Riot Games Oceania

2016 Oceanic Open Ladder Official Rules

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Introduction and Purpose

These Official Rules ("**Rules**") Of the Oceanic Open Ladder ("**OOL**") apply to each of the teams, as well as their coach, managers, owners, starters, substitute players (collectively "**Team Members**"), and other employees. The 2016 OOL will be divided into two halves ("**splits**"). Each split will consist of two phases (a) a regular season, (b) promotion/relegation matches after the regular season is conducted. These Rules apply only to the 2016 OOL and not to other competitions, tournaments or organized play of League of Legends (" **LoL**"). This includes the Oceanic Challenger Series ("**OCS**") and Oceanic Professional League ("**OPL**").

These Rules are designed to ensure the integrity of the system established by the OOL for professional play of LoL and a competitive balance among the teams that play at the professional level.

These Rules do not restrict competition for players. The terms of engagement between players and teams are left to each of the teams and its players.

Countries included in the Oceanic Open Ladder : Australia, New Zealand, Guam, New Caledonia, French Polynesia, Fiji, and Northern Mariana Islands.

1. Team Eligibility

1.1. Team Registration

No team shall be considered eligible to participate in any OOL-affiliated match unless they have registered:

1.1.1 a LoL team for the Oceanic Open Ladder tournaments on battlefy.

1.2 Team Ownership

The team's spot in the Oceanic Open Ladder is owned by its five starting players.

1.3 Roster Requirements

For a team to be eligible for the OOL they are required to maintain the following conditions:

1.3.1   Team Members
Each team is required to maintain, at all times during the OOL:

1.3.1.1 Five starter players ("**Starters**")
1.3.1.2 From zero to three substitute players ("**Subs**")

All Starters and Subs must be eligible to participate in the OOL (Section 2).

1.3.3   Residency
Residency is defined as having lived in an Oceanic country for 24 of the last 36 months.

1.3.3.1 Three out of five starters must be residents of an Oceanic Country.
1.3.3.2 All Subs must be residents of an Oceanic Country

1.3.3   Team Names
Team names must not contain or reference any vulgarities, obscenities or any inappropriate language.

1.3.4   Starting Roster
The five players used for the first game of an OOL match is your starting roster. Additional players are substitutes.

1.4 Roster Changes

Roster changes must be communicated by email to OceanicOpenLadder@gmail.com no later than 24 hours before the start of the next tournament(Section 4.2).

1.5 Substitutions

Substitutions can only be made before and after games, but not during a game that has started.

2. Team Member Eligibility

To be eligible to compete in the OOL, each player must satisfy all of the following conditions:

2.1 Player Age

There are no age requirements to play in the regular season.

2.1.1 To participate in the subsequent OCS Promotion Tournament, at least three of the five starters must be 16 before the first game of the following OCS split, defined as having lived 16 full years.

2.2 Summoner Name

Summoner Names must not contain or reference any vulgarities, obscenities or any inappropriate language.

2.3 Location

All online OOL games must be played from a country included in the OOL. The following countries are : Australia, New Zealand, Guam, New Caledonia, French Polynesia, Fiji, and Northern Mariana Islands.

2.4 No Riot Employees

Team Members may not be employees of Riot Games Inc, Riot Games Pty, Ltd. or League of Legends eSports Federation LLC or any of their respective affiliates at the start of or at any point during the OOL regular season or promotion/relegation matches. "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, an Owner. "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.

2.5 Other Leagues

The player accepts that their participation in the Oceanic Open Ladder as a Starter or Substitute will mean they cannot participate in other Riot-affiliated competition (e.g. Oceanic Pro League or Oceanic Challenger Series) as a Starter, Manager or an Owner within the same competitive week.

2.5.1 Players may play as a substitute for OCS / OPL team, however they must be eligible based on the rules laid out in their respective leagues.

2.6 OOL Decision

The OOL shall have the right to make final and binding determinations regarding play eligibility and entry to the OOL.

3. Event Prizes

During the playoffs at the end of each tournament (Section 4.2), teams shall have the opportunity to earn Riot Points based on their level of performance.

Position	Prize
1st place	16,000 RP + Triumphant Ryze
2nd place	14,000 RP
3rd place	10,500 RP
4th place	5,500 RP
5th place - 8th place	4,000 RP
9th place - 16th place	2,500 RP

3.1 Split Prize

Prizes are split equally among the five starting players of each team's roster.

3.2 Switching Awardees

The battlefy captain must contact an OOL Official during, but before the tournament (Section 4.2) has completed to change the prizes. Prizes can only be swapped to existing team members (starters or substitutes).

4. League Structure

The OOL is operated by Riot officials ("League Admins", "League Ops", "Riot officials", "OOL officials").

4.1 Definition of Terms

4.1.1 Games.
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) completion of the final objective (destruction of a nexus), (b) Team Surrender, (c) Team Forfeit, or (d) Awarded Game Victory (See Section 7.5).

4.1.2 Match.
A set of games that is played until one team wins a majority of the total games (e.g., "best of one", winning two games out of three ("best of three"); winning three games out of five ("best of five")). The winning team will advance to the next round in a tournament format.

4.1.3 Split.
Scheduled league play that will occur over an approximately three-month period of time. The 2016 Season will be divided into two splits. Each split will consist of two phases: (a) Regular Season, and (b) a Promotion match after the Regular Season has concluded.

4.2 Schedule

4.2.1   Week 1 Tournament (Feb 20 - Feb 21)

4.2.2   Week 2 Tournament (Mar 5 - Mar 6)

4.2.3   Week 3 Tournament (Mar 19 - Mar 20)

4.2.4   Week 4 Tournament (Apr 2 - Apr 3)

4.2.5   Week 5 Tournament (Apr 16 - Apr 17)

4.2.7   Promotion/Relegation Matches (week of Apr 25 - May 1)

4.3 Phase Details

4.3.1 Regular Season
This phase consists of up to 160 teams participating in a Ladder Points System ("**LPS**") based off their standings in five tournaments divided into two stages. (a) Preliminaries, (b) Playoffs.

4.3.2 Preliminaries
Teams will be randomly seeded into groups of 4 or 5 for a Single Round Robin format. Each team will play every team in their group once, and the two teams with the most matches won will advance to the Playoffs.

4.3.3 Round Robin Tiebreakers
In the event multiple teams are tied in standings at the conclusion of the Round Robin Stage, then any teams so tied will be seeded by head-to-head record. If said teams have identical head-to-head records (as defined as each team winning 50% of games between the two teams), said teams will play tiebreaker games to determine the final standings.

Tiebreaker games will be played following the final game of the Round Robin Stage. Tied teams will compete against each other until there is a winner.

If three or more teams are tied, the head-to-head record of all teams against all other teams involved in the tiebreaker will be considered. If a single team owns a winning record (as defined as winning more than 50% of the games) against every other team in the tiebreaker, they are automatically granted the highest seed available in the tiebreaker, and a new tiebreaker is declared amongst the remaining teams.

If no team in the tiebreaker holds a winning record against all other teams, the following structures will be used:

4.3.4 Three-way tie
A single round-robin will be played among the three teams. If this does not result in a hierarchical ranking of teams (i.e., distinct 2-0, 1-1, and 0-2 team records), then the ranking of teams will be decided by the fastest game time won.

4.3.5 Four-way tie
The teams will be randomly drawn into a double elimination bracket, where teams play best of one matches throughout the tournament. The four teams will be split into two first-round matches; the winners will then face off in Game 3 while the losers face off in Game 4. The winner of Game 3 will be declared the top seed; the loser of Game 3 will face the winner of Game 4 in a contest to determine 2nd/3rd place; and the loser of Game 4 will be declared 4th place.

4.3.6 Five-way tie
The teams will be randomly drawn into a single elimination bracket, including a 3rd place match to determine seeding.

4.3.6 Playoffs

The teams who advanced to the Preliminaries will play in a single elimination bracket, where the loser of each bracket is eliminated from the tournament. Teams will be randomly seeded with an exception of being matched up against the team you qualified with.

4.3.7 Regular Season Points

A team will be awarded points based upon the final standing of the team after each stage has been conducted. The points will be used as a determining factor for Promotion/Relegation matches into OCS. Points will be awarded in the following way:

Preliminaries	
Standing	Points
1st place	20
2nd place	15
3rd place	10
4th place	5
5th place - 8th place	0

Playoffs	
Standing	Points
1st place	90
2nd place	60
3rd place	40
4th place	30
5th place - 8th place	20
9th place - 16th place	10
17th place - 32th place	5

4.3.6 Regular Season Tiebreaker

In the event that multiple teams are tied in standings at the conclusion of the Regular Season, teams on the same points will participate in one or more tiebreaker games to establish their final standing.

Tiebreakers will be played following the final game of the Regular Season, but prior to the first day of Promotion / Relegation matches.

5. Player Equipment

5.1 Online Matches

For all online matches, players will be expected to provide all of their own equipment. This includes, but is not limited to, computers, keyboards, mice, and voice programs. As the matches will not be played on an offline server, players will also need to account for their own computer protection (including but not limited to DDOS prevention). Upon request, Riot officials can help to identify means by which players may protect their computers, but exclusive responsibility for protection will fall upon the Players and Teams.

Additionally, the stability of each player's hardware and internet connection are the responsibility of the player. In the event that a game is played on the live server and not the Tournament Realm.

5.11 Use of Communication Program
Players are not required to use any Voice over Internet Protocol ("**VoIP**") servers for their team communication during online games.

6. Match Process

6.1 Changes to Schedule

OOL may, at its sole discretion, re-order the schedule of matches within a given day and/or change the date of an OOL match to a different date or otherwise modify the schedule of matches. In the event that OOL modifies a match schedule, OOL will notify all teams at the earliest convenience.

6.2 Role of Referees

6.2.1 Responsibilities
Referees are OOL officials who are responsible for making judgments on every match-related issue, question and situation which occurs before, during, and immediately following match play. Their oversight may include, but is not limited to:
6.3.1.1 Checking the team's lineup before a match.
6.3.1.2 Announcing the beginning of a round.
6.3.1.3 Ordering pause/resume during play.
6.3.1.4 Issuing penalties in response to Rule violations before, during, or after the match.
6.3.1.5 Confirming the end of the match and its results.

6.3.2 Referee Behaviour
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, team manager, owner, or other individual.

6.3.3 Finality of Judgment

If a referee makes an incorrect judgment, the judgment can be subject to reversal. At their discretion, OOL officials 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, OOL officials reserve the right to potentially invalidate the referee's decision. OOL officials will always maintain final say in all decisions set forth throughout the League.

6.3.4 Gambling Prohibition

All rules prohibiting gambling on League of Legends, as found below in Section 8, shall apply to referees without limitation.

6.3 Competitive Patch

6.3.1 Patch Selection

The 2016 Season will be played on the current patch available on the Live Service, once a sufficient testing period has occurred. Changes to the competitive patch will be at the discretion of OOL.

6.3.2 Champion Availability

Champions that have not been available on the live service for more than two weeks will be unavailable for selection in play. Champions that have undergone reworks will be subject to OOL discretion.

6.4 Player Responsibilities for Online Matches

All players will be expected to be ready to join the game lobby at the time specified by OOL officials. Readiness includes, but is not limited to, five rostered players having completed client patching, configuration of in-game settings, and completed rune and mastery pages.

6.4.1 Rolling Schedule

Matches held on a rolling schedule will have estimated start times. However, teams are required to be available to play their match up to sixty (60) minutes in advance of their estimated time, or as otherwise directed by Riot officials.

6.4.2 Schedule Adjustments

Riot officials, in their sole discretion, have the right to adjust the match schedule at any time to preserve the pacing of matches.

6.4.3 Lateness Penalties

Teams that are not ready at the start of the preceding game are subject to lateness penalties. For avoidance of doubt, the start of the game is defined as a team entering Summoner's Rift and being visible on the map.

For every 5 minutes a team is late, they will lose one ban. If a team is late and has no further bans to lose, or the preceding game has completed, they will be subject to forfeiture. Intentionally delaying the lobby or game start will still

subject the team to the rules set forth in this section. Referees may apply additional penalties at their discretion.

6.4.4 Pause Allowance
Each team may pause the game for a maximum of ten (10) minutes over the course of single game. Pausing beyond allowance time will be considered unfair play and penalties will be applied at the discretion of OOL officials.

6.4.5 4v5 Play
Teams are required to field a full team of five players to participate in any match. If, at any point in the match process other than that which is addressed in Section 6.4.6, the team cannot field five players, they will forfeit the match.

6.4.6 Intentional Disconnection
If a player intentionally disconnects from the game without an acceptable reason, their team may not pause the game and play will continue. If a player remains disconnected for more than five minutes or the team or player declares that the disconnected player will not return within five minutes of the pause, it is ruled as 4v5 play and the team will forfeit the match effective immediately. The 5 minute grace disconnect period only applies to intentional disconnections, and cannot be applied to unintentional disconnections.

6.4.7 Player Equipment Responsibility
All players are responsible for ensuring the performance of their chosen setup, including computer hardware and peripherals, internet connection, 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.

6.4.7 Spectators
Only the team's five rostered players are allowed in the game lobby. No additional spectators are permitted for any reason.

6.4.8 Streaming
Players are not permitted to stream official matches publicly or private on any platform or service.

6.5 Game Setup

6.5.1 Tournament Code
Players are required to use the provided tournament code from the battle.fy website for game setup. If tournament code are not working, the team with side selection choice must create the game with the settings listed in 6.5.2

6.5.2 General / Game Settings

6.5.2.1 Map: Summoner's Rift
6.5.2.2 Team Size: 5

>> **6.5.2.3 Allow Spectators**: All
>> **6.5.2.4 Game Type**: Tournament Draft

6.6 Pick / Ban Phase & Side Selection

6.6.1   Tournament Draft
Players may play any Champion which their team has drafted.

6.6.2   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 OOL.

6.6.3   Side Selection
Teams which have side selection have the choice of playing on either red or blue side.

>> **6.5.4.1 Round Robin Stage**. The team that appears left on the brackets of battle.fy has side selection.

>> **6.5.4.2 Single Elimination Stage**. The team with a higher seed (as defined as having the lower number) has side selection. A team's seed number can be found next to their team name on the brackets.

>> Example: Team A has a seed number of 1 and Team B has a seed number of 4; Team A has side selection.

>> **6.5.4.3 Best of Threes**. The team with the higher seed will have side selection for games 1 and 3 and the opposing team will have side selection for game 2.

>> Example: Team A is against Team B. Team A is the higher seed, Team A decides to be red side for Game 1 and blue side for Game 3 and Team B chooses to be red side for Game 2.

6.6.4   Draft Mode
Draft mode proceeds in a snake draft format as follows:
Blue Team = A; Red Team = B
Bans: ABABAB
Picks: ABBAABBAAB

6.6.5   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.

7. Game Rules

7.1 Definition of Terms

7.1.1 Unintentional Disconnection
A player losing connection to the game due to problems or issues with the game client, platform, network, or PC.

7.1.2 Intentional Disconnection
A player losing connection to the game due to player's actions (i.e. quitting the game). Any actions of a player which lead to a disconnection shall be deemed intentional, regardless of the actual intent of the player.

7.1.2 Server Crash
All player losing connection to a game due to an issue with a game server.

7.2 Game of Record

A game of record ("**GOR**") refers to a game where all ten players have loaded and which 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 7.4). Examples of conditions which establish GOR:

7.2.1 Any attack or ability is landed on minions, jungle creeps, structures, or enemy Champions.
7.2.2 Line-of-sight is established between players on opposing teams.
7.2.3 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.
7.2.4 Game timer reaches two minutes (00:02:00).

7.3 Stoppage of Play

7.3.1 Directed Pause
OOL officials may order the pause of a match at the sole discretion of the OOL officials, at any time.

7.3.2 Player Pause
Players may only pause a match immediately following an unintentional disconnection. Players must not pause the game for reasons that cannot be verified by a Riot official (e.g. hardware or software malfunctions, physical interference with player, etc).

7.3.2 Resuming the game
Before resuming the game, all players must be notified and ready by confirming through in-game chat that both teams are ready to resume play.

7.4 Game Restart

The decision of which condition(s) shall justify a game restart is sole at the discretion of OOL officials. Examples are listed below for purposes of illustration only:

7.4.1 Restarts Before GOR
The following is an example of a situation in which a game may be restart if GOR has not been established.

- If a player notices that player's rune, mastery, or GUI settings have not applied correctly between the game lobby and match, the player can pause the game to adjust these settings. If the settings cannot be correctly adjusted, then the game may be restarted.

7.4.2 Restarts After GOR
The following are examples of situations in which a game may be restarted after GOR has been established.

- If a game experiences a critical bug at any point during the match which significantly alters game stats or gameplay mechanics.

7.4.3 Restart Protocol
If a game experiences a critical bug at any point during the match that significantly alters game stats or gameplay mechanics, then a restart may occur

Certain circumstances must be met before a restart may occur. OOL 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 Riot officials. In order for a bug to be considered verifiable, the bug must be conclusively present and not possibly attributable to player error. A 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 OOL 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 as per the rules established in Section 7.4. An exception to Rule 7.4 is 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).

This section is applicable if the pause is directed as per Section 7.3.1 and does not limit the ability of an OOL official to institute a restart.

7.4.4 Controlled Environment
Certain conditions may be preserved in the event of a restart of a game that has not reached GOR, including, without limitation, picks/bans or Summoner spells. If, however, a match has reached GOR, OOL officials shall not retain any settings.

7.5 Awarded Game Victory

In the event of a technical difficulty which leads OOL officials to declare a restart, OOL officials 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), Riot 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, however meeting the criteria does not necessarily mean the game will be an awarded victory, the final decision lies on Riot officials.

7.5.1 Gold Differential
The difference in gold between the teams is more than 33%.

7.5.2 Remaining Turret Differential
The difference in the number of remaining turrets between the teams is more than seven.

7.5.3 Remaining Inhibitor Differential
The difference in the number of standing inhibitors between the teams is more than two.

7.6 Post-Game / Post-Match Process
7.6.1 Results
A team member of the winning team will report to the referees in the in-game chatroom "**OOL**". An OOL official will confirm and record the match result.

7.6.2 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-one matches, 2-0 for best-of-three matches, 3-0 for best-of-five matches). No other statistics will be recorded for forfeited matches.

8. Player Conduct

8.1 Competition Conduct

8.1.1 Unfair Play

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

> **8.1.1.1 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:
>
> > **8.1.1.1.1** Soft play, which is 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.
> >
> > **8.1.1.1.2** Pre-arranging to split prize money and/or any other form of compensation.
> >
> > **8.1.1.1.3** Sending or receiving signals, electronic or otherwise, from a confederate to/from a player.
> >
> > **8.1.1.1.4** Deliberately losing a game for compensation, or for any other reason, or attempting to induce another player to do so.
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> **8.1.1.2 Competitive Integrity.** Teams are expected to play at their best at all times within any OOL game, and to avoid any behavior inconsistent with the principles of good sportsmanship, honesty, or fair play. For the purpose of clarification, team composition and the pick/ban phase will not be considered when determining whether this rule has been violated.
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> **8.1.1.3 Hacking.** Hacking is defined as any modification of the League of Legends game client by any player, team or person acting on behalf of a player or a team.
>
> **8.1.1.4 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 neutral minion interactions, glitches in Champion ability performance, or any other game function that, in the sole determination of OOL officials, is not functioning as intended.

8.1.1.5 Ringing. Playing under another player's account of soliciting, including, encouraging or directing someone else to play under another player's account.

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

8.1.1.7 Intentional Disconnection. An intentional disconnection without a proper and explicitly stated reason.

8.1.1.8 OOL Discretion. Any other further act, failure to act, or behaviour which, in the sole judgement of OOL officials, violates these Rules and/or the standards of integrity established by OOL for competitive gameplay.

8.1.2 Profanity and Hate Speech
A Team 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.

8.1.3 Disruptive Behaviour / Insults
A Team Member may not take any action or perform any gesture directed at an opposing Team Member, or incite any other individual(s) to do the same, which is insulting, mocking, disruptive or antagonistic.

8.1.4 Abusive Behaviour
Abuse of OOL officials or opposing Team Members will not be tolerated. Team Members must treat all individuals attending a match with respect.

8.2 Unprofessional Behaviour

8.2.1 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.

8.2.2 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.

8.2.3 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.

8.2.4 Discrimination and Denigration

Team Members 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 colour, 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.

8.2.5 Player Behaviour Investigation

If OOL or Riot determines that a Team or Team Member has violated the Summoner's Code, the LoL Terms of Service, or other rules of LoL, OOL officials may assign penalties at their sole discretion. If an OOL official contacts a Team Member to discuss the investigation, the Team Member is obligated to tell the truth. If a Team Member withholds information or misleads an OOL official creating an obstruction of the investigation then the Team and/or Team Member is subject to penalties.

8.2.6 Bribery

No Team Member may offer any gift or reward to a player, coach, manager, OOL official, Riot Games employee, or person connected with or employed by another team for services promised, rendered, or to be rendered in defeating or attempting to defeat a competing team.

8.2.7 Gifts

No Team Member 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 team or services designed to throw or fix a match or game. The sole exception to this rule shall be in the case of performance-based compensation paid to a Team Member by a team's official sponsor or owner.

8.2.8 Non-Compliance

No Team Member may refuse or fail to apply the reasonable instructions or decisions of OOL officials.

8.2.9 Match-Fixing

No Team Member 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.

8.3 Association With Gambling

No Team Member or OOL official may take part, either directly or indirectly, in betting or gambling on any results of any game, match or tournament.

8.4 Subjection to Penalty

Any person found to have engaged in or attempted to engage in any act that OOL 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 of the OOL.

8.5 Penalties

Upon discovery of any Team Member committing any violations of the rules listed above, the OOL may, without limitation of its authority under Section 8.4, issue the following penalties:

8.5.1 Verbal Warning(s)

8.5.2 Loss of Side Selection for Current or Future Game(s)

8.5.3 Loss of Ban for Current or Future Game(s)

8.5.4 Prize Forfeiture(s)

8.5.5 Game Forfeiture(s)

8.5.6 Match Forfeiture(s)

8.5.7 Suspension(s)

8.5.8 Disqualification(s)

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

8.6 Right to Publish

Riot shall have the right to publish a declaration stating that a Team Member has been penalized. Any Team Members and/or team which may be referenced in such declaration hereby waive any right of legal action against the Riot Games, Inc., and/or any of their parents, subsidiaries, affiliates, employees, agents, or contractors.

9. Spirit of the Rules

9.1 Finality of Decisions

All decisions regarding the interpretation of these rules, player eligibility, scheduling, tournament format and penalties for misconduct, lie solely with assigned tournament officials, the decisions of which are final.

9.2 Rule Changes

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

9.3 Best Interests of the OOL

Riot officials at all times may act with the necessary authority to preserve the best interests of the OOL. This power is not constrained by the lack of any specific language in this document. Riot 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 OOL.