

7. Match Process

7.1. Equipment

- 7.1.1. League Officials will provide and Players will exclusively use the following equipment: (1) PC & monitor; (2) headsets and/or earbuds and/or microphones; (3) table & chair.
- 7.1.2. The following equipment can be provided at the discretion of League Officials if requested by a Player: (1) PC keyboards; (2) PC mice; (3) PC mousepads; (4) cord holders; (5) hand warmers.
- 7.1.3. Players can provide the following equipment and use it during on-site Matches: (1) PC keyboards; (2) PC mice; (3) PC mousepads.
- 7.1.4. Player-provided equipment must be submitted to League Officials in advance for approval. Approved equipment will remain with League Officials.
- 7.1.5. League Officials may disallow use of specific equipment at their sole discretion for reasons relating to tournament security, safety, operational efficiency/effectiveness or if the equipment features a company or brand competing with Riot Games or League of Legends.
- 7.1.6. If there are technical problems with the equipment, Players or League Officials may request a technical review. A League Technician will diagnose and troubleshoot problems. League Technicians may request for equipment to be replaced at the discretion of the League. All player-provided replacements have to be approved by League Officials otherwise the League Officials will provide replacement equipment.
- 7.1.7. Players are prohibited from installing their own programs and must use only the programs provided by the League on-site, unless explicitly allowed by a League Official.
- 7.1.8. Voice chat will be provided only via the native system used in league-provided headsets. The League may monitor the Teams' audio.
- 7.1.9. It is prohibited to use league-provided computers to view or post on any social media or other communication sites.
- 7.1.10. It is prohibited to connect equipment not listed above to league-provided computers unless explicitly allowed by a League Official.

7.2. Clothing & Apparel

- 7.2.1. Players must wear official approved Team jerseys during all LEC Matches and approved Team branded apparel during all pre-/post-match interviews.

- 7.2.2. All Players on the Starting Line-up must wear closed-toe shoes and matching jerseys & pants. The attire will require approval from the League.
- 7.2.3. Jerseys may have a collar, a hood, short or long sleeves and need to be polyester-based. Cotton-based or cotton-blend materials are not acceptable. Exceptions to this rule for legitimate medical reasons will be granted at the discretion of the League on a case-by-case basis.
- 7.2.4. Outerwear, including hoodies and jackets may only be worn onstage if they are official Team gear, have official Team branding on the front, are the same colors as all other outerwear being worn on stage by the Team and only use official Team colors represented on the Team's approved jersey. A jersey with a hood can be considered a jersey and not outerwear.
- 7.2.5. Team Members may wear apparel with multiple logos, patches or promotional language. All decisions in regard to apparel are at the sole discretion of the League. Objectionable or offensive examples below are listed for illustrative purposes only:
- (i) Containing any false, unsubstantiated, or unwarranted claims for any product or service, or testimonials, the League considers unethical
 - (ii) Advertising any non-"over the counter" drug, tobacco product, firearm, handgun or ammunition
 - (iii) Containing any material constituting or relating to any activities which are illegal in any League region, including but not limited to, a lottery or an enterprise, service or product that abets, assists or promotes gambling
 - (iv) Containing any material that is defamatory, obscene, profane, vulgar, repulsive or offensive, or that describes or depicts any internal bodily functions or symptomatic results of internal conditions, or refers to matters which are not considered socially acceptable topics
 - (v) Advertising any pornographic website or pornographic products
 - (vi) Containing any trademark, copyrighted material or other element of intellectual property that is used without the owner's consent or that may give rise to, or subject the League or its affiliates to, any claim of infringement, misappropriation, or other form of unfair competition.
 - (vii) Disparaging or libeling any opposing Team or Player or any other person, entity or product

- 7.2.6. The chest area of the jersey needs to feature the team name/logo and can feature up to two sponsors. The equivalent area on the back of the jersey is reserved for team branding and Summoner Name.
- 7.2.7. Sponsor logos may be placed on the shoulders, sleeves, collar bones as well as the area below the chest and the corresponding area on the back of the jersey. No LEC or Riot Games logos may be used on jerseys except for the spaces dictated by the League.
- 7.2.8. Long-sleeved shirts of cotton or athletic material may be worn underneath the Team jerseys. The under-jersey apparel must be either Team colors or a neutral color. Sponsors will only be allowed on this attire if the design has been previously submitted and approved by the League.
- 7.2.9. Coaches must wear, at a minimum, business casual attire while at the studio. Business casual is defined as clothing suitable for the environment. Examples of this include simple polo t-shirts with a Team logo, buttoned shirts, suit jackets, jeans, trousers. Business casual does not include: athletic wear and team- and sponsor-branded apparel, beyond what is specifically mentioned above.
- 7.2.10. All apparel must conform to the League Branding and Style Guide.
- 7.2.11. Hats are not allowed.
- 7.2.12. A Player may not cover their face or attempt to conceal his or her identity from League Officials. League Officials must be able to distinguish the identity of each Player at all times and may instruct Players to remove any material that inhibits the identification of Players or is a distraction to other Players or League Officials.
- 7.2.13. The League reserves the right to refuse entry or continued participation in the Match to any Team Member who does not comply with the apparel rules.
- 7.2.14. Headphones must be placed directly on a Player's ears, and must remain there for the duration of the Game. Players shall not obstruct the placement of headphones by any method. This includes placing any item, excluding glasses, between the headphones and the Player's ears.
- 7.2.15. Players may not touch or handle another Player's equipment after a Game has started. Players who require assistance with their equipment have to ask a League Official.