

9. Code of Conduct

9.1. Competitive Integrity

- 9.1.1. Teams are expected to play at their best at all times within any League Match, and to avoid any behavior that potentially threatens the actual or perceived integrity of competition or that is otherwise inconsistent with the principles of good sportsmanship, honesty, or fair play. Violating this rule will be subject to penalties at the discretion of League Officials. All decisions in regard to violations are at the sole discretion of the League. Examples below are listed for illustrative purposes only:
- 9.1.2. Collusion, which is defined as cooperation or conspiracy to cheat or deceive others. The cooperation or conspiracy can occur among Team Members, Teams, and/or Organizations, and can be done to the sole benefit of the parties involved in the cooperation or conspiracy. The list of conspirators is not exhaustive. Collusion includes, but is not limited to, acts such as:
- Soft play, which is defined as any agreement among Team Members to not play at a reasonable standard of competition in a Game.
 - Pre-arranging to split prize money and/or any other form of compensation.
 - Sending or receiving signals, electronic or otherwise, from outside sources to/from a Team Member.
 - Deliberately losing a Game for compensation, or for any other reason, or attempting to induce another Team Member to do so.
 - Conspiring to predetermine locations for Free Agents and/or conspiring to fix the salaries of contracts for Team Members and/or potential Team Members.
- 9.1.3. Hacking, which is defined as any modification of the League of Legends game client.
- 9.1.4. Exploiting, which is defined as intentionally using any in-game bug to an advantage.
- 9.1.5. Looking at spectator monitors.
- 9.1.6. Ringing, which is defined as playing using another Player's account or solicitation to do so.
- 9.1.7. The use of any kind of cheating device and/or cheat program, or any similar cheating method.
- 9.1.8. Intentional disconnect without a proper and explicitly-stated reason.
- 9.1.9. Any other act which violates these rules and/or standards established by the League.

- 9.1.10. A Team Manager/Member 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 at any time. A Team Manager/Member may not use any facilities, services or equipment provided or made available by the League or its contractors to post, transmit, disseminate or otherwise make available any such prohibited communications. A Team Manager/Member may not use this type of language on social media or during any public-facing events.
- 9.1.11. A Team Manager/Member may not take any action or perform any gesture directed at an opposing Team Manager/Member, fan, or official, or incite any other individual(s) to do the same, which is insulting, mocking, disruptive or antagonistic.
- 9.1.12. Abuse of League Officials, opposing Team Managers/Members, or audience members will not be tolerated. Repeated etiquette violations, including but not limited to touching another Player's computer, body or property will result in penalties. Team Managers/Members and their guests (if any) must treat all individuals attending a Match with respect.
- 9.1.13. No Team Manager/Member may touch or otherwise interfere with lights, cameras or other studio equipment. Team Managers/Members may not stand on chairs, tables or other studio equipment. Team Managers/Members must follow all instructions of League Officials.
- 9.1.14. During the Match, communication by a Player on the Starting Line-up shall be limited to the other Players on their Starting Line-up and League Officials. In addition the Players are allowed to communicate with their on-stage Coaches during the Pick-&-Ban Phase.

9.2. Responsibility under Code

- 9.2.1. Unless expressly stated otherwise, offenses and infringements of these rules are punishable, whether or not they were committed intentionally or successfully. Attempts to commit such offenses or infringements are also punishable.
- 9.2.2. Harassment is forbidden. Harassment is defined as systematic, hostile and repeated acts taking place over a considerable period of time, or a singular egregious instance, which is/are intended to isolate or ostracize a person and/or affect the dignity of the person.
- 9.2.3. Sexual harassment is forbidden. Sexual harassment is defined as unwelcome sexual advances. The assessment is based on whether a reasonable person would regard the conduct as undesirable or offensive. There is zero tolerance for any sexual threats/coercion or the promise of advantages in exchange for sexual favors.