



League of Legends Official Rules  
Summer 2022 Version 1.3

Unified Premier League (UPL)  
Unified Advanced Leagues (UAL)  
Unified Minor League (UML)  
Unified Rising League (URL)

These Official Rules (“**Rules**”) of the Unified Premier League (“**UPL**”) and Unified Advanced League (“**UAL**”) and Unified Minor League (“**UML**”) and Unified Rising League (“**URL**”) apply to the teams participating in each League 2022 (each, a “**Team**”), as well as their players for each official roster (each, a “**Player**”), owners, coaches, managers (collectively with Players, “**Team Members**”). These Rules apply only to Unified Premier Leagues and not to any other competitions, tournaments, or leagues inside a Unified Product as administered by employees, contractors, or agents of the Leagues (“**League Officials**”).

## 1. Application

**1.1. Team applications** Teams will apply to Unified Premier which encompasses the URL, UML, UAL and UPL leagues. Once the application process is completed Tournament Officials will place teams in their respective leagues as denoted by the guidelines provided with the application.

1.1.1. On the application teams will be asked which league they wish to participate in, this will be taken into account when evaluating the team for placement but it is not a guarantee.

## 2. League Structure

### 2.1. Definition of Terms

2.1.1. **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 nexus)
- (b) one Team surrendering the Game
- (c) a Team forfeiting
- (d) Awarded Game Victory

2.1.2. **Match.** A set of Games that is played until one Team wins a majority of the total Games. The winning Team will either receive a win tally in a league format or advance to the next round in a tournament format.

- (a) **Best-of-3.** Winning two Games out of three.
- (b) **Best-of-5.** Winning three Games out of five.

### 2.2. Phase Overviews

2.2.1. **Regular Season.** This phase consists of a single round-robin format where all matches are best-of-3.

2.2.1.1. **UPL.** Twenty four (24) teams playing in four (4) divisions of six (6), each playing five (5) Matches against all other teams in their division.

2.2.1.2. **UAL.** Twenty four (24) teams playing in four (4) divisions of six (6), each playing five (5) Matches against all other teams in their division.

2.2.1.3. **UML.** Twenty four (24) teams playing in four (4) divisions of six (6), each playing five (5) Matches against all other teams in their division.

2.2.1.4. **URL.** Twenty four (24) teams playing in four (4) divisions of six (6), each playing five (5) Matches against all other teams in their division.

2.2.1.5. **Regular Season Tiebreakers**

Tiebreakers occur in the event that multiple Teams have the same match record at the conclusion of the regular season. Tiebreakers are decided by predetermined methods. If a tie cannot be broken, one or more Best-of-1 Games will be played between the Teams after the end of the Regular Season if it affects postseason participation.

2.2.1.5.1. **Tiebreaker Timing**

If additional tiebreaker Games are needed to resolve any ties, Games will be played at a time approved by the League following the final Game of the Regular Season but prior to the first day of Playoffs.

2.2.1.5.2. **Two-Way Tie**

If two teams have the same Match Record, their head-to-head record will be used to determine the final standings.

2.2.1.5.3. **Three-Way Tie**

If three Teams are tied with the same Match Record, the head-to-head records of the three teams will be used to determine the final standings. There are two possible combinations of record in a three-way tiebreaker:

(a) One Team has an aggregate record of 2-0, the next Team has an aggregate record of 1-1, and the last team has an aggregate record of 0-2. The 2-0 Team will be awarded the highest seed available in the tiebreaker and the 1-1 Team will be awarded the second highest seed available in the tiebreaker.

(b) Each Team in the tiebreaker has a combined record of 1-1 against each other. Individual game win/loss differential will be used to seed the teams.

2.2.2. **Playoffs** Playoffs structure is subject to change based on the number of participating teams, this will be announced once applications close.

2.2.2.1. **UPL.** The top sixteen (16) teams, four (4) from each division. Seeded according to their Regular Season rank determined by

Match winning percentage. Each round of playoffs will consist of best-of-three (Bo3) Matches, except for Lower and Grand Finals will be best-of-five (Bo5)

2.2.2.2. **UAL.** Four-round single-elimination tournament among the top sixteen (16) teams , four (4) from each division. Seeded according to their Regular Season rank determined by Match winning percentage. Each round of the playoffs will consist of best-of-three (Bo3) Matches, except the Finals will be best-of-five (Bo5).

2.2.2.3. **UML.** Four-round single-elimination tournament among the top sixteen (16) teams , four (4) from each division. Seeded according to their Regular Season rank determined by Match winning percentage. Each round of the playoffs will consist of best-of-three (Bo3) Matches, except the Finals will be best-of-five (Bo5).

2.2.2.4. **URL.** Four-round single-elimination tournament among the top sixteen (16) teams , four (4) from each division. Seeded according to their Regular Season rank determined by Match winning percentage. Each round of the playoffs will consist of best-of-three (Bo3) Matches, except the Finals will be best-of-five (Bo5).

**2.3. Side selection** The side each team is playing on is randomly determined at the start of the season. These assignments have already been determined and can be found on the google sheet/Platform. After each completed Game, the losing team will decide which side they select.

## **2.4. Schedule**

### **UPL and UML**

- 2.4.1. Summer Registration Ends (May 16th at 6 PM ET)
- 2.4.2. Summer Regular Season (June 2nd - August 11th )
- 2.4.3. Summer Week 1 Roster Lock (May 31st at 8 PM ET)
- 2.4.4. Summer Week 2 Roster Lock (June 7th at 8 PM ET)
- 2.4.5. Summer Week 3 Roster Lock (June 14th at 8 PM ET)
- 2.4.6. Summer Week 4 Roster Lock (June 21st at 8 PM ET)
- 2.4.7. Summer Week 5 Roster Lock ( June 28th at 8 PM ET)
- 2.4.8. Summer Playoffs (July 8th - August 12th)
- 2.4.9. Summer Playoff Roster Lock ( July 5th at 8 PM ET)

### **UAL and URL**

- 2.4.10. Summer Registration Ends (May 16th at 6 PM ET)
- 2.4.11. Summer Regular Season (June 1st - August 10th )
- 2.4.12. Summer Week 1 Roster Lock (May 30th at 8 PM ET)

- 2.4.13. Summer Week 2 Roster Lock (June 6th at 8 PM ET)
- 2.4.14. Summer Week 3 Roster Lock (June 13th at 8 PM ET)
- 2.4.15. Summer Week 4 Roster Lock (June 20th at 8 PM ET)
- 2.4.16. Summer Week 5 Roster Lock ( June 27th at 8 PM ET)
- 2.4.17. Summer Playoffs (July 7th - August 13th)
- 2.4.18. Summer Playoff Roster Lock ( July 4th at 8 PM ET)

### **3. Team Member Eligibility**

#### **3.1. Rank Requirements**

Unified will use Season 12 Solo/Duo Queue ranks when applicable. An in depth breakdown of player eligibility can be found here ([insert link to graphic/mre detailed sheet](#))

- 3.1.1. UPL. There are no rank requirements or restrictions for the Unified Premier League.
- 3.1.2. UAL. Players are not permitted to be above the rank of Grandmaster. The roster rank average should be Masters 400 LP or below.
- 3.1.3. UML. Players are not permitted to be above the Rank of Grandmaster. The roster rank average should be Masters 200 LP or below.
- 3.1.4. URL. Players are not permitted to be above the Rank of Diamond 1.

#### **3.2. Roster Representation**

- 3.2.1. **Team Rosters.** Teams may have, at most, ten (10) players on their roster. When removing/benching a player, they will not be removed from the roster and will instead be dropped down to a substitute position where they will remain for the rest of the season. Teams will not be able to have more than ten (10) different players compete in a given season. Teams must have at least one (1) designated starting player at each position (Top, Jungle, Mid, Bot, Support). A player listed on a team's roster may not play for a different team in any Unified League during the same week.
- 3.2.2. **Roster Changes.** At the start of the season, teams are allotted ten player slots. Five of those will be the starting roster entering their respective league. The other five will be vacant until substitute players are added to the team. If a player is removed from the roster, that slot will no longer be usable. For a roster change to go into effect, a team representative must submit a "Roster Change/Name Change Form" before that week's Roster Lock for their respective league.

#### **3.3. Weekly Roster Locks**

Each week in which a Team is scheduled to play in either the UPL, UAL, or UML, the Team's roster will be checked to confirm that all players are eligible to compete that week for their respective league. If a player fails the check, they

will be marked ineligible and will be barred from competing that week. If a player is added to the roster, they must be added at least 72 hours before the scheduled match time to be eligible for play.

#### **3.4. Emergency Substitutions**

Substitute players must already be listed on the team roster. Emergency substitutions of players not listed on the roster are not permitted barring extenuating circumstances. If a team needs to play with a substitute who was not in a starting position on the roster before roster lock their last two bans will be lost. If an additional substitute must be used all bans will be lost.

#### **3.5. Summoner Names**

All Summoner Names must abide by Riot Games' account policies. Summoner names that violate Riot Games' account policies are subject to punishment by Riot Games. Penalties are under the discretion of a League Official. Report all name changes to a League Official and complete the roster change form.

#### **3.6. Banned Accounts**

If a Player is account or ID banned by Riot Games, they will be ineligible to play in any Unified League (UPL, UAL, UML) until their ban period is over.

#### **3.7. Discord Representation**

All Team Members must have their discord nickname match their Summoner Name or name on the teams roster sheet.

##### **Example:**

Players: **[Team Initials] In-Game-Name**

Staff: **[Team Initials] Name**

If a Player is not using the naming convention, the game will be delayed by League Officials until the name is corrected.

### **4. Pre-Match Process**

#### **4.1. Rescheduling**

All matches will have a set time and date to be played. However, two opposing teams may come to an agreement on rescheduling a match to a different date and/or time. In order to reschedule your match, a reschedule form must be submitted.

##### **Playoffs**

If the match being rescheduled is during the postseason, the match must take place at least 48 hours prior to the beginning of the next round.

#### **4.2. Competitive Patch**

All Games will be played on the current patch of the live League of Legends

server.

#### 4.3. Pre-Match Setup

- 4.3.1. **Discord.** All five starting Team members plus any coaches or staff must be in their designated Discord voice channel in the Unified Discord server no later than 8:00 PM ET or the rescheduled start time.
- 4.3.2. **Tournament Codes.** Tournament codes will be available at the start of the season.
- 4.3.3. **Side Selection.** The higher seeded team coming into a Match will have side selection for Game 1 of a series. If both teams are equally seeded, then teams will coinflip to determine who gets side selection. A League Official may be contacted to oversee the coinflip.

#### 4.4. Game Setup and Play Restrictions

- 4.4.1. **Champion Select.** Teams are permitted and encouraged to use a third party tool (e.g. <https://draftlol.dawe.gg>) to conduct the draft phase of a Game in order to avoid certain players not owning all Champions. Both teams may agree to opt out and use the in-client Champion Select.
- 4.4.2. **Selection Error.** If a Team or Player makes a wrong selection when picking or banning, they must immediately stop the pick/ban phase and notify a League Official as well as the opposing team with the intended pick or ban.
- 4.4.3. **Trading Champions.** Teams must complete all champion trades before the 20-second mark during the trading phase.
- 4.4.4. **Game Start After Pick/Ban.** A Game will start immediately after the pick/ban process is complete, unless otherwise stated by a League Official. At this point, coaches or any non-Players must leave the call or mute on discord.
- 4.4.5. **Failure to Connect.** If a bugsplat, disconnect, or any other technical issue occurs which interrupts the loading process and prevents a Player(s) from joining the Game upon Game start, the Game must be immediately paused until all ten Players are connected to the Game.
- 4.4.6. **Restrictions on Gameplay.** Restrictions may be added at any time before and during a Match if there are known or suspected bugs with any items, Champions, skins, runes, Summoner Spells, or for any other reason as determined by League Officials. Most restrictions applied will follow Riot's guidelines.

## 5. Pauses and Crashes

### 5.1. Definition of Terms

- 5.1.1. **Unintentional Disconnection.** A Player losing connection to the Game due to problems or issues with their network, PC, or LoL client.
- 5.1.2. **Intentional Disconnection.** A Player losing connection to the Game due to the Player's actions (i.e. quitting the Game before the Game is completed.) Any actions of a Player which lead to a disconnection shall be deemed intentional, regardless of the Player's actual intent.
- 5.1.3. **Server Crash.** All Players losing connection to a Game due to an issue with the LoL server.
- 5.1.4. **Game of Record (GOR).** A Game where all ten (10) Players have loaded in and the Game has progressed to a point of meaningful interaction between opposing Teams. Game of Record has occurred when one of the following happens:
- (a) Establishing line-of-sight between Players on opposing Teams.
  - (b) Setting foot in the opposing team's jungle by either Team
  - (c) Establishing vision in the opposing Team's jungle
  - (d) Throwing a skillshot ability into the opposing Team's jungle, regardless of whether or not the ability dealt damage.
  - (e) Game time reaches 1:30

### 5.2. Stoppage of Play

- 5.2.1. **Directed Pause** Teams may pause the Match immediately following any of the events described below.
- (a) An Unintentional Disconnection
  - (b) A hardware or software malfunction (e.g. network goes down or LoL game crash)
  - (c) Physical interference with a Player (e.g. broken mouse or chair)
- 5.2.2. **Resuming the Game** Players from both Teams need to signal they are ready before resuming a Game. Both Teams should communicate using the in-game all chat to do so. Only when both Teams have signaled that

they are ready to resume play should the Game be unpaused.

**5.3. Remakes Before GOR** If a player notices that a Player's rune or GUI settings have not applied correctly between the Game lobby and Match, the Player can pause the Game to adjust the settings. If the settings cannot be correctly adjusted, then the Game may be restarted if, before GOR has been decided.

5.3.1. **Remake Procedure** In the event of a terminal situation in which League Officials intend to declare a remake, League Officials must first consider whether a Game victory should be awarded to a Team.

League officials, in their sole discretion, may determine that a Team cannot avoid defeat to a degree of reasonable certainty.

## **6. Post-Match Process**

### **6.1. Post-Game Process**

6.1.1. **Break.** Maximum of ten (10) minutes between games.

6.1.2. **Side Selection.** The losing team of the previous Game will have side selection for the next Game.

### **6.2. Post-Match Process**

6.2.1. **Results** Team Representatives are responsible for submitting the results of their Matches no later than 24 hours after the Match has ended.

## **7. Team Member Conduct**

All rules and Regulations presented in the Riot Games' Terms of Service must be adhered to by each Team Member. Unsportsmanlike behavior is not allowed and subject to penalty by League Officials. Players who use inappropriate language in their games or on discord are subject to penalty by League Officials.

Players may not collude for or against a Team to present an unfair advantage. Players and Teams must play at their full potential to retain a competitive standard within a Game. Players or Teams may not send or receive any information to unauthorized agents.

All Players must use their own accounts. Teams that are found to be account sharing or smurfing will be subject to penalty. If a Team is caught using a smurf or account sharing, the Player will be disqualified with the potential of the Team being disqualified.

Third-party programs are prohibited. This included programs or devices that provide an unfair advantage or modify the LoL client in any way. A Team found using any third-party programs will be disqualified.

## **8. Spirit of the Rules**

### **8.1. League Administrator.**

Oversees League Officials and is responsible for the judgments on Match-related issues, questions, and situations that occur before, during, and following Match play

### **8.2. League Official.**

Responsible for the judgments on Match-related issues, questions, and situations that occur before, during, and following Match play.

### **8.3. Finality of Decisions**

All decisions regarding the interpretation of these rules, player eligibility, scheduling and/or staging of the League, and penalties for misconduct are final. If a League Official makes an incorrect judgment, the judgment can be subject to review and reversal or modification by the League Administrator. Rulings can be made retroactively to help maintain the integrity of the League.

### **8.4. Rule Changes**

These Rules may be amended or modified by the League in order to ensure fair play and uphold the integrity of the League.

### **8.5. Best Interests of Unified Leagues**

League Officials at all times may act with the necessary authority to preserve the best interests of Unified Leagues.