

Riot Games Oceania
Season 2014 Rules
Oceanic Regionals Autumn

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1. Player Eligibility

To be eligible to compete in the Oceanic Regional Qualifiers or Oceanic Regional finals players must meet the following conditions:

1.1 Player Age

Players must be 17 years of age or older. Any persons under 17 years of age is ineligible to compete

1.2 No Riot Employees

No player can be an employee of Riot Games or can have been employed by Riot Games in a 6 month period prior to any qualifier date

1.3 Multiple regions

Players must not be playing in events that are part of the World Championship circuit in another region such as, but not limited to, the LCS, LPL, GPL, Champions or any event tied to the Wildcard tournament in a non-Oceanic region

1.4 Oceanic Residents

Players must be a resident of an Oceanic country at the time of qualification, and must remain as one for the duration of each split

2. Payments to teams and Players

2.1 Team Prizes

Teams that qualify for the main tournament are eligible for prizes based on their performance. Riot will make arrangements to distribute the prizes at their discretion. Prize amounts are as follows:

Champion: \$16,000

Runner Up: \$9,000

3rd: \$5,000

4th: \$5,000

5th: \$2,500

6th: \$2,500

7th: \$2,500

8th: \$2,500

2.2 Compensation

Teams are not entitled to any compensation for playing in the tournament

3. Team Eligibility and Roster Rules

3.1 Team Eligibility

Teams are eligible for the Oceanic Regional Qualifier by qualifying through our respective partner events and the qualification process they set. The partner events and their qualification spots are as follows:

Season 3 Oceanic Championship (Riot Games): 1
Australian Cyber League Qualifier (Australian Cyber League): 2
ESL Oceania Qualifier (ESL Oceania): 2
Cybergamer Qualifier (Cybergamer): 2
Challenger 5v5 Ranked ladder Qualifier (Riot Games): 1

Any player that is on the roster of a qualified team may not participate in any other qualifier event.

3.2 Roster Requirements

Teams are required to maintain, at all times during the tournament, one General Manager (“GM”), 5 Players in the starting lineup (“Starters”) and a maximum of 2 Substitutes (“Reserves”) (Collectively the “Active Roster”). No individual may hold multiple positions on an “Active Roster” and no individual can be on multiple teams. Changes to the active roster are described in 3.3 and 3.4 below.

Once a team has qualified they must submit to Riot Games their roster, which must include 3 of the players that played in the qualifying tournament.

3.3 Substitutions

Teams may use their “Reserves” for a game provided they give a 24 hour notice to the Tournament Admin of the roster change, and again to the game referee on the day of the game. The team must provide their full 5 man lineup for a game should they use a substitute. Substitutions may not happen between games of the same match.

3.4 Roster Changes

Teams may change their roster during the tournament provided they maintain 3 of the “Starters” that passed through the qualification process. If at any point the team does not have 3 “Starters” from their qualifying team on their Starting Lineup, they will be disqualified from the event.

3.4.1 Roster Change Eligibility

Players are only eligible to join a team after the tournament has begun provided they meet the requirements in 1.1, 1.2, 1.3 and 1.4 and have not been on any qualified team’s “Active Roster” for the duration of the tournament.

4.0 Equipment

4.1 Online Stage

During the online stage of the tournament, players are responsible for all equipment required to participate in the tournament. Should a player be unable to play in a game, and the team does not provide a substitution as per 3.4, the team will forfeit the match.

4.2 Offline Stage

4.2.1 Riot provided gear

During the Live event Riot will be providing players with the following equipment:

- PC & Monitor
- Table and Chair
- Headset and Microphone

Also available on request (24 hour notice required)

- PC Keyboard
- PC Mouse
- PC Mousepad

4.2.2 Player owned Gear

Players are permitted to use their own gear in the following categories:

- PC Keyboard
- PC Mouse
- PC Mousepad

In the match area players are not permitted to use or wear any headsets, earbuds and/or microphones other than those provided by Riot Games. The sole exception is a single headset worn around the neck of players, so long as the headset is unplugged, unpowered and without a battery of any kind, and is not used for any purpose that is not decorative in nature. If the second headset has a microphone, it must be retracted or in the opposite of the “ready” position at all times. The cord for the unplugged headset must be visible to the match referee at all times.

All player-owned equipment details must be submitted to Riot for approval at least one week in advance from the match day. If the referee determines the gear provides an unfair advantage they have the right to provide Riot Approved gear for the player to use.

Riot Games officials may at any time disallow the use of a piece of equipment for any reason.

No player may bring into the match area a piece of equipment that displays any name, graphic, logo or likeness to any competitor of Riot Games or League of Legends.

4.2.3 Replacement of Equipment

If an equipment or technical problem is suspected, the Match Referee or Official may call a technician to perform a review of any hardware. Should there be a problem, the Official or

Referee may order the equipment to be replaced at their discretion. Decisions regarding the replacement of equipment are solely at the discretion of the Match Official or Match Referee.

4.2.4 Uniforms

Players must wear a team uniform at all times when participating in the tournament. Where a team uniform is not available, players must wear appropriate attire for the game. For the avoidance of doubt, Sweatpants, athletic pants, singlets and/or pajama pants are not appropriate attire.

4.2.5 Computer programs

Players are prohibited from installing any programs on the computer. Should their hardware require specific drivers, it must be mentioned when the equipment list is submitted.

4.2.6 Voice Chat

Voice chat will be provided by the Tournament Official. Players are not permitted to use any alternatives at any time, or change the voice chat server. Match officials may monitor team voice chat at their own discretion.

4.2.7 Social Media

It is prohibited to use any social media on the match computers. This includes, but is not limited to, Facebook, Twitter, online message boards and email.

4.2.8 Non-Essential equipment

It is prohibited to plug in any non-essential equipment to computers for any reason. Any transmitting or receiving device (eg: Mobile Phones, pagers) will be collected before players enter the stage and are not permitted on the stage for any reason, even if turned off.

4.2.9 Client accounts

Players will be provided with accounts for the Tournament Realm to be used during the event. The players name may only be set as the players official tournament handle as approved by Riot Games.

4.2.10 Audio Controls

Players must play with volume levels above a minimum setting specified by the tournament official. Players may be asked to raise the volume levels at the Officials discretion if they suspect the volume levels are too low

Headphones must be placed over the ears unobstructed. Hair must be placed behind the ears and any article of clothing such as Scarves, hoodies or hats must not obstruct the placement of the headphones. The headphones must remain in place for the duration of the match.

4.2.11 Equipment tampering

Players may not handle a teammate's equipment for any reason after a match has started. Players who require technical assistance must contact the match Referee.

5. Venue access

4.1 Starters

Starters will have access to the stage to setup their gear at the time specified by the Official and during the match time. Access to the stage outside of this time is prohibited.

4.2 Managers and Substitutes

Managers and Substitutes will not have access to the stage area.

4.3 Food and Drink

Food is not permitted on stage at any point. Drinks are permitted only if they are in a clear bottle with the label removed or in a Riot branded container. These containers should remain out of sight and under the desk during the match. Officials have the right to remove any food or drink items at their discretion.

6. League Structure (brackets, format etc)

6.1 Definition of Terms

6.1.1 Game.

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 8.5).

6.1.2 Match.

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

6.2 Schedule

6.2.1 Round of 8

Round of 8 games will be played online from March 3rd to March 21st 2014

6.2.2 Round of 4 and Finals

Semi Finals and Finals will be played at a TBA live event from April 4th-6th 2014

6.3 Stage Details

6.3.1 Round of 8

Round of 8 games will be played in a Dual tournament format, also known as a Double Elimination bracket. All games are best of 3. The top 8 teams will be split into 2 groups, with Seeds 1, 4, 5 and 8 in Group A and Seeds 2, 3, 6 and 7 in Group B. In Group A, Seed 1 will play 8 and Seed 4 will play 5. In Group B Seed 2 will play 7 and seed 3 will play 6. The dual tournament will continue as usual based on these results. Seeds are determined in the order the teams qualified, with the first qualified team being Seed 1, and the last being seed 8. In the group stage, the higher seed will be on Blue side for the first map, and Red for second game. If a third game is required, they will swap back to Blue.

The team that wins the Winners game will be Seed 1 going into the Semi Finals, and the team winning the Final game will be Seed 2.

6.3.2 Semi Finals

Semi Finals games will be played in a Single elimination format, with both games being Best of 3. Seed 1 from Group A will play Seed 2 from group B, and Seed 1 from group B will play Seed 2 from Group A. Seed 1 from each group will be Blue side for the first game, Red for the second game and if required they will be Blue again for the third game.

6.3.3 Grand Finals

The Final will be a Best of 5 match, with a coin flip to decide who is Blue for the first game, with the team winning the coin toss playing Blue. The sides will then alternate each game until a team has won 3 games.

7. Match Process

7.1 Changes to Schedule

Riot Games may, at its sole discretion, re-order the schedule of matches within a given day and/or change the date of a match to a different date or otherwise modify the schedule of

matches. In the event that Riot Games modifies a match schedule, Riot Games will notify all teams at the earliest convenience.

7.2 Arrival to a game

All 5 players must be online for the Ro8 games or at the venue for the Semi Finals and Finals before the time specified by the tournament official.

7.3 Referees

Referees are present in live events to both ensure rules are enforced and to assist technical issues. They are official tournament representatives and their judgment is final, there is no appeal process.

7.4 Champions and Reworks

Champions that have been released within a time period 4 weeks before the week of the match are prohibited. Champions with a major rework are also prohibited and will be communicated to players before the beginning of each match by the tournament official.

7.5 Live venue Setup

7.5.1 Setup time

Players will have an allocated time to setup their equipment before each match at the live event. During this time players should:

- Setup their Keyboard and Mouse
- Check their audio settings (Audio and voice)
- Adjust ingame settings

Before their match time players will have time to setup their Tournament Realm accounts with Runes and Masteries. As a result players will not be given time on match day to edit Runes and Masteries

7.5.2 Technical issues

In the event of a technical issue, players should contact the match Referee immediately. They should not attempt to fix the problem themselves.

7.5.3 Timeliness of Match Start

Players are expected to setup and be ready in a timely manner as to not delay the beginning of the match. Delays due to setup problems may be permitted at the discretion of the Official. Penalties for delays may be given out if an official deems it necessary.

7.5.4 Game Lobby Creation

Officials will direct players on lobby creation. Players will join the game in order of Top, Jungle, Mid, ADC then Support.

7.6 Game Setup

7.6.1 Start of Pick / Ban Process.

Once all ten players have reported to the official game lobby, a Riot official will request confirmation that both teams are ready for the pick/ban phase (as defined and described below). Once both teams confirm readiness, a Riot official will instruct the room owner to start the game.

7.6.2 General / Game Settings

7.6.2.1 Map: Summoner's Rift

7.6.2.2 Team Size: 5

7.6.2.3 Allow Spectators: Lobby Only

7.6.2.4 Game Type: Tournament Draft

7.7 Pick/Ban Phase

7.1 Tournament Draft.

Tournament draft mode will be used for all games. Should there be an error with in client Tournament draft, a manual draft will be conducted in chat, and champions selected in blind pick.

7.2 Restrictions on Gameplay Elements

Restrictions may be added at any time before a match by Officials for any reason such as known bugs with champions or items, or restrictions on Skins, Runes, Masteries or Summoner Spells.

7.7.3 Selection Error

In the event of an erroneously-selected Champion pick or ban, the team in error must notify an official before the other team locks in their next pick or ban and the process will restart with the same picks and bans up to that point. If the next selection is locked before the error is conveyed to the official, the selection will be locked in.

7.7.4 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.

7.7.5 Proxy Picks

Players cannot select a champion and claim it as another due to the player not owning the champion they wish to select. If a team selects a champion and claims it as a proxy for another, they will be forced to play with the selected champion and may receive a penalty in future games.

7.7.6 Game Start

A game will start immediately after the pick/ban phase is complete unless otherwise stated by a referee or official. Players are not allowed to quit a game after the Pick/Ban phase. All notes or printed materials must be put away before the game begins.

7.7.7 Controlled game start

In the event of an error in game start or a decision by an Official, the game may need to be restarted in a controlled manner. In this situation, blind pick will be used and the champions picked during the previous Pick/Ban phase must be selected.

7.7.9 Slow Client Load

If a Bugsploit, disconnect, or any other failure occurs which interrupts the loading process and prevents a player from joining a game upon game start, the game must be immediately paused until all ten players are connected to the game.

8. Game Rules

8.1 Definition of Terms

8.1.1 Unintentional Disconnection.

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

8.1.2 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, and are eligible for punishment.

8.1.3 Server Crash.

All players losing connection to a game due to an issue with a game server, Tournament Realm platform, or venue internet instability.

8.2 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 8.4). Examples of conditions which establish GOR:

8.2.1 Any attack or ability is landed on minions, jungle creeps, structures, or enemy Champions.

8.2.2 Line-of-sight is established between players on opposing teams.

8.2.3 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.

8.2.4 Game timer reaches two minutes (00:02:00).

8.3 Stoppage of Play

If a player intentionally disconnects without notifying an official or pausing, an official is not required to enforce a stoppage. During any pause or stoppage, players may not leave the match area unless authorized by an official.

8.3.1 Directed Pause.

Officials may order the pause of a match or execute a pause command on any player station at the sole discretion of the officials, at any time.

8.3.2 Player Pause.

Players may only pause a match immediately following any of the events described below, but must signal an official immediately after the pause and identify the reason.

Acceptable reasons include:

8.3.2.1 An Unintentional Disconnection

8.3.2.2 A hardware or software malfunction (e.g. monitor power or peripheral disability or game glitch)

8.3.2.3 Physical interference with a player (e.g., fan gank, broken chair, spider etc)

Player illness, injury, or disability is not an acceptable reason for a player pause. In such a situation, the team must alert a Riot official, who may in his/her sole discretion, grant

a pause in order to evaluate the identified player to determine whether player is ready, willing, and able to continue playing within a reasonable period of time, as determined by the official, but not to exceed a few minutes. If the official determines that the identified player is not able to continue playing within such reasonable period of time, then the identified player's team shall forfeit the game unless an official, in his/her discretion, determines that the game is subject to an Awarded Game Victory (see Section 8.5).

8.3.3 Resuming the Game. Players are not permitted to restart the game after a pause. After clearance from an official is issued and all players are notified and ready at their stations, which will be contingent on the team captain confirming through in-game chat that both teams are ready to resume play, the player who initiated the pause will unpause the game.

8.3.4 Unauthorized Pause. If a player pauses or unpauses a game without permission from an official, it will be considered unfair play and penalties will be applied at the discretion of Riot officials.

8.3.5 Player Communication During Stoppage of Play. For the fairness of all competing teams, players are not allowed to speak to each other during a game pause. If a pause extends long enough, referees may, at their sole discretion, allow teams to talk before the game is unpaused, in order to discuss the game conditions.

8.4 Game Restart

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

8.4.1 Restarts Before GOR.

If a Riot official determines that technical difficulties will not allow for the game to resume as normal (including a team's ability to be in proper position for certain game events, such as minion spawn).

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

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

8.4.2.2 If an Riot official determines that there are environmental conditions which are unfair (e.g. excessive noise, hostile weather, unacceptable safety risks).

8.4.3 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 then Riot officials shall not retain any settings.

8.4.4 Player Confirmation of Settings.

Each team captain shall verify that every player on his/her team has finalized their intended game settings (including runes, masteries, controls, and GUI settings) before GOR is established. Any error in verification is not grounds for a game restart after GOR is established.

8.5 Awarded Game Victory

In the event of a technical difficulty which leads Riot officials to declare a restart, Riot 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.

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

8.5.2 Remaining Turret Differential. The difference in the number of remaining turrets between the teams is more than seven (7).

8.5.3 Remaining Inhibitor Differential. The difference in the number of standing inhibitors between the teams is more than two (2).

9. Player Conduct

9.1 Competition Conduct

9.1.1 Unfair Play. The following actions will be considered unfair play and will be subject to penalties at the discretion of Riot officials.

9.1.1.1 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:

9.1.1.1.1 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.

9.1.1.1.2 Pre-arranging to split prize money and/or any other form of compensation.

9.1.1.1.3 Sending or receiving signals, electronic or otherwise, from a confederate to/from a player.

9.1.1.1.4 Deliberately losing a game for compensation, or for any other reason, or attempting to induce another player to do so.

9.1.1.2 Competitive Integrity. Teams are expected to play at their best at all times within any 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.

9.1.1.3 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.

9.1.1.4 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 Riot officials, is not functioning as intended.

9.1.1.5 Spectator Monitors. Looking at or attempting to look at spectator monitors.

9.1.1.6 Ringing. Playing under another player's account or soliciting, inducing, encouraging or directing someone else to play under another player's account.

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

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

9.1.1.9 Riot Discretion. Any other or further act, failure to act or behavior which, in the sole judgment of Riot officials, violates these Rules and/or the standards of integrity established by Riot, from time to time, for competitive game play.

9.1.2 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, in or near the match area, at any time. A Team Member may not use any facilities, services or equipment provided or made available by Riot or its contractors to post, transmit, disseminate or otherwise make available any such prohibited communications.

9.1.3 Disruptive Behavior / Insults.

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

9.1.4 Abusive Behavior.

Abuse of Riot officials, opposing Team 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 Members and their guests (if any) must treat all individuals attending a match with respect.

9.1.5 Live Event Interference.

No Team Member may touch or otherwise interfere with lights, cameras or other Live event equipment. Team Members may not stand on chairs, tables or other studio equipment. Team Members must follow all instructions of Riot live event personnel.

9.1.6 Unauthorized Communications.

All mobile phones, tablets and other voice-enabled and/or "ringing" electronic devices are not permitted on stage. Players may not text/email while in the match area. During the match, communication by a Starter shall be limited to the five players on Starter's team.

9.1.7 Apparel.

Team Members may wear apparel with multiple logos, patches or promotional language. Riot reserves the right at all times to impose a ban on objectionable or offensive apparel:

9.1.7.1 Containing any false, unsubstantiated, or unwarranted claims for any product or service, or testimonials, that Riot Games, in its sole and absolute discretion, considers unethical.

9.1.7.2 Advertising any non-"over the counter" drug, tobacco product, firearm, handgun or ammunition.

9.1.7.3 Containing any material constituting or relating to any activities which are illegal in Oceania.

9.1.7.4 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.

9.1.7.5 Advertising any pornographic website or pornographic products.

9.1.7.6 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 Riot or its affiliates to, any claim of infringement, misappropriation, or other form of unfair competition.

9.1.7.7 Disparaging or libeling any opposing team or player or any other person, entity or product.

9.1.7.8 Riot reserves the right to refuse entry or continued participation in the match to any Team Member who does not comply with the aforementioned apparel rules.

9.1.8 Identity.

A player may not cover his or her face or attempt to conceal his or her identity from Riot officials. Riot 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 Riot officials.

9.2 Unprofessional Behavior

9.2.1 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.

9.2.2 Harassment

Harassment is forbidden. Harassment is defined as systematic, hostile and repeated acts taking place over a considerable period of time, which are intended to isolate or ostracize a person and/or affect the dignity of the person.

9.2.3 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.

9.2.4 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 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.

9.2.5 Tribunal Punishment

If a Team Member is found guilty and punished by the Riot Tribunal, Riot officials may assign an additional competition penalty at their sole discretion.

9.2.6 Player Behavior Investigation

If Riot determines that a Team Member has violated the Summoner's Code, the LoL Terms of Service, or other rules of LoL, Riot officials may assign penalties at their sole discretion.

9.2.8 Criminal Activity

A Team 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.

9.2.8 Moral Turpitude

A Team Member may not engage in any activity which is deemed by Riot to be immoral, disgraceful, or contrary to conventional standards of proper ethical behavior.

9.2.9 Confidentiality

A Team Member may not disclose any confidential information provided by Riot or any affiliate of Riot Games, by any method of communication, including all social media channels.

9.2.10 Bribery

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

9.2.11 No Poaching or Tampering

No Team Member or Affiliate of a team may solicit, lure, or make an offer of employment to any Team Member who is signed to a competing Oceanic Regional team, nor encourage any such Team Member to breach or otherwise terminate a contract with the competing Oceanic Regional team.

9.2.12 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.

9.2.13 Non-Compliance

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

9.2.14 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.

9.3 Association with Gambling

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

9.4 Subjection to Penalty

Any person found to have engaged in or attempted to engage in any act that Riot 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 Riot Games.

9.5 Penalties

Upon discovery of any Team Member committing any violations of the rules listed above, Riot Games may, without limitation of its authority under Section 9.4, issue the following penalties:

9.5.1 Verbal Warning(s)

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

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

9.5.4 Fine(s) and/or Prize Forfeiture(s)

9.5.5 Game Forfeiture(s)

9.5.6 Match Forfeiture(s)

9.5.7 Suspension(s)

9.5.8 Disqualification(s)

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

9.6 Right to Publish

Riot Games 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 Riot Games, and/or any of their parents, subsidiaries, affiliates, employees, agents, or contractors.

10. Spirit of the Rules

10.1 Finality of Decisions

All decisions regarding the interpretation of these rules, player eligibility, scheduling and staging of Riot Games, and penalties for misconduct, lie solely with Riot Games, the decisions of which are final. Riot Games decisions with respect to these Rules cannot be appealed and shall not give rise to any claim for monetary damages or any other legal or equitable remedy.

10.2 Rule Changes

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