



# **Baltic Playground Rulebook**

# 1. Introduction and Definitions

## 1.1. Organizer

Baltic Playground is a tournament organized by Fantasyexpo sp. z o.o (limited liability company), with its registered office in Wrocław Prosta 36, 53-508 Wrocław, entered into the Register of Enterprises of the National Court Register kept by the District Court of Wrocław-Fabryczna in Wrocław, VI Commercial Division of the National Court Register under KRS number: 0000496522 (National Court Register No.), having the share capital in the amount of PLN 10,000.00, having the number NIP (Tax ID No.): 8971796193, and REGON (Statistical ID No.): 022340859.

## 1.2. First Contact Person

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## 1.3. Right of modification

The organizer of the "Baltic Playground" tournament (the "Tournament") reserves the right to make changes to the regulations only for important reasons and provided that this does not deteriorate the conditions of participants in the Tournament, in particular: changing the law, preventing abuse or improving the provision of services. Any changes to the regulations will be announced three days in advance via email.

## 1.4. Best Interest of Tournament

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

## 1.5. Finality Decision

All decisions regarding the interpretation of these rules, Player eligibility, scheduling and staging of the Tournament and penalties for misconduct, lie solely with the Tournament, the decisions of which are final.

## 1.6. Character of the Tournament

The Tournament is not a game of chance, a mutual bet, a promotional or audio text lottery, the outcome of which depends on luck.

## **1.7. Competition**

These rules will apply to each of the Teams who have qualified to play in Baltic Playground at every stage of competition. These rules also apply to the Team Managers & Team Members and other employees.

## **1.8. Team and Team Representative**

A Team is an Esports Organization or Team without organization operating in the Competition under a specific name and logo. The team consists of a minimum of five players, a maximum of seven (five players are the main team, two players are reserve players) and people appointed as managers and coaches.

## **1.9. Streaming Regulations**

Broadcast rights are available for league participants, the only obligation is to add the Baltic Playgrounds logo in the game and set the delay to 60 seconds.

Logotype and additional graphics can be obtained from the organizer.

Rights are closed from the playoff phase and promotional tournaments - then the organizer decides who can broadcast the game.

Other people from outside the league, if they want to stream selected matches - they must contact the organizer.

# **2. General Provisions**

## **2.1. Eligibility Requirements**

To be eligible to compete in the Baltic Playground, each Player must meet all the following conditions.

### **2.1.1. Player Age**

2.1.1.1. No Player shall be considered eligible to participate in Baltic Playground before having lived 15 full years. This shall not prevent Teams from signing Free Agents who have lived 15 full years, granted that they may not participate in an ERL Match until they have lived 16 full years.

2.1.1.2. Additionally, players younger than the age of majority in their country of residence must receive parental permission to participate in Competition in writing.

### **2.1.2. Residency & Representation**

2.1.2.1. The countries included in the competitive area of the ERL are Poland, Lithuania, Estonia and Latvia, Ukraine, Georgia, Israel.

A Player can be an IMP Resident and an LTR simultaneously.

2.1.2.2. LTRs are defined as players who have fulfilled one or more of the following criteria:

- The player has legally resided and been primarily present in the competitive area of the ERL for no less than 36 out of the last 60 months immediately prior to their participation in the first game of the applicable competition.
- The player has legally resided and been primarily present in the competitive area of the ERL for no less than 36 out of the last 60 months 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.
- 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.

- 2.1.2.3. 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.
- 2.1.2.4. 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.
- 2.1.2.5. A Player may only be an LTR of a single ERL at any point in time. A player will not be considered a representative until they have declared themselves as an LTR to the respective ERL.
- 2.1.2.6. Players are not required to claim LTR status and may choose to remain a Non-Representative despite being eligible.
- 2.1.2.7. In order to be deemed a Resident, a Player must qualify under two possible scenarios:
- 2.1.2.7.1. Provisional Non-Residents:**  
A Provisional Non-Resident is a current Non-Resident who has begun accruing time towards becoming a Resident. A Provisional Non-Resident can become a Resident if the Player has legally resided and been primarily present in the region for no less than 48 months out of the last 72 months immediately prior to such Player's participation in the first Game of the applicable competition.
- 2.1.2.7.2. New Non-Residents:**  
A New Non-Resident is a Player who was not on the Roster of a Team in the Professional or Accredited League nor relocated to that region for the goal of training in those Leagues between May 11th, 2015 and August 1st 2016. After that date, a Player will be considered a New Non-Resident and unable to obtain residency only by staying within the region for 8 out of the last 12 Splits.  
A New Non-Resident Player must obtain lawful permanent resident status in the region the Player participates in.  
A Player may only be a Resident of a single region at any point in time. Upon joining a Team's Roster, a Player will be considered a Non-Resident until and unless they declare themselves a Resident and meet the standards set forth in this rule. A Player who has lawful permanent resident status in multiple regions cannot be a Resident of two regions simultaneously per this rule. Once a Player declares residency in one region in which they are eligible, in order to switch residency to the other region, they must have participated in at least 50% of Regular Season Matches of their Team within that region in its most recent Split.  
Players may prove Residency and LTR eligibility 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 or LTR 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.

## **2.2. Player & Team Eligibility**

- 2.2.1. If a player has played more than 50% of eligible regular season games in a professional league in at least two out of the last three completed splits, then they will be considered a "Veteran" player.
- 2.2.2. Players who played in thirteen or more LEC Matches in the current split are ineligible to participate in Baltic Playground.
- 2.2.3. Players contracted to a non-LEC organization in any Professional League, as defined by their ability to qualify for the World Championship Event (LCS, LCK, LPL, LMS etc.), are strictly forbidden from engaging in a Baltic Playground.

## **2.3. No Related Company Employees**

- 2.3.1. Team Owners and Team employees may not be employees of Riot Games Inc. ("RGI") or League of Legends eSports Federation LLC or Fantasyexpo Sp. z o.o any of their respective affiliates. "Affiliate" is defined as any person or other entity which owns 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.

## **2.4. Communication**

- 2.4.1. Players are required to communicate in the event of a problem during qualification on the discord designated by the organizer - <https://discord.gg/4MSvcMdUPz>
- 2.4.2. During the league phase, teams are obliged to be on the discord designated by the organizer. The link to the discord will be sent by the organizer to the team captain after the end of the qualification.

# **3. Rosters**

## **3.1. Roster Requirements**

- 3.1.1. Teams will be required to have a minimum of two Locally-Trained Representatives (LTR) and three EU Residents (IMP) on their Starting Line-up at all times.
- 3.1.2. Teams shall keep three out of five players in their Starting Lineup at all times from their Baltic Playground roster who played in the most recent match the Team participated in.
- 3.1.3. A Team Member will not be allowed to compete for more than one Organization simultaneously and cannot be listed on the Roster of more than one Team.
- 3.1.4. A Team Member cannot have a contractual or financial arrangement with another Team unless explicitly allowed by the League in writing.
- 3.1.5. A Team Member is only allowed to compete for the one Organization they have a contract with. 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 Tournament Officials. A Team Member cannot have a contractual or financial arrangement with another Team unless explicitly allowed by the League in writing. To clarify, loans are not allowed.
- 3.1.6. 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 Qualifier, each Team must submit their Rosters. If a Team Manager intends to modify a Roster, the Team Manager must submit requests in compliance with these rules.

## **3.3. Substitutions**

- 3.3.1. Player substitutions have to result in Teams having eligible Rosters.
- 3.3.2. A team may substitute a player within a match (i.e. between games of a best-of-three or best-of-five) or between games in the best-of-one rounds given any of the teams participating is playing back to back games.
- 3.3.3. In the event of an emergency, a Team may be given extra time to find an immediate Substitute from their Roster for a Game. If a replacement cannot be found, the Team will forfeit. League Officials will determine if an event qualifies as an emergency.

## 4. Baltic Playground Format

The rules and regulations governing all aspects of the Tournament's format and qualification mechanisms are set out in the Tournament Mechanics & Qualifications Regulations at Appendix 1.

### 4.1. Glossary

- 4.1.1. **Game.** An instance of competition on the Summoner's Rift map in League of Legends which is played until a winner is determined by whichever of the following occurs first: (1) Destruction a Nexus (2) Surrendering (3) Forfeiting.
- 4.1.2. **Match.** A set of Games which is played until one Team wins a majority of total Games. The winning Team will either receive a win tally in the League format or advance to the next round in the tournament. In the "Best of One", the terms Game and Match can be used interchangeably.
- 4.1.3. **Split.** Scheduled league play that will occur over an approximately three-month period of time.

### 4.2. Open Qualifiers Format

- 4.2.1. Open Qualifiers are split into three Tournaments.
- 4.2.2. During the qualification phase, we use accounts on the **EUNE** server.
- 4.2.3. An unlimited number of teams will play matches in Single Elimination ladder in Best of One format, with the exception of the final which will be played in Best of Three format.
- 4.2.4. In Open Qualifiers, the right to choose a side will be given to the team with the higher seed (e.g. seed #1 is higher than seed #23). In the finals, the Team with the higher seed will have the right to choose a side in Game 1, the Team with the lower seed will have the right to choose a side in Game 2. If it is required to play a 3rd Game in a given Best of Three, the right to choose a side will be given to the Team that won its game faster.
- 4.2.5. Promotion to the Baltic Playground 2023 Season will be awarded to the winners of each qualifier tournament.
- 4.2.6. Full schedule of matches and match pairs will be made available via the [tournament page](#) on the day of the Qualifiers.
- 4.2.7. In addition, all information related to the qualification tournaments will be posted on the Army website or Discord server: <https://discord.gg/4MSvcMdUPz>

### 4.3. League Format

- 4.3.1. Each Team will face each Team in two Best-of-1s per Split.
- 4.3.2. In the League stage, we use accounts on the **EUNE** server.
- 4.3.3. During the Regular Season, the teams will be given the right to choose a side in the match, while ensuring that in a match with the same opponent, each team will be able to select the side once.
- 4.3.4. Standings in the League will be determined by the number of Matches won.
- 4.3.5. A full schedule of dates and Matches will be provided by the Baltic Playground Officials.

### 4.3.6. Play-offs Format

- 4.3.7. This phase consists of a double elimination bracket tournament among the top four Teams from the League, seeded according to their League standings.
- 4.3.8. This stage can take place both online and offline depending on the organizer's decision. The teams will be informed about the final decision no later than 10 days before the scheduled start.
- 4.3.9. All Play-off Matches will be played in the **Best of Five** format.

### 4.4. Tiebreakers

- 4.4.1. When used herein, the total game victory time ("Total Game Victory Time") shall be considered the total amount of time it took a team to win their games against all other teams in the tiebreaker. In any situation where the Total Game Victory Time between tied teams is identical,

the Total Game Victory Time shall be substituted by the total amount of game time it took a team to win all of their games in the applicable Split.

- 4.4.2. If two Teams have the same match winning percentage, the first tie-breaker is head-to-head records. If one Team has won more than 50% of the matches between the two teams, they shall be declared the winner of the tie-breaker and will be awarded the higher seeding. If the two Teams have identical head-to-head records (as defined as each team winning 50% of matches between the two Teams), then said teams will play one tiebreaker game to determine the final standings.
- 4.4.3. 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 one or more Teams have won/lost more than 50% of the Matches in aggregate against every Team in the tiebreaker, they are automatically granted the higher/lower place(s) available in the tiebreaker, and a new tiebreaker is declared amongst the remaining Teams. If no single team owns a winning or losing record against all other teams the following rule will be applied.
- 4.4.4. **3-way-tie.** A single round-robin will be played among the three Teams. If this does not result in hierarchical standings of Teams, then the three Teams will be drawn into a single elimination bracket where the Team with the lowest Victory Time from the single round-robin tiebreaker games has a bye into the finals.
- 4.4.5. **4-way-tie.** The Teams will be drawn into two first-round matches (Game 1 and Game 2) based on their Victory Time. The winners of Game 1 and Game 2 will then face off in Game 3 while the losers face off in Game 4. The winner of Game 3 will be awarded the highest standing being decided by the tiebreaker, and the loser of Game 3 will be awarded the next highest standing being decided by the tiebreaker. The winner of Game 4 will be awarded the next highest standing being decided by the tiebreaker and the loser of Game 4 will be awarded the lowest standing being decided by the tiebreaker.
- 4.4.6. **5-way-tie.** The Teams will be drawn into a single-elimination bracket based on their Victory Time, where there is a play-in between the two Teams with the highest Victory Time for the fourth semi-final spot. The tournament will require a 3rd-place Game to determine 3rd/4th place.
- 4.4.7. **6-way-tie.** The Teams will be drawn into a single-elimination bracket based on their Victory Time, where the two Teams with the lowest Victory Time have a bye into the semi-final round. The tournament will require a 3rd-place Game to determine 3rd/4th place.
- 4.4.8. All tiebreaker games will be played as single Best of 1 Games.
- 4.4.9. For all tiebreaker-games the right for side selection will be determined by the lower Victory Time.
- 4.4.10. If the Victory Time is identical for multiple Teams, the hierarchy will be determined by a coin flip.
- 4.4.11. Tiebreaker games will not be played if their outcome will not have any competitive implications.

#### **4.5. Promotion and Prizes.**

- 4.5.1. **The two best teams will advance to the regular promotional tournament (Summer Split). The winning teams must keep 2/5 players from the Spring Split.** (The organizers will decide about these slots and what will happen to them in Summer Split).
- 4.5.2. **Place 3-6 after the league phase will keep a slot for the Summer Split. The teams must keep 3/5 of players from the spring division.**
- 4.5.3. **Places 7-8 from the spring round are eliminated from further competitions. As part of this, there will be two qualifying rounds for a summer split.**
- 4.5.4. The person entitled to receive the Prize may be obliged to present an identity document to the person delivering the prize to confirm his/her identity.
- 4.5.5. Failure by any participants to the conditions set out in this section under item 4.5.1. or applicable Polish law, shall result in an automatic cancellation of its participation. The Organizer reserves the right to: (i) block the participant's account; or (ii) exclusion of the

participant from participation in the Promotion in the case of participants whose actions are contrary to these Regulations (e.g. cheating on game) or harm the image of the Organizer.

- 4.5.6. The Organizer is entitled to change the provisions of these Promotion rules, unless this affects the deterioration of the conditions of participation in the Promotion.
- 4.5.7. In case of doubts as to whether the participant has met all the requirements contained in this section, the Organizer has the right to refrain from issuing the prize until the participant proves that he has met all the requirements contained in this section.

## **5. Match Process**

### **5.1. Hardware**

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 DDOS and other computer protection. Exclusive responsibility for protection will fall upon the Players and Teams. Additionally, the stability of the Player's hardware and internet connection are the responsibility of the Player.

### **5.2. Patch**

Matches during the Baltic Playground will be played on the respective patch available on the Live Server.

Champions which have not been available on the live server for more than two weeks will be automatically restricted. Champions that have undergone reworks will be enabled at the sole discretion of the League.

### **5.3. Punctuality**

During the tournament stages all Teams are required to be fully ready for their Matches in the respective Game Lobby no later than 10 minutes after the official Game Time.

If a Team is not fully ready at the aforementioned time, the following penalties apply:

- Not ready 10 minutes after Game Time - Forfeit of the Game
- Not ready 20 minutes after Game Time - Forfeit of the following Game (if applicable)
- Not ready 30 minutes after Game Time - Forfeit of the following Game (if applicable)

If a Team or any of their Players does not show up in time for any of their Matches, as defined by the aforementioned rule, due to a force majeure, Teams must inform League Officials immediately. League Officials may postpone, suspend or cancel the Game or Match at their sole discretion.

### **5.4. Placeholders**

Placeholders are permitted, however teams must inform their opponents of this via in-game chat.

### **5.5. Pause**

Teams may pause the game for a maximum of 15 minutes over the course of a single Game, or 30 minutes over the course of a Match. League Officials may order or execute a pause of a Game at the sole discretion of the Tournament Officials.

Players may only pause a Game immediately following an Unintentional Disconnect, hardware/software malfunction or physical interference.



If a Player pauses a Game without a valid reason as outlined above, or un-pauses a Game without permission from a League Official, it will be considered unfair play and penalties will be applied at the discretion of the League.

## **6. Code of Conduct**

### **6.1. Competitive Integrity**

- 6.1.1. Teams are expected to play at their best at all times within any 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 Tournament. Examples below are listed for illustrative purposes only:
- 6.1.2. Collusion, which is defined as cooperation or conspiracy to cheat or deceive others. The cooperation or conspiracy can occur among Players, 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 Players 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 Player.
  - Deliberately losing a Game for compensation, or for any other reason, or attempting to induce another Player to do so.
- 6.1.3. Hacking, which is defined as any modification of the League of Legends game client.
- 6.1.4. Exploiting, which is defined as intentionally using any in-game bug to an advantage.
- 6.1.5. Ringing, which is defined as playing using another Player's account or solicitation to do so.
- 6.1.6. The use of any kind of cheating device and/or cheat program, or any similar cheating method.
- 6.1.7. Intentional disconnect without a proper and explicitly-stated reason.
- 6.1.8. Any other act which violates these rules and/or standards established by the Tournament.
- 6.1.9. 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, in or near the Match Area, 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.
- 6.1.10. 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.
- 6.1.11. 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.
- 6.1.12. 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 Coach during the Pick-&-Ban Phase.

### **6.2. Competitive Integrity**

- 6.2.1. 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.

- 6.2.2. 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.
- 6.2.3. 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.
- 6.2.4. Team Managers/Members may not offend the dignity or integrity of a country, private person or group of people through contemptuous, discriminatory or denigrating 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.
- 6.2.5. Team Managers/Members 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 interests of the League, Riot Games or its affiliates, or League of Legends, as determined in the sole and absolute discretion of the Tournament.
- 6.2.6. If the League or Riot Games determine that a Team, Team Manager or Team Member has violated the Summoner's Code, the League of Legends Terms of Use, or other rules of League of Legends, League Officials may assign penalties at their sole discretion. Furthermore, if a Team Manager/Member has committed rules violations, League Officials reserve the right to impose additional sanctions on that Team Manager/Member's Team if it determines the Team was complicit or otherwise associated with the misconduct in question. If a League Official contacts a Team Manager/Member to discuss the investigation, the Team Manager/Member is obligated to tell the truth. If a Team Manager/Member withholds information or misleads a League Official creating an obstruction of the investigation then the Team Manager, Team Member and/or Team is subject to punishment.
- 6.2.7. A Team Manager/Member 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.
- 6.2.8. A Team Manager/Member may not disclose any confidential information provided by the League or any affiliate of Riot Games, by any method of communication.
- 6.2.9. No Team Manager/Member may be involved with the offering, giving, acceptance, or receipt of a bribe, gift, or any type of consideration, financial or otherwise, that could result in the improper influencing or manipulation of any esports tournament or match globally or any portion or aspect of such competition. Performance-based compensation paid to a Team Manager/Member by a Team's official sponsor or owner is permitted under this rule.
- 6.2.10. No Team Manager/Member may refuse or fail to apply the reasonable instructions or decisions of Officials.
- 6.2.11. No Team Manager/Member may engage in any action that could improperly influence or manipulate any esports tournament or esports match globally or any portion or aspect of such competition. Additionally, no Team Manager/Member or Official may instruct, permit, cause, or enable other individuals to engage in such actions.
- 6.2.12. Documentation or other reasonable items may be required at various times throughout the League Season as requested by Officials. If the documentation is not completed to the standards set by the League, then a Team may be subject to penalties. Penalties may be imposed if the items requested are not received and completed at the required time.
- 6.2.13. No Team Manager/Member may engage, nor attempt to engage, in any legal or illegal gambling activity relating in any way to any global esports tournament or event. This rule applies to all esports gambling activities including, without limitation, those available in any physical retail location or those conducted via the internet. Gambling activity is defined as placing anything of value – including real currency, virtual currency, or other digital assets – at risk in connection with a bet or wager. Additionally, no Team Manager/Member, League Official, or Riot Games employee may instruct, permit, cause, or enable other individuals to engage, nor attempt to engage, in any legal or illegal gambling activity relating in any way to any global esports tournament or event.

- 6.2.14. No Team Manager/Member may take part, either directly or indirectly, in any legal or illegal season-long or daily fantasy contests related to any esports tournament or match globally which rewards anything that has real-world value, monetary or otherwise. Fantasy contests or daily fantasy contests are defined as any online or peer-to-peer contests in which the real-world performance of esports participants determines the virtual performance and/or point total of a fictional team assembled by game participants.
- 6.2.15. No Team Manager/Member may request or disclose, directly or indirectly, any nonpublic information that could potentially provide an advantage in gambling activities to any person that does not have a legitimate need to know such non-public information. Individuals may violate this provision whether they know or reasonably should know that the non-public information in question could be used for the purposes of gambling activity. Examples of such information include, but are not limited to, team lineups, transactions, team strategy, schedule changes, and the results of pre-recorded matches that are broadcast or live streamed to audiences at a later date. Similarly, no Team Manager/Member, League Official, or Riot Games employee may request or support any such provision of knowledge or other information, whether for their own gain or for the gain of others.
- 6.2.16. All individuals subject to these rules are under a duty to report to Riot Games and the League, without undue delay and unprompted at the first available opportunity, via email, any witnessed, attempted, suspected, or known violation of these rules. Individuals are obligated to report such activity whether they were directly involved in the matter or should have reasonably been aware of the matter. Failure to report such information constitutes a rules violation in itself.  
Retaliation against any individual who, in good faith, reports such a matter is strictly prohibited.

### **6.3. Penalties**

- 6.3.1. Any person found to have engaged in or attempted to engage in any act that the Tournament 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 Tournament.
- 6.3.2. Upon discovery of any Team Manager/Member committing any violations of the rules, the League may issue the following penalties:
- Verbal Warning
  - Loss of Side Selection for current or future Game(s)
  - Loss of Ban(s) for Current or Future Game(s)
  - Fine(s) and/or Prize Forfeiture(s)
  - Game and/or Match Forfeiture(s)
  - Suspension(s)
  - Disqualification(s)
- 6.3.3. Repeated infractions are subject to escalating penalties, up to, and including, disqualification from future participation in the League. It should be noted that penalties may not always be imposed in a successive manner. The League, in its sole discretion, can disqualify a Team Manager, Team Member or Team for a first offense if the action of the Team Manager, Team Member or Team is deemed egregious enough to be worthy of disqualification by the League. Penalties that state a listed amount of time for discipline will only apply to competitive months. Competitive months are defined as the months in which League of Legends' professional competition is taking place.

6.3.4. **Missing two matches in the league phase** (lack of intercession) is associated with a penalty in the form of suspension from further competitions. After contacting the tournament organizer, it is possible to unblock the team for the next part of the tournament.

In addition, the organizer reserves the right to completely disqualify a team that repeatedly resigns from its matches.

## 7. Privacy Policy

7.1.1. The administrator of personal data provided by the Participants during the tournament is the Organizer, Fantasyexpo Sp. z o.o., with headquarters in Wrocław, Prosta 36, 53-508 Wrocław.

7.1.2. The personal data administrator informs that:

7.1.2.1. Personal data of the Tournament Participant are processed by the Administrator in accordance with generally applicable laws only for the purpose of the organization of this contest, i.e. to accept applications to the Tournament, determine the law of a given participant to obtain a prize, the issue of award and perform the necessary legal obligations to Organizer in connection with the organization of the Tournament.

7.1.2.2. Personal data shall be processed in accordance with Regulation 2016/679 of the European Parliament and of the Council of 27 April 2016 on the protection of individuals with regard to the processing of personal data and on the free movement of such data and repealing Directive 95/46/EC and generally applicable regulations.

7.1.2.3. Providing personal data by the Participant is voluntary, but necessary to participate in the Tournament.

7.1.2.4. The Participant is entitled to:

7.1.2.4.1. The right to access the personal data provided.

7.1.2.4.2. The right to request rectification, deletion or limitation of the processing of the personal data provided.

7.1.2.4.3. The right to object to the processing of the personal data provided.

7.1.2.4.4. The right to request the transfer of the personal data provided.

7.1.2.4.5. The right to withdraw consent to the processing of the personal data provided at any time, which will not affect the lawfulness of their processing, which was made on the basis of consent before its withdrawal.

7.1.2.5. The Participant may submit declarations of the above in writing to the Organizer's address.

7.1.2.6. The Participant has the right to lodge a complaint with the supervisory body competent for the protection of personal data, if the Participant considers that his personal data are processed in violation of the provisions.

7.1.2.7. Participant's personal data may be transferred by the administrator to other entities in order to fulfill the obligations of the Tournament Organizer resulting from these Regulations and applicable law, i.e. entities providing service and technical support for applications, IT systems and / or website in which are personal data of Tournament Participants, postal operators / carriers, as well as entities providing legal and accounting services to the organizer.

7.1.2.8. Participants personal data will be stored until the expiry of any claims of Participants related to the contest, however, the Winners' personal data may be stored for the period provided for the purposes of reporting required by law.

7.1.2.9. Personal data of contest participants will not be transferred to a third country, i.e. outside the European Economic Area.

7.1.2.10. Participants personal data will not be processed in an automated manner, including in the form of profiling.

# 8. Appendix 1: Tournament Mechanics & Qualifications Regulations



