

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 LEC Match before having lived 17 full years. This shall not prevent Teams from signing Free Agents who have lived 16 full years, granted that they may not participate in an LEC Match until they have lived 17 full years.

1.2. Residency & Representation

- 1.2.1. All Players shall certify their residency upon participation in the LEC and any connected international events and tournaments by submitting an eligibility form and providing proof of residency. Any Player may redact any sensitive information and the League shall not be responsible for the disclosure of any personal information by the Player to the League. Each Player consents to the processing and/or transfer of any information by the League for administrative purposes. Providing false, misleading or incomplete information resulting in the misclassification of such Player's residency and region is subject to punishment.
- 1.2.2. Players may prove residency 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) and 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 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.
- 1.2.3. At least three out of the five Players on the Starting Line-up of a Team are required to be Residents of the EU Competitive Region.
- 1.2.4. All Teams are required to maintain at least three EU Residents on their LEC Roster and at least four EU Residents on their ERL Roster, resulting in at least seven EU Residents across both Team Rosters.

- 1.2.8.2. The player has played the majority of applicable matches in an ERL in no less than two of the last three completed EM-qualifying ERL 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 ERL 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.

- 1.2.8.3. The player has legally resided and been primarily present in the competitive area of the ERL for at least 36 months after their 13th birthday, defined as having lived 13 full years.

- 1.2.9. 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.

- 1.2.10. 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.

- 1.2.11. A Player may only be an LTR of a single ERL at any point in time. A player will be not be considered a representative until they have declared themselves as an LTR to the respective ERL.

- 1.2.12. Players are not required to claim LTR status and may choose to remain a Non-Representative despite being eligible.

1.3. Work Eligibility

- 1.3.1. Each Player must submit proof, prior to being added to a Team's LEC or ERL Roster, that they will be a legal resident of a country in the EU Competitive Region as per the laws of that country.

- 1.3.2. All Players on a Team's LEC Roster must be work-eligible in Germany.

1.4. Account Vetting

- 1.4.1. Prior to a Team Member being deemed eligible to participate in the LEC, 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.

- 1.4.2. The behaviour check will analyze the Team Member'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 LEC.
- 1.4.3. League Officials will inform Teams of their Team Members' eligibility upon completion of the vetting. This process may take up to 72 hours.
- 1.4.4. If a Team Member is deemed ineligible, a report containing information on why the Team Member did not pass vetting will be compiled. League Officials may share this report with the Team upon receiving written permission from the Team Member. The Team Member may also receive further sanctions depending on the severity of the case.
- 1.4.5. Team Member deemed eligible may still be subject to official sanctions such as warnings, suspensions and/or fines based on the results of the behaviour check.

1.5. No Riot Employees

- 1.5.1. Team Owners and Team employees may not be employees of Riot Games Inc. ("RGI") or League of Legends Esports Federation LLC or any of their respective affiliates. "Affiliate" is defined as any person or other entity which own 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.

1.6. Passport Requirement

- 1.6.1. Team members are required to hold a passport which is valid for a minimum of 6 months at all times unless approved by the League. Exceptions to this rule will be granted at the sole discretion of League Officials.

3. Rosters

3.1. Roster Requirements

- 3.1.1. Each LEC Team is required to maintain & keep under contract one Team Manager, one Head Coach and at least eleven Players across their LEC & ERL Rosters during the entirety of each LEC Split.
- 3.1.2. No individual may simultaneously hold two or more of the roles listed above and a 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 Roster if those Players are not considered Veterans.
- 3.1.3. Teams can register up to 20 Team Members across their LEC & ERL Rosters.
- 3.1.4. A Team's ERL Roster can have a maximum of ten Players.
- 3.1.5. If a Team Member is removed from their Team's Roster, the Team Member is also removed from the Team, which is defined as the Team Member no longer having a contractual obligation to the Team and becoming a Free Agent.
- 3.1.6. A Team's LEC Roster needs to include at least 5 Players.
- 3.1.7. A Team's ERL Roster needs to include at least 6 Players.
- 3.1.8. Players on the LEC Roster who are not submitted on the LEC Starting Line-up will be considered their Team's LEC Substitutes for that Competition Week.
- 3.1.9. A Team's ERL Starting Line-up cannot include more than two Veterans at any given time.
- 3.1.10. A Team will be allowed a Roster of six or seven Players as their Play-Offs Roster. A Team is required to maintain a seventh Player if the Team's Starting Line-up is comprised of three Residents and two Non-Residents and the Team's Substitute is a Non-Resident.
- 3.1.11. For Play-Offs, Teams will be required to have their Substitutes physically present for all Matches.
- 3.1.12. Teams may have up to three Players on their Reserve Roster.

- 3.1.13. All Team Members on a Team Roster must have a written contract with the Team they are playing for. For Team Members on the LEC or ERL Roster this has to be in the form of an employment contract. Assignments of written contracts must be in writing. The written contract must represent the entirety of obligations between the Team Member and the Organization. Any obligation outside of the contract which has not been submitted to the League will not be recognized by the League.
- 3.1.14. All Team Member Agreements have to adhere to the following:
- 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.
 - 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.
 - 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.
 - 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.
 - 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 League of Legends World Championship for the 2021 season, will have an expiration date that ends the term of the agreement on any of: November 15, 2021, November 21, 2022, or November 20, 2023.
 - 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 League.

- 3.1.15. A Team Member is only allowed to compete for the one Organization they have a contract with. A Team Member will not be allowed to compete for more than one Organization simultaneously and cannot be listed on the Team Roster of more than one Team. A Team Member cannot have a contractual or financial arrangement with another Team unless explicitly allowed by the League in writing. 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 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, the League reserves the right to interpret the Summary Sheet as superseding.
- 3.1.16. All Players on a Team 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.
- 3.1.17. 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 League.

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 LEC & ERL Rosters. Teams must submit an Eligibility Form and Summary Sheet for each Team Member at that time. If a Team Manager intends to modify a Team 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 Team Roster that was declared on this date.
- 3.2.2. The Team Manager will be responsible for Team Roster management and document submissions. The Team Manager is authorized to make changes to the Team Roster using one of the following methods: (1) Trading Players with other Teams; (2) Signing Free Agents; (3) Releasing Players from the Team Roster; (4) Adding Players from the Reserve Roster to the LEC or ERL Roster and vice versa; (5) Shifting Players between the LEC Roster and the ERL Roster.

- 3.6.7. 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.
- 3.6.8. As an additional exception to the Free Agency restrictions, Teams are able to sign Coaches starting the day after the conclusion of the World Championship. To clarify, this only includes individuals who have participated in any aspect of a Professional or Semi-Professional League in the most recent Split as a Coach.

3.7. Summoner Names

- 3.7.1. Summoner Names may include upper-case letters, lower-case letters, digits, underscores, or single spaces between words only. Summoner Names must not exceed 11 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.
- 3.7.2. Teams will be permitted a team tag of 2-3 characters to be added to the front of each Player's Summoner Name on the Tournament Realm. These team tags must be a combination of uppercase letters and/or digits. Team tags must be unique globally.
- 3.7.3. All team tags, team names and Summoner Names must be approved by League Officials in advance of use in play. Name changes must be approved by League Officials prior to use in-game. Any cosmetic change to team tags, team names, etc. must be made 96 hours in advance of the first LEC Game of the Split. League Officials reserve the right to deny a team name if it does not reflect the professional standards sought by the League and the Team will be required to change their name.

3.8. Trades

- 3.8.1. Teams may trade Players on their Team Roster with other Teams. Trades are not limited in quantity, can be asymmetrical and can involve cash or other considerations as part of the trade.
- 3.8.2. Trades may be made effective as early as the Free Agent Signing Opening and must become effective no later than the Free Agent Signing Deadline. As an exception, see 3.6.7.
- 3.8.3. European Players may be traded for any Players within any region and vice-versa.

- 3.8.4. Trade requests must be submitted to League Officials by a Team in advance, in writing, using the Trade Approval Request Form. Trade requests must be approved by the League, in writing, before becoming effective.