of players in the tier will be permanently eliminated from the leaderboard. Once a player is eliminated from this tier in a role, they will be unable to queue in this tier in that same role for the remainder of City Champs.
- Tier 2: Qualifying in Tier 2 will earn a player a place on Team B or Team C. This queue is open only to ticket holders with a LoL

account that is ranked Platinum or below at the start of the season. Starting by week two (2), 10/21/18, the bottom 15% of players in the tier will be permanently eliminated from the leaderboard. Once a player is eliminated from this tier in a role, they will be unable to queue in this tier in that same role for the remainder of City Champs.

- Tier 3: Qualifying in Tier 3 will earn a player a place on Team D or Team E. This queue is open only to ticket holders with a LoL account that is ranked Gold or below at the start of the season. Starting by week three (3), 10/28/18, the bottom 15% of players in the tier will be permanently eliminated from the leaderboard. Once a player is eliminated from this tier in a role, they will be unable to queue in this tier in that same role for the remainder of City Champs.
- Tier 4: Qualifying in Tier 4 will earn a player a place on Team F. This queue is open only to ticket holders with a LoL account that is ranked Silver or below at the start of the season. Nobody will be cut from this tier due to placement on the leaderboard.

4.2.2.1 Tier Leaderboards

Placements on Tier Leaderboard is determined by the following statistics in the following order:

1. Win percentage
2. Number of games played
3. KDA ratio
4. Lowest average game length

4.2.3 City Club Roster Phase

SLG will reconcile all qualifier data and notify all eligible players if they have made the Club or not. The top two (2) players in each position in each tier will make the team. If any player does not accept their invitation to their Club, the next highest placed player of the same role in that tier will receive the invitation.

4.2.3.1 Fill Players

Four (4) in-person fill players per tier will be selected based on performance during the Qualifier phase to create a sixteen (16) person bench per City Club.

In the case of an absent player during an event, City Champs officials may replace the absent player with an eligible fill player. A

fill player is only eligible to join a team of the same tier, for example, a Tier 2 fill player may only fill in for a Tier 2 team and not for a Tier 1, Tier 3, or Tier 4 team.

4.2.4 City Champs Divisionals

This phase consists of round-robin play between the cities in each division competing in City Champs. Each city plays against a different city within their division during these three events. Matches between cities consist of each city's teams playing against the opposing city's teams. For example, if Los Angeles is playing Seattle, Los Angeles Team A plays against Seattle's Team A, Los Angeles Team B plays against Seattle's Team B,... through Los Angeles Team F playing Seattle's Team F.

Each Team match-up consists of two games and Victory Points are awarded based on the outcome of each game:

- Tier 1 (Team A): winning team receives five (5) points for game 1 and six (6) points for game 2. The extra point is for tiebreaking purposes.
- Tier 2 (Teams B & C): winning team receives three (3) points per game.
- Tier 3 (Teams D & E): winning team receives two (2) points per game.
- Tier 4 (Team F): winning team receives one (1) point per game.

A City v. City Divisional match is won by the city that accrues the most Victory Points that day.

4.2.4.1 Divisional Play Tiebreaker.

City clubs win their City v City match by obtaining more victory points than their opponents.

To ensure ties are avoided during divisional play, the result of Team A's 2nd game will break the tie by awarding 1 extra victory point during every City vs. City matchup.

4.2.4.2 Breakdown of Divisions

- Western Division
 - o Los Angeles
 - o San Francisco
 - o Seattle
 - o Las Vegas
- Central Division
 - o Phoenix

- Denver
- Dallas
- Houston
- Northeastern Division
 - Chicago
 - New York
 - Boston
 - Philadelphia
- Southeastern Division
 - Washington DC
 - Atlanta
 - Miami
 - Tampa Bay

4.2.5 City Champs Semifinals

After Divisional Play, the club with the best win record in each division advances to the semi finals.

4.2.5.1 Semifinal Tiebreaker.

Divisional standings are determined by the total number of Club wins earned over the course of Divisional Play.

In the event of a two-way tie, the tie breakers are (in order of determination): 1) the city that won the head-to-head match-up between the two tied cities shall be the higher seed, and 2) total time spent in all games won (for this category, the city with a lower value wins).

In the event of a three-way tie, the tie breakers are (in order of determination): 1) the city with the best head-to-head record between the three tied cities shall be the higher seed (any team without a head-to-head win versus the other tied cities shall be automatically eliminated), and 2) total time spent in all games won (for this category, the city with a lower value wins).

If the above methods still result in a tie, then a random number between 1 and 100, inclusive, shall be generated and each City shall pick a number within the range. The City that picks the number closest in distance to the randomly generated number shall be the higher seed. Repeat this final step as many times as necessary.

4.2.5.2 Semifinal Matchup

The winner of the Western Division will face the winner of the Central Division. Likewise, the winner of the Northeastern Division will face the winner of the Southeastern Division.

4.2.6 City Champs Grand Final

The winner of each semifinal matchup will compete in the Grand Finals.

5.0 Match Process

All Semifinal and Grand Final matches will adopt the same format as the City vs City Divisional play (4.2.4).

5.1 Role of Referees

Referees are City Champs officials who are responsible for making judgments on every match-related issue, question, and situation which occurs before, during, and immediately following match play. SLG Action Squad are granted the authority of Referee.

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 Substitute Fill Player

Replacing players with eligible fill players due to cases absence or in response to Rule violations before, during, or after the match.

5.1.1.6 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. City Champs 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, City Champs officials reserve the right to potentially invalidate the referee's decision. City Champs officials will always maintain final say in all decisions set forth throughout City Champs.

5.1.4 Gambling Prohibition.

All rules prohibiting gambling on LoL, as found below in Section 7, shall apply to referees without limitation.

5.2 Competitive Patch & Server

City Champs will be played on the North America live server. As such, the current live 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 City Champs discretion.

Example: Champion A was released December 1, 2018, so Champion A becomes eligible to be used in all City Champs matches on or after December 4, 2018.

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 City Champs officials. Readiness includes, but is not limited to, player having completed client patching, configuration of in-game settings, and completed rune 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 unpaue. When a team is ready to unpaue, 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 unpaue the game.

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 will 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 Player Equipment Responsibility

All players 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 or pausing beyond a team's allowance, regardless of the root cause of the problem.

5.9 No In-Client Spectators

Only City Champs players and officials are allowed in the game lobby. No additional in-client spectators are permitted for any reason. Spectators may attend City Champs events and spectate in-person.

5.10 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.

5.11 Arena Bandwidth

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

5.12 Game Setup

5.12.1 Start of Champion Select

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

5.12.2 Recording of Champion Select

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

5.12.3 Game Lobby Settings

5.12.3.1 Map: Summoner's Rift

5.12.3.2 Team Size: 5

5.12.3.3 Allow Spectators: No

5.12.3.4 Game Type: Tournament Draft

5.13 Side Selection

Sides will be randomly predetermined during all City Champs matches and teams will swap sides for game 2 of each matchup.

5.14 Champion Select Process

5.14.1 Tournament Draft

City Champs employs Tournament Draft mode.

5.14.2 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 City Champs.

5.14.3 Selection Error

All Champion picks and bans are final and cannot be changed unless directed by SLG Officials.

5.14.4 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.

5.14.5 Game Start

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

5.14.6 Controlled Game Start

In the event of an error in game start or a decision by City Champs to separate the pick/ban process from game start, a City Champs 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 has progressed to a point of meaningful interaction between opposing teams. Once a game attains GOR status, the period ends in which incidental restarts may be permitted and a game will be considered as “official” from that point onward. After the establishment of GOR, game restarts will be allowed only under limited conditions (see Section 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

City Champs officials may order the pause of a match or execute a pause command at any time for any reason, at their sole discretion. Limits to pause duration as detailed in 5.6 do not apply in the case of a Directed Pause.

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. City Champs 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 City Champs officials. In order for a bug to be considered verifiable, the bug must be conclusively present and not possibly attributable to player error. The spectator must then be able to replay the instance in question and verify the bug.

If a player believes they have experienced a critical bug, they must pause the game and alert a referee in a timely fashion. If it is believed that a player is attempting to delay reporting of a bug to wait for a possible restart at a more advantageous time, then a restart will no longer be granted.

If City Champs 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, City Champs 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 City Champs 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/mastery loadouts, or Summoner spells. If, however, a match has reached GOR, then City Champs officials shall not retain any settings.

6.4 Awarded Game Victory

In the event of a technical difficulty which leads City Champs 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 City Champs 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), City Champs 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).

6.4.4 Respawnning Player Differential

The difference in live player characters between the teams is at least four (4), with the remaining death timers on all dead players being at least forty (40) seconds or higher.

6.4.5 Straight Up GG

At the time of technical difficulty, there is no scenario that in the opinion of City Champs Officials, could result in anything other than the victory of one team (e.g. at 45 minutes one team is aced and the ADC and jungler on the opposing team have a minion wave and are running into the opposing base).

6.5 Mid-Match Break

Teams are entitled to a short break of at least 5 minutes between games of a multi-game match. City Champs 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.

6.6 Results of Forfeiture

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

7.0 Player Conduct & Unsportsmanlike Behavior

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 SLG.

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 prizes and/or any other form of compensation.

7.1.1.1.3 Signaling

Sending or receiving signals, electronic or otherwise, to/from a confederate to/from another 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 SLG 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 Champion ability performance, or any other game function that, in the sole determination of SLG, 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 SLG 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

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 SLG 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 SLG officials or opposing Players will not be tolerated.

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 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.

7.2.5 Statements Regarding City Champs, Riot Games, and League of Legends

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 City Champs, Riot Games or its affiliates, or League of Legends, as determined in the sole and absolute discretion of City Champs.

7.2.6 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.

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 SLG 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 City Champs 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 another player or SLG employee.

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 player 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 SLG.

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 SLG 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.

7.3 Association with Gambling

No Player or SLG employee may take part, either directly or indirectly, in betting or gambling on any results of any City Champs match.

7.4 Prohibition of Solicitation or Sale of Goods

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

7.5 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.

7.6 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

7.7 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:

7.7.1 Verbal Warning

7.7.2 Loss of Ban(s) for Current of Future Game(s)

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 future participation in the SLG. 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.

7.9 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.

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 SLG, 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.

8.2 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 SLG.

8.3 Best Interests of the SLG

SLG officials shall at all times act with the necessary authority to preserve the best interests of the SLG. 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 SLG.