



2020 Howling eSports League Official Rules

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Introduction and purpose

These official rules of the Howling eSports League (henceforth referred to as the “HeL”) apply to each of the Teams who have qualified to play in the HeL in 2020. These rules also apply to the Teams’ Team Managers & Team Members and other employees but apply only to official League play and not to other competitions, tournaments or organized play of League of Legends.

Howling eSports, association registered in the Republic of Croatia, has established these rules for the competitive play of League of Legends in order to unify and standardize the rules used in the Howling eSports League 2020.

These official rules are designed solely to ensure the integrity of the system established by the HeL officials for professional play of League of Legends and a competitive balance among the teams that play at the professional level. Standardized rules benefit all parties who are involved in the amateur, semi-professional and professional play of League of Legends, including the Team Managers, Team Members and Teams.

The terms of engagement between Team Managers, Team Members and Teams are left to each of the Teams and its Team Managers/Members.

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 HeL match before having lived 16 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 HeL match until they have lived 16 full years.
- 1.1.2. Any player not having lived 18 full years must have signed permission from a legal guardian to participate in the League.

1.2. Residency and Representation

- 1.2.1. Teams will always be required to have a three EU Residents on their starting lineup.
- 1.2.2. In order to be deemed a Resident, a Player must qualify under two possible scenarios:
 - 1.2.2.1. **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.
 - 1.2.3. Players may prove Residency and 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 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.

1.3. Account Vetting

- 1.3.1. Prior to a player being deemed eligible to participate in the HeL, Teams must submit details of ONE active League of Legends account that is going to be used in League, including user/summoner name and server region, to League Officials. Failure to do so may result in penalties.
- 1.3.2. League Officials will analyze the Player's behaviour record across account on the live server and determine whether or not he is in line with the standards we expect from Players in the HeL.
- 1.3.3. League Officials will inform teams of their players eligibility upon completion of the vetting. This process may take up to 72 hours.
- 1.3.4. If a Player is deemed ineligible, a report containing information on why the Player did not pass vetting will be compiled. League Officials may share this report with the Team upon receiving written permission from the Player.

1.4. No HeS Employees

- 1.4.1. Team Owners and Team employees may not be employees of Howling eSports Inc. or HeL ENTITY HERE 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. Ownership

2.1. Ownership Restrictions

- 2.1.1. In order to preserve the integrity of official League play, the Team Managers, or affiliates thereof, shall not have an interest in more than one Team participating in a Howling eSports League, as defined below:

An "Interest" in or with a HeL Team means any of the following: (i) a direct or indirect financial interest in, or financial relationship with, such HeL Team, whether by legal or beneficial ownership, control, contractual relationship, loan agreement, or otherwise (including, for the avoidance of doubt, any buyback provision, right of first purchase, voting rights agreement, lien, deferred, reversion or security interest); or (ii) status as an officer, director, employee, stockholder, owner, affiliate, representative, agent, consultant, or

advisor of such HeL Team, or any other role whereby a person participates, directly or indirectly, in the financing, operation, marketing, or management of such HeL Team or its assets.

Notwithstanding the foregoing, it shall not be considered a violation of Rule 2.1.1 for a Team Manager to have ownership in a common entity or venture that is not a HeL Team, with another Team Manager (a “Common Undertaking”) that would otherwise constitute an Interest subject to this rule; provided, however, that such interests comprise (i) a solely passive ownership interest in less than ten percent of the capital stock of such Common Undertaking, (ii) such Team Managers do not undertake any operating role (including as an officer, director, employee, representative, agent, consultant, or advisor, etc.) with, and otherwise has no ability to control or exercise influence over such Common Undertaking, and (iii) such Team Manager has provided written notice to the League of such ownership in a Common Undertaking five business days in advance of such investment.

2.2. Recognition of Ownership

- 2.2.1. The league shall have the right to make final and binding determinations regarding Team ownership, issues relating to the multiple Team restriction and other relationships that may otherwise have an adverse impact on the competitive integrity of the HeL. Any person that petitions for ownership into the HeL can be denied admission at the sole discretion of the League. Team Owners agree that they will not contest any final determination of the League in connection therewith.
- 2.2.2. If an Owner is found to have any financial interest or benefit or any level of influence in another Team, the Owner will be required to immediately divest said interest in one of the two Teams and may be subject to punishment by the league.
- 2.2.3. Ownership of the team competing in HeL should be clearly indicated by the starting lineup or organization to HeL officials.

3. Rosters

3.1. Roster Requirements

- 3.1.1. Each HeL Team is required to maintain at least five Players across their Roster during the HeL.
- 3.1.2. A team's HeL Roster can have a maximum of eight players.
- 3.1.3. 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.
- 3.1.4. 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.
- 3.1.5. A Team Member cannot have a contractual or financial arrangement with another Team unless explicitly allowed by HeL in writing.

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 HeL Rosters. If a Team Manager intends to modify a 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, as soon as possible 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 Roster that was declared on this date.
- 3.2.2. The Team Member designated by the Team will be responsible for Roster management and document submissions. The Team Member is authorized to make changes to the Roster using one of the following methods: (1) Trading Players with other Teams; (2) Signing Free Agents; (3) Releasing Players from the Roster.
- 3.2.3. The designated Team Member may request to modify their Team's Roster. The request must be submitted to a League Official at least 72 hours before

the start of the Competition Week and its approval is at the sole discretion of the League.

3.2.4. Changes must be submitted to League Officials in writing and contain the following information: (1) Team's name (2) Head Coach's name (3) Players' name and position (4) Players' Roster status (5) Requested effective date.

3.2.5. All Roster modifications will be considered effective for the next Competitive Week upon approval by League Officials unless explicitly requested otherwise.

3.2.6. Teams are restricted from announcing any Roster changes needing League approval as final until they have been approved. However, announcements can state that the Roster change is under review from the League. This includes any acquisitions and re-signings to the same Organization.

3.3. Substitutions

3.3.1. A Team may substitute a Player between Games of a Match. The Team must notify a League Official and have the substitution approved, no later than 5 minutes after the conclusion of the previous Game.

3.3.2. In the event of an emergency, a Team will be given up to one hour 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.

3.3.3. Player substitutions have to result in Teams having eligible Rosters.

3.4. Coaches

3.4.1. Teams are required to register a Head Coach with the League (if they have one).

3.4.2. In the event of an emergency, the Team can designate an interim coach. Whether or not an event qualifies as an emergency is determined at the sole discretion of the League.

3.5. Summoner Names

3.5.1. Summoner Names and team names may not contain: vulgarities or obscenities; or derivatives of products or services that may create confusion.

3.5.2. Teams will be permitted a team tag of 2-4 characters to be added to the front of each Team's Name on the stream. These team tags must be a combination of uppercase letters and/or digits.

3.5.3. 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. 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.

4. Finance

4.1. Sponsors

4.1.1. A Team has the ability to acquire sponsors. Restrictions on sponsorship acquisition are defined by the applicable HeL rules. The Team is obligated to notify the League of the intended acquisition of a new sponsor before the acquisition is finalized. If the sponsorship is classified as a Prohibited Sponsorship, then the sponsorship may not be displayed by the Players during the use or play of League of Legends, adjacent to League of Legends related material.

4.1.2. The Team may only sell or manage sponsorships or brand elements for the Team which they are affiliated with.

4.1.3. No person or entity may hold the naming rights to more than one HeL Team at a time. A sponsor which holds naming rights to a Team may not sponsor other Teams in the League in any capacity. No person or entity acting as an owner, partial or total, or as a corporate officer for one Organization may sponsor a Team of a different Organization through themselves, a direct connection, another Organization they represent, or a proxy.

4.1.4. Teams cannot have multiple brand names in their Team name unless they comply with the naming restrictions set forth in the Team Name Sponsor Integration Policy.

4.2. Prize Money

Position:	Prize:
#1	750€
#2	500€
#3	250€

5. Additional Provisions

5.1. Publishing

- 5.1.1. The League shall have the right to publish a declaration stating that a Team Manager, Team Member and/or Team has been penalized. Any Team Manager, Team Member and/or Team that may be referenced in such declaration hereby waive any right of legal action against the HeL, Howling eSports, and/or any of their parents, subsidiaries, affiliates, employees, agents, or contractors for publishing such a declaration.

5.2. Finality of decisions

- 5.2.1. All decisions regarding the interpretation of these rules, Player eligibility and scheduling of the HeL and penalties for misconduct, lie solely with the League, the decisions of which are final.

5.3. Right of modification

- 5.3.1. These rules may be amended, modified or supplemented by the Howling eSports League, in order to ensure fair play and the integrity of official League play.

6. Format

6.1. HeL Regular Season(6th July to 20th August)

- 6.1.1. Each Team will face each team in two Best-of-1s.
- 6.1.2. The right for side selection during the Regular Season will be pre-selected by the League ensuring each Team will have side selection against every opposing Team once.
- 6.1.3. Standings in the League will be determined by the number of Matches won.
- 6.1.4. Schedule TBD.

6.2. HeL Play-Offs (22nd to 29th August)

6.2.1. This phase consists of a three-round seeded tournament among the top four Teams from the Regular Season. Teams are seeded according to their Regular Season standings based on their total points in League.

6.2.2. Round One:

- **Match 1:** The first seed will play against fourth seed.
- **Match 2:** The second seed will face up the third.

The match order for the first round may be changed at the discretion of the League and will be communicated to the Teams at its earliest convenience.

6.2.3. Round Two:

- **Match 3:** Losers of Match 1 and Match 2 are going to losers' bracket and face each other.
- **Match 4:** The winners of Match 1 and Match 2 will face each other in winning bracket.
- Team that lost Match 3 is eliminated from playoffs.

6.2.4. Round Three:

- **Match 5:** Loser of Match 4 will face Winner of Match 3.
- **Finals:** Winner of Match 5 will face Winner of Match 4.

6.2.5. In the HeL Play-Offs the higher seed will have side selection for the first Game in a series. For all Games after the first, the losing Team of the previous Game will have side selection.

6.2.6. Every match in HeL playoff will be played Best-of-three until finals. Finals will be played Best-of-five.

6.3. Tiebreakers

6.3.1. In the event that two Teams are tied in the standings at the conclusion of the Regular Season Split, the tie will be broken by their head-to-head record. If those Teams have an identical head-to-head record, the tie will be broken by wins in the second half of the Split, with the Team having more wins in the second half of the Split being granted the higher place. If after this the teams are still tied, the Teams will play a tiebreaker-game. Side selection will be awarded to the Team with the lower Victory Time in the Regular Season Games between those Teams.

6.3.2. 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 the Teams have an identical amount of Games won, the wins in the second half of the Split will be taken into account, with the Teams having more wins in the second half of the Split being granted the higher seeds. If after this the Teams are still tied, then the following structures will be used depending on the amount of Teams in the tiebreaker.

6.3.3. 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.

6.3.4. 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.

6.3.5. 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.

6.3.6. 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.

6.3.7. 7-way-tie: The Teams will be drawn into a single-elimination bracket based on their Victory Time, where the Team with the lowest Victory Time has a bye into the semi-final round. The tournament will require a complete loser's bracket to determine seeding for all slots.

6.3.8. 8-way-tie: The Teams will be drawn into a single-elimination bracket based on their Victory Time. The tournament will require a complete loser's bracket to determine seeding for all slots.

6.3.9. 9-way-tie: The Teams will be drawn into a single-elimination bracket based on their Victory Time, where there is a play-in-game between the two Teams with the highest Victory Time. The tournament will require a complete loser's bracket to determine seeding for all slots.

6.3.10. 10-way-tie: The Teams will be drawn into a single-elimination bracket based on their Victory Time, where there are two play-in-games between the four Teams with the highest Victory Time. The tournament will require a complete loser's bracket to determine seeding for all slots.

6.3.11. All tiebreaker-games will be played as single Best-of-1 Games.

6.3.12. Tiebreaker-games will be scheduled at the sole discretion of the League.

6.3.13. For all tiebreaker-games the right for side selection will be determined by the lower Victory Time throughout the Regular Season of the applicable Split.

6.3.14. If the Victory Time is identical for multiple Teams, the hierarchy will be determined by a coin flip.

6.3.15. Tiebreaker-games will not be played if their outcome will not have any competitive implications.

6.4. Submission of side selection

- 6.4.1. For Regular Season Games all Teams are required to submit their side selection 24 hours before the start of the Competition Week.
- 6.4.2. For Saturday's Regular Season Games all Teams are required to submit their side selection no later than 18 hours before the scheduled start of the first Match of the broadcast day or no later than 15 minutes after the conclusion of the last Game on the previous day, whichever is later.
- 6.4.3. For the first Game of a Match in Play-offs Teams are required to submit their side selection 24 hours before the scheduled start of the first scheduled Match of the broadcast day. In case an HeL Match occurs on the day on which the side selection is due, the side selection deadline will shift to 15 minutes after the conclusion of the last Game on that day.
- 6.4.4. For all other Games of a Match the Teams must notify a League Official of their side selection no later than 5 minutes after the conclusion of the previous Game. If no decision is submitted, selection will default to blue side.
- 6.4.5. For all tiebreaker-games side selection must be submitted five minutes after the conclusion of the game which determined the tiebreaker scenario.
- 6.4.6. League Officials can shift these deadlines at their discretion by informing affected Teams. If no decision is submitted in time, selection will default to blue side.

7. Match Process

7.1. Equipment

- 7.1.1. 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. 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.
- 7.1.2. 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 Howling eSports or HeL.

7.2. Clothing and Apparel (Stream interviews)

- 7.2.1. 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:
 - 7.2.1.1. Containing any false, unsubstantiated, or unwarranted claims for any product or service, or testimonials, the League considers unethical.
 - 7.2.1.2. Advertising any non-"over the counter" drug, tobacco product, firearm, handgun or ammunition.
 - 7.2.1.3. 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.
 - 7.2.1.4. 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.
 - 7.2.1.5. Advertising any pornographic website or pornographic products.

- 7.2.1.6. 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.
- 7.2.1.7. Disparaging or libeling any opposing Team or Player or any other person, entity or product.
- 7.2.2. Hats are not allowed.
- 7.2.3. 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.
- 7.2.4. The League reserves the right to refuse continued participation in the League in any moment to any Team Member who does not comply with the apparel rules.

7.3. Patch

- 7.3.1. Matches during the 2020 Season will be played on the respective patch available on the Live Server (Europe West). Changes to the competitive patch and champion availability will be at the sole discretion of the League.
- 7.3.2. Champions which have not been available on the live server for more than one week will be automatically restricted. Champions that have undergone reworks will be enabled at the sole discretion of the League.

7.4. Pick and Ban Phase

7.5. Game Start

7.6. Pause

7.7. Remake Procedure

7.8. Post-Game Process

7.9. Scheduling

- 7.9.1. The League may, at its sole discretion, modify the schedule of Matches. In the event of a schedule modification the League will notify all Teams at the earliest convenience.

8. Code of Conduct

8.1. Competitive Integrity

- 8.1.1. Teams are always expected to play at their best within any League Match and to avoid any behavior 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.
- 8.1.2. 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 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.
 - Conspiring to predetermine locations for Free Agents and/or conspiring to fix the salaries of contracts for Team Members and/or potential Team Members.
- 8.1.3. Hacking, which is defined as any modification of the League of Legends game client.
- 8.1.4. Exploiting, which is defined as intentionally using any in-game bug to an advantage.
- 8.1.5. Ringing, which is defined as playing using another Player's account or solicitation to do so.
- 8.1.6. The use of any kind of cheating device and/or cheat program, or any similar cheating method.
- 8.1.7. Intentional disconnect without a proper and explicitly stated reason.
- 8.1.8. Any other act which violates these rules and/or standards established by the League.

- 8.1.9. 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.
- 8.1.10. 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.
- 8.1.11. Abuse of League Officials, opposing Team Managers/Members, or audience members will not be tolerated.
- 8.1.12. Team Managers/Members must follow all instructions of League Officials.
- 8.1.13. 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-voice Coach only during the Pick-&-Ban Phase.

8.2. Responsibility under Code

- 8.2.1. Unless expressly stated otherwise, offenses and infringements of these rules are punishable, whether they were committed intentionally. Attempts to commit such offenses or infringements are also punishable.
- 8.2.2. 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.
- 8.2.3. 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.

- 8.2.4. 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.
- 8.2.5. 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, Howling eSports or its affiliates as determined in the sole and absolute discretion of the League.
- 8.2.6. Teams may receive or may be asked to submit paperwork for approval or visibility throughout the League Season. This paperwork is necessary for maintaining expectations throughout the League. Early announcements can disrupt the competitive scouting a Team would use to create strategies for upcoming Matches. For this reason, if a Team Manager/Member has been told not to release information, as it may undermine the competitive process, and the Team Manager/Member proceeds to release said information, then the Team Manager, Team Member and/or Team will be subject to penalties.
- 8.2.7. If the League or Howling eSports 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. 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.
- 8.2.8. 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.
- 8.2.9. 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.

- 8.2.10. No Team Manager/Member may offer or accept any gift or reward to a Player, Coach, Team Manager, League Official, Howling eSports employee, or person connected with or employed by another League Team for services promised, rendered, or to be rendered in defeating or attempting to defeat a competing Team. The sole exception to this rule shall be in the case of performance-based compensation paid to a Team Manager/Member by a Team's official sponsor or Owner.
- 8.2.11. No Team Manager/Member or Affiliate of a Team may solicit, lure, or make an offer of employment to any official Coach or Player who is signed to any League Team, nor encourage any such Coach or Player to breach or otherwise terminate a contract with said League Team. A Coach or Player may not solicit a Team to violate this rule. A Coach or Player may express publicly their desire to leave the Team and encourage any and all interested parties to contact their Manager. But the Coach or Player may not entice a Team directly to reach out to their Team Manager or attempt to violate their contractual obligations. Violations of this rule shall be subject to penalties, at the discretion of League Officials. To inquire about the status of a Coach or Player from another Team, Team Managers must contact a Team Manager of the Team that the Player and/or Coach is currently contracted with. The inquiring Team must provide visibility to League Officials before being able to discuss the contract with a Player.
- 8.2.12. No Team Manager/Member may refuse or fail to apply the reasonable instructions or decisions of League Officials.
- 8.2.13. No Team Manager/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.
- 8.2.14. Documentation or other reasonable items may be required at various times throughout the League Season as requested by League 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.
- 8.2.15. No Team Manager/Member or League Official may take part, either directly or indirectly, in betting or gambling on any results of any League of Legends tournament or Game/Match globally.

8.3. Penalties

- 8.3.1. Any person found to have engaged in or attempted to engage in any act that the League 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 League.
- 8.3.2. 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)
- 8.3.3. 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 HeL is taking place.
- 8.3.4. Infractions will be governed by the HeL Penalty Index and/or Global Penalty Index from Riot Games (https://esports-assets.s3.amazonaws.com/production/files/rules/Esports_Global_Penalty_Index.pdf)

9. Glossary and Exhibits

- 9.1. Coach Agreement in contract between an Organization and their Coach.
- 9.2. Competition Week is defined as the timeframe between the first scheduled HeL Match of a week and the first scheduled HeL Match of the next week.
- 9.3. HeL stands for Howling eSports League.

- 9.4. EU Competitive Region is defined as: Albania, Andorra, Austria, Belgium, Bosnia and Herzegovina, Bulgaria, Croatia, Cyprus, Czech Republic, Denmark, Estonia, Finland, France, Germany, Greece, Hungary, Iceland, Ireland, Italy, Kosovo, Latvia, Liechtenstein, Lithuania, Luxembourg, Macedonia, Malta, Monaco, Montenegro, Netherlands, Norway, Poland, Portugal, Romania, San Marino, Serbia, Slovakia, Slovenia, Spain, Sweden, Switzerland, United Kingdom (UK), Vatican City (Holy See).
- 9.5. Game is 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) Awarded Game Victory.
- 9.6. Gameplay Elements include but are not limited to Items, Champions, Skins, Runes, Summoner Spells.
- 9.7. Intentional disconnect is a Player losing connection due to the Player's actions. Any actions of a Player leading to a disconnect are considered intentional, regardless of actual intent of the Player.

9.8. Prohibites Sponsorship

.The following is a non-exhaustive list of prohibited sponsors:

- Any other video game, other video game developer, or publisher
- Any video game consoles
- Any esport or other video game tournament, league, or event
- Any other esports team, owner, or affiliate thereof
- Any prescription drugs
- Firearms, ammunition or firearm accessories
- Pornography or pornographic products
- Tobacco products or paraphernalia
- Betting or gambling providers (bookmakers and betting sites)
- Non-beer/wine Alcohol products (including non-alcoholic beverages marketed by alcohol companies) or other intoxicants the sale or use of which is regulated by Applicable Law
- Sellers of or marketplaces for virtual items known to be counterfeit or illegal
- Seller of or marketplaces for goods or services that violate the LoL Game Terms of Use
- Fantasy esports operators (including daily fantasy)
- Political campaigns or political action committees
- Charities that endorse particular religious or political positions, or are not reputable (by way of example, Red Cross, Stand-Up to Cancer and other similar mainstream charities would be considered reputable)

- Cryptocurrencies, or any other unregulated financial instruments or markets
- Beer and wine products

9.9. Match is 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.

9.10. Organization is entity owning the team.

9.11. Player agreement is the contract between an organization and their player.

9.12. Referees are League Officials who are responsible for making judgments on every match-related issue, question and situation which occurs before, during, and immediately following a Match.

9.13. Roster is the sum of a team's active rosters, substitute rosters and reserve rosters.

9.14. Server crash is when all players losing connection due to an issue with a game server.

9.15. Starter is a player on the starting lineup.

9.16. Starting lineup are five players actively participating for a team in a given game.

9.17. Substitute is a player who is on a team's substitute roster.

9.18. Team manager is a Team's Owner, Co-Owner, General Manager or other Manager.

9.19. Team member is a player or coach of a team.

9.20. Unintentional disconnect is when player lose connection due to issues with the game client, platform, network or PC.

9.21. Victory time is the time it took a team to win their games in aggregate against all other teams in the tiebreaker.

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