

ESPORTS WORLD CUP

Esports World Cup 2026 League of Legends Rulebook

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1. General

1.1 Rule changes

EWC reserves the right to amend, remove, or otherwise change the rules, without prior notice. EWC also reserves the right to make judgments on cases not specifically covered by the rulebook in order to preserve the spirit of fair competition and sportsmanship.

1.2 EWC Global Rulebook

League of Legends at 2026 Esports World Cup is additionally under the jurisdiction of the [EWC Global Rulebook](#).

1.3 Validity of the rules

If a provision of this rulebook is or becomes illegal, invalid or unenforceable in any jurisdiction, that shall not affect the validity or enforceability in that jurisdiction of any other provision of this rulebook or the validity or enforceability in other jurisdictions of that or any another provision of this rulebook.

1.4 Local laws

If any rules or procedures are in conflict with local laws, they will be adjusted to be aligned with the laws in a way that stays as close as possible to the originally intended effect.

1.5 Communication

The main communication method for the Esports World Cup event is email. When contacting participants of Esports World Cup events, the tournament administration will use contact email addresses that have been supplied to them. Alternatively, where a contact email address is not known or not working, the tournament administration may use the email addresses registered to participants on tournament platforms, including but not limited to their FACEIT profiles. Further communication channels such as Discord will be used throughout the tournament.

2. Participants

2.1 Age Restriction

Teams may only consist of Players who are at least seventeen (17) years old. Players who are minors (under eighteen (18) years old), must obtain consent from their parents or legal guardians to enter the

competition. If minor Players have entered the competition, it shall be deemed that they have obtained the required prior consent from their parents or legal guardians.

2.2 Roster

Teams must submit their rosters at a request of the Tournament Organizer before a specified deadline. Each Team Member may be assigned a maximum of two (2) of the organizational roles listed below:

1. Player
2. Substitute Player
3. Team Coach
4. Team Manager

2.2.1 Roster Size

Team rosters at all times must consist of:

- Five (5) Players with up to one Substitute Player.
- Between one (1) and two (2) Team Coach(es).

In addition, Teams may, but are not required to, enlist one (1) Team Manager as part of their Team roster.

2.2.2 Travel & Accommodation Coverage

EWC will cover Travel & Accommodation for up to 8 team members per team, distributed as below:

- Obligatory 6 position covered
 - 5 Main Players
 - 1 Coach
- Optional 2 positions covered
 - 0-2 Coaches
 - 0-2 Substitutes
 - 0-2 Additional Staff Members

2.2.3 Roster Eligibility

Each Team must submit a Player list that matches the Starting Line-Up used in the majority of their completed Matches during the tournament from which they received their invitation. In addition, each Team may include one (1) substitute Player who was not part of that Starting Line-Up.

The Team Coach(es) enlisted by the Team must be the exact same person(s) who were used in the majority of the Team's completed Matches during the 2026 qualifying phase.

No such restrictions apply to the Team Manager(s). The Teams are free to indicate any physical person(s) as their Team Manager(s) at their sole discretion.

2.2.4 Substitute Rules

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. A Team may also change their on-stage coaches by notifying a League Official and having the change approved, no later than 5 minutes after the conclusion of the previous Game.

2.3 Roster submissions

Roster submissions must include the following information:

- Team name & shorthand
- Team logo (when requested)
- Contact person and details
- Starting lineup
- Substitute players, if applicable

2.4 Multiple teams

It is not allowed for a team to participate in an EWC League of Legends tournament if another team of the same organisation has been invited or qualified to the main event.

2.5 Replacements

2.5.1 Replacements

If a participant is, for any reason, unable to compete anymore in the event, a replacement will be called up. If this happens before the replacement deadline, the replacement will inherit any financial benefits like paid flights and hotels from the replaced participant.

Usually competition groups or brackets will not be reseeded if they were already publicly announced before the drop-out happened. In special cases, when the fairness of the competition is in jeopardy, the tournament administration can still change or even re-draw the competition.

2.5.9 Replacement Tiebreakers

If participants have an identical score/position on/in the relevant invite list or qualifier, the one with the smallest change in lineup since then will be preferred.

If that leaves several options, the tournament administration will make a choice based on other criteria, including potential played tiebreakers.

Replacement participants will be considered and contacted to ask whether or not they want to participate.

2.5.10 Replacement deadline

A replacement deadline will be set by the tournament administration. Its passing does not mean that there will be no further replacement, but the rules for replacing are different from that point on. If no replacement can be found, the stage may start with one less participant instead.

If no earlier deadline has been set, the public announcement of the competition drawing is usually the replacement deadline.

2.5.4 Before the replacement deadline

Title Defender will be replaced by the best ranked, non-qualified LCK Road to MSI team.

For everything else, next in line will replace from the same qualifier or invite list. If no one from the final stage of the same qualifier is available, the qualifiers of the other regions will be considered, starting with the home region. EWC reserves the right to forgo this option if they deem it necessary.

2.5.5 After the replacement deadline

The tournament administration will try to find any replacement by all available means.

3. Format

3.1 Structure

Sixteen (16) Teams compete in the Group Stage, which features four GSL groups. The top two teams from each group advance to a Single Elimination bracket.

GSL is a group-style tournament where teams have three (3) attempts to qualify out of the group. If a team wins two (2) matches, they progress in the tournament. If a team loses two (2) matches, they are eliminated.

Single Elimination is a tournament format in which a team is eliminated after losing one match.

3.1.1 Series Size

In the context of this competition, a Match denotes a scheduled fixture wherein exactly two (2) Teams engage in direct competition against each other. Within each match, a series of individual Games is played to determine the overall outcome.

- Opening and Upper Bracket matches in the Group Stage are Best of 1 (Bo1) matches
 - Elimination matches in the Group Stage are Best of 3 (Bo3) matches
 - Quarterfinal, Semifinal and 3rd place matches are Best of 3 (Bo3) matches
 - The Grand Final is a Best of 5 (Bo5) match.
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- Best of 1(Bo1) - the first Team to win a Game is considered the winner.
 - Best of 3(Bo3) - the first Team to win 2 individual Games is considered the winner.
 - Best of 5(Bo5) - the first Team to win 3 individual Games is considered the winner.

3.2 Seeding Rules

3.2.1 Group Stage Seeding Method

Teams have been seeded into the tournament to start in one of four draw pools:

- Pool 1: LCK #1, LCP #2, LEC #1, LPL #1
- Pool 2: China Qualifier #1, Korea Qualifier #1, LCS #1, EWC Title Defender
- Pool 3: APAC Qualifier #1, China Qualifier #2, Europe Qualifier #1, Korea Qualifier #2
- Pool 4: CBLOL #1, Europe Qualifier #2, North America Qualifier #1, South America Qualifier #1

In case the EWC Title Defender team also places #1 in the LCK, they get the higher starting seed and LCK #2 inherits the EWC Title Defender seed.

Teams will be drawn into groups by random selection. Each group will feature one team from each seeding pool, and each group will only be allowed a single team per region.

3.2.2 Playoffs Seeding Method

The eight (8) Teams advancing from the Group Stage shall be seeded into a Single Elimination bracket. The Upper Bracket winners will be matched against the teams advancing from the Lower Brackets. These matchups will be determined by a random draw; however, teams from the same group are precluded from meeting prior to the Grand Finals. If an invalid draw occurs, the most recently drawn Team shall be moved into the next eligible Match within the bracket.

A dedicated broadcast moment is planned to introduce the competition playoffs. Teams qualified to Playoffs are required to make one (1) player available for this broadcast segment.

The specific schedule will be communicated in line with the overall daily schedule. The broadcast production team may require a specific player to be present, which will be communicated at least 3 hours prior to the segment.

3.2.3 Determining the higher seed

- Group Stage
 - Round 1 matches: based on initial tournament seeding
 - Round 2 matches: the higher seed will be based on a random draw
 - Round 3 matches: the team entering the match from the Upper Bracket will be the higher seed
- Playoffs
 - Quarterfinals: The team entering the match as the #1 seed from their GSL Group will be considered the higher seed
 - Semifinals, Third Place Match, Grand Final: The higher seed will be based on a random draw

4. Schedule

Date	Stage
July 15th, 2026	GSL Upper Bracket Round 1 and Lower Bracket Round 1 - 8x Bo1 & 4x Bo3
July 16th, 2026	GSL Upper Bracket Round 2 and Lower Bracket Round 2 - 4x Bo1 & 4x Bo3
July 17th, 2026	Quarterfinals - 4x Bo3
July 18th, 2026	Semifinals - 2x Bo3
July 19th, 2026	Third Place Match & Grand Final - Bo3 & Bo5

Scheduled start times for each of the individual Matches within a given day will be announced by the Tournament Organizer at a later date in official designated Tournament communication channels.

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

5. Game Specific Rules

5.1 Patch

5.1.1 Game Patch

The official game patch designated for use in the tournament Matches is 26.13.

The Tournament Administration reserves the right to announce a different patch to be used during the tournament if the planned patch cannot be used due to unforeseen technical difficulties, or in case the patch contains a game-breaking bug(s) or exploit(s) that may impact the competitive integrity of the tournament in a negative way.

5.1.2 New & Reworked Champions

Champions will be automatically restricted from play for their release patch. Champions that have undergone reworks will be enabled at the sole discretion of the Tournament Organizer.

5.2 Tournament Realm

Players will be provided Tournament Realm Accounts. It is the Players' responsibility to configure their account to their preferences. The Account's Summoner Name must be set to the Player's Official Tournament Handle as approved by their respective Professional Esports League they were invited from.

5.3 Right of First Selection

5.3.1 Initial Game of a Match

The higher-seeded team will be granted the Right of First Selection ("RoFS"). If a match in question has no predetermined seeding, RoFS will be determined by coin flip (or other equivalent method) following the completion of the preceding matches.

The team with RoFS may select between two pre-game choices: their preferred pick position or their preferred map side. Their opponent will be granted their preference on the choice that the initial team did not select.

5.3.2 Following Games of a Match

For the following Games of a given Match, RoFS will be awarded to the Team that lost the previous Game.

5.3.3 Submission of RoFS

Each Team will make their selections simultaneously, meaning that the submissions shall be made to the League without knowledge of opponents' choices. To enable this process, the team with RoFS must submit their selection/choice (i.e., "Red Side"), and the team without RoFS must submit their selections for both choices (i.e. "First Pick, Red Side"). The selection that is not used will be kept confidential and not shared with the opposing team. For the first Game of a Match, The Selection Submissions are due no later than 24 hours before the scheduled start of the first scheduled Match of the broadcast day. In case a tournament match between either of the teams that will be playing the following day occurs on the day on which the Right of First Selection is due, their Right of First Selection deadline will shift to 15 minutes after the conclusion of the last Game on that day.

For all other Games of a Match the Teams must notify the Tournament Administration of their selection no later than five (5) minutes after the conclusion of the previous game.

Tournament Administration can shift these deadlines at their discretion by informing affected Teams via the official designated Tournament communication methods. If no decision is submitted in time, the side selection will default to First Pick or Blue Side, respectively.

5.4 Setup Time

5.4.1 Match Setup

Players will have a designated time frame prior to their Match to ensure they are properly prepared. The Tournament Administration will inform the Players and Teams of their scheduled preparation time frame as part of their Match schedule. The Tournament Administration may change the schedule at any time. Setup Time is considered to have begun once Players enter the Match Area, at which point they are not allowed to leave without permission of the on-site Referee. Setup is comprised of the following:

- Ensuring the quality of all pieces of equipment provided by the Tournament Organizer
- Connecting and calibrating peripherals

- Ensuring proper function of the voice chat system
- Setting up rune pages
- Adjusting in-game settings
- Limited in-game warm-up

5.4.2 Equipment Issues During Match Setup

If a Player encounters any equipment issues during Setup Time, the Player must notify the Tournament Administration immediately.

5.4.3 Resolving Technical Issues During Match Setup

It is expected that Players will resolve any issues during the Setup Time within the allotted time and that the Match will begin at the scheduled time. Delays due to setup issues may be permitted, at the sole discretion of the Tournament Administration. Penalties for tardiness may be assessed at the discretion of the Tournament Administration.

Designated Technician Crew will be available to assist during the Setup Time and to troubleshoot any technical problems encountered.

5.4.4 Ready Check

No fewer than two (2) minutes before the Match is scheduled to begin, the Tournament Administration will confirm with each Player that their setup is complete.

Once all ten (10) Players in a Match have confirmed completion of setup, Players will be asked to join the Game lobby and may not enter a warm-up game.

5.5 Game Lobby

5.5.1 Lobby Settings

The following Game lobby configuration settings will be used for all matches of EWC-LoL:

- Map: Summoner's Rift
- Team Size: 5
- Game Type: Tournament Draft
- Allow Spectators: Lobby Only

5.5.9 Creating the Game Lobby

The Tournament Administration will decide how the official Game lobby will be created. Players will be directed by the Tournament Administration to join a Game lobby as soon as Setup Time has ended in the following order of positions:

1. Top
2. Jungle
3. Mid

4. Bot
5. Support

5.6 Pick-&-Ban Phase

5.6.1 Starting the Pick-&-Ban Phase

Once all ten (10) Players have reported to the official Game lobby, the Tournament Administration will request confirmation that both Teams are ready for the Pick-&-Ban Phase to begin. Once both Teams confirm readiness, the Tournament Administration will instruct the game lobby owner to start the Game. Team Coaches will be granted on-stage access and will be allowed to communicate via approved voice communication infrastructure with the Players during the Pick-&-Ban Phase. Coaches will exit the stage to a designated position once the countdown timer has reached five (5) seconds during the Trading Phase and will be muted once the timer has reached zero (0) seconds. 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 the Tournament Administration.

5.6.3 Tournament Draft

The Pick-&-Ban Phase will be executed through the Client's Tournament Draft feature. At the discretion of Tournament Administration, the Pick-&-Ban Phase may be recorded and the Game's start aborted.

5.6.4 Manual Draft

The Tournament Administration may choose to employ either the Tournament Draft feature or a manual draft at their sole discretion.

5.6.5 Pick-&-Ban Order

The Tournament Draft mode proceeds in a snake draft as follows:

1st pick Team = A ; 2nd pick Team = B

- Bans: ABABAB
- Picks: ABBAAB
- Bans: BABA
- Picks: BAAB

5.6.6 Selection Error

If a Player picks or bans a Champion by mistake in the Pick-&-Ban Phase, the Player must notify the Tournament Administration via official voice communication channels of their intended selection before the other Team has locked in their next selection. In this case, the Pick-&-Ban Phase will be restarted with the same Picks and Bans up until the mistake occurred and the Player may correct the mistake. In the case where the other Team has locked in their next selection before the Player notifies the Tournament Administration, the Pick-&-Ban Phase will not be restarted and the mistakenly selected Champion stays locked in.

5.6.7 Champion Trades

Teams must complete all Champion trades before the 20-second mark during the Trading Phase. Failure to adhere may result in penalties.

Any champion trades made after the 20-second mark during the Trading Phase will be considered invalid, and Players will be forced to play the champions they were holding prior to the invalid trade.

5.6.8 Fearless Draft

All tournament matches will follow the additional rules outlined below for their Champion Select process:

- Champions that get selected to be played in any Game of a Match become restricted from being selected again by any Player for the remainder of a Match, regardless of which side selected it.
- For clarity, if a Champion gets picked by Team A in Game 1, it will not be eligible to be picked by either team until the Match concludes.

5.6.9 Additional Pick-&-Ban Phase Restrictions

Restrictions may be added at any time before or during a Match if there are known bugs with any Gameplay Elements or for any other reason as determined at the sole discretion of the Tournament Administration.

5.7 Game Start

5.7.1 Game Start Procedure

A Game will start immediately after the Pick-&-Ban Phase is complete, unless otherwise stated by the Tournament Administration. At this point, the Tournament Administration will remove any printed materials from the Match Area, including any notes written by Team Members. Players are not allowed to quit a Game after the completion of the Pick-&-Ban Phase.

5.7.2 Game Start Disruptions

If there is an error in game start or the Tournament Administration decides to separate the Pick-&-Ban Phase and the game start, the Blind Pick feature may be used at the discretion of the Tournament Administration. All Players will select Champions in accordance with the valid completed Champion selections.

If a Bugspat, disconnect, or any other failure occurs which interrupts the loading process and prevents a Player from joining a Game, the Game must be immediately paused until all Players are connected.

5.8 Pause

5.8.1 Intentional Disconnect

It is strictly prohibited to intentionally disconnect from an ongoing live Game or Pick-&-Ban phase without an authorisation from the Tournament Administration.

If a Player intentionally disconnects without notifying the Tournament Administration or pausing, the Tournament Administration is not required to enforce a pause.

5.8.2 Pause Appliance

Players may only pause a game immediately following an unintentional disconnect, hardware/software malfunction, or physical interference and must notify the Tournament Administration immediately and identify the reason.

5.8.3 Procedures during a Pause

5.8.3.1 Leaving the Match Area

During any pause, Players may not leave the Match Area unless authorized by the Tournament Administration and accompanied by another Tournament Administration member.

5.8.3.2 Team Communication During a Pause

Players are not allowed to communicate with each other during a pause. For the avoidance of doubt, Players may communicate to the Referee, but only in order to identify and remedy the cause for the pause. If a pause extends long enough, Referees may, at their discretion, allow Teams to talk before the Game is unpaused in order to discuss the Game's conditions.

5.8.4 Unpausing the Game

Players are not permitted to resume the Game after a pause. After clearance from the Tournament Administration is issued and all Players are notified and ready, which will be contingent on confirming through in-game chat, the in-client spectators will unpause the Game.

5.8.5 Unauthorized Pause

If a Player pauses a game without a valid reason as outlined above, or resumes the game without permission from Tournament Administration, this action will be deemed unfair play and may lead to Penalty Points being awarded to the offending Team.

5.8.6 Minor Player Illness, Injury or Disability

Minor Player illness, injury, or disability, cannot serve as a valid reason for a Player to pause. However, if there's an underlying or previously declared medical condition, the Player may notify the Tournament Administration before the Match. The Tournament Administration may then allow a pause during the Game to assess the situation. This pause should be brief, typically lasting only a few minutes, during which the Tournament Administration will determine if the Player can reasonably continue playing. If it is deemed that the Player cannot continue within this timeframe, their team will forfeit the game unless the Tournament Administration decides otherwise, potentially granting an Awarded Game Victory to the opposing Team.

5.8.7 Health Hazards

If the Tournament Administration observes a condition or behaviour, is notified by a Team, or otherwise has a good faith belief that leads the Tournament Administration to believe that a Player is medically unfit to play or continue play, the Tournament Administration may, in their sole discretion, grant a pause, not to exceed ten (10) minutes, in order to evaluate the identified Player.

If the Tournament Administration determines that a Player needs to be examined by medical officials, such Player must receive medical clearance to play or continue play.

Such Player may refuse medical exam or care, but in such a situation they will lack requisite medical clearance and will not be able to play or continue to play.

If a Player is deemed unable to play or continue to play because of a lack of medical clearance, or if the Team is unable to field a roster that is compliant with these Rules, the Team shall forfeit the Game unless the Tournament Administration, at their sole discretion, determines that the Game is subject to an Awarded Game Victory.

5.9 Bug Definitions

5.9.1 Chronobreak

The Deterministic Disaster Recovery Tool.

5.9.2 Bug

An error, flaw, failure or fault that produces an incorrect or unexpected result, or causes a game or hardware device to behave in unintended ways.

5.9.3 Minor Bug

A bug (including a hardware failure) that is, at worst, inconvenient to players. This may include bugs that alter game stats or gameplay mechanics in a manner that, while not optimal, can be played through if necessary. For the absence of doubt, in a case where Chronobreak is not available, these bugs would not result in a remade game.

5.9.4 Play Through Bug

A bug that does not significantly alter the competitive integrity of the game. This may mean that there are mitigation steps available for an otherwise difficult to play around bug (like restarting the game client or computer). Alternatively, this may include situations where the impact of the bug can be mitigated through other in-game functions.

This category also includes bugs provided under the "inform designation" - i.e. those bugs that are provided to teams in advance of games (usually champion, item or environment interactions and persistent effects) for which no remake will be offered. These effects or interactions cannot be avoided or mitigated through any means other than disabling of the offending champions, skins or items and thus remakes are not available for these bugs, which must be played through.

At their discretion, Tournament Officials may offer Chronobreak for Bugs under the “inform designation” if, in the sole discretion of Tournament Officials, the Bug has a high impact on the competitive integrity of the Game. Tournament Officials will not offer a Chronobreak if, in their sole discretion, they determine that the disadvantaged Player or Team intended to or purposefully triggered the Bug. In a Chronobreak situation, Tournament Officials shall treat the Play Through Bug as a Minor Bug or Critical Bug, as appropriate, for the execution of the Chronobreak. If Chronobreak is unable to recover the Game or if any Player causes the Bug to reoccur, Tournament Officials will force a play through with no option of a remake or additional Chronobreak.

5.9.5. Unintentional Hardware Failure

The failure of any piece of hardware, including server failure, monitor or PC failure or player peripheral failure. This does not include any hardware failure that is player induced, including the intentional damage to, or destruction of, a player peripheral, damage to the monitor or a player interfering with a PC. The determination of whether a hardware failure is unintentional is up to the sole discretion of Tournament Officials.

5.9.6. Critical Bug

A bug (including an Unintentional Hardware Failure) that significantly damages a player’s ability to compete in the game situation, significantly alters game stats or gameplay mechanics, or a situation in which the external environmental conditions become untenable. The determination of whether the bug has damaged a player’s ability to compete is up to the sole discretion of Tournament Officials.

5.9.7. Verifiable Bug

A bug or critical bug that is conclusively present and not attributable to player error. The spectator must be able to replay the instance in question and verify the bug or critical bug.

5.9.8. Terminal Situation

A bug or other circumstance that requires that a game be remade. These circumstances include

- instances of critical bugs where Chronobreak is unavailable or unable to recover the game
- bugs which cannot be remedied or avoided through the use of Chronobreak, including champion or skin bugs that may require that such champion or skin be disabled
- any other instance in the discretion of Tournament Officials where the continuation of the game is untenable (including environmental concerns and catastrophic hardware failure).

5.9.9. “Dead-Ball” State

A point in a game when neither team is heavily engaged with one another, although some minor engagement may still constitute a dead-ball state. In establishing a dead-ball state, every effort should be made to identify a time as close to the bug instance as possible while providing an approximate 2 second window before a potential engagement in situations where the game was wound back from a point where the teams were engaged. The goal is to locate a point in time where an engagement remains possible, but not inevitable. A perfect dead-ball state may not exist, and in those situations, the overarching goal of identifying a state in which there is no major engagement as close as possible

to the bug instance should be prioritized (for example, going too far back could potentially remove setup a team has done, including wards, lane pressure and flanking).

5.9.10. Cost

Any player deaths, objectives (tower, inhibitor, dragon, herald or baron) taken that were not otherwise in progress at the dead-ball state (i.e. dragon was pulled or three players on the tower with a minion wave and no opposition, or ultimate, item or Summoner spell usage where such ultimate spell at Rank 1 (regardless of the ultimate rank or cooldown at the time of the bug) or base Summoner spell or item (i.e. without cooldown reductions from runes or items) has a cooldown of 110 seconds or longer. An ultimate or Summoner spell used, in the opinion of Tournament Officials, outside of normal play patterns for the purpose of triggering a cost under this rule shall not constitute a cost. Other factors such as vision (placed or destroyed wards), minions farmed, etc, while all carrying some value in the game, do not rise to the level of consideration in whether to use Chronobreak.

5.9.11. Prompt Reporting

Once a player is aware of a bug (which, as defined, includes presumed hardware failures), the player is required to pause the game as soon as is practical through one of the methods listed below and alert Tournament Officials as to the bug. These methods are:

- Pausing the game through the /pause command
- Asking a teammate to pause over audible voice communications
- Requesting that a referee pause the game

For the avoidance of doubt, if a player audibly requests that a referee pause the game, even if the game is not immediately paused, the player will be considered to have requested a pause as soon as is practical. In addition, it may not be practical to cause an immediate pause upon recognizing the bug if, for example, the two teams are engaged with each other. In such cases, Tournament Officials may determine that it was not practical to pause the game until the engagement ended.

5.9.12. Game of Record

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 Game of Record (“GOR”) status, the period ends in which incidental restarts may be permitted and a game will be considered as “official” from that point onward. Examples of conditions which establish GOR:

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

5.10. Chronobreak Availability and Usage

5.10.1. Chronobreak Availability

If, for any reason, the Deterministic Disaster Recovery Tool (aka “Chronobreak”) is not available, any situation that would result in a Chronobreak will instead result in a Terminal Situation.

5.10.2. Bug Determination

If a Game experiences a Bug at any point during the Match, Tournament Officials must first determine whether the Player followed the pause protocol set forth above. If the Game was paused in a timely manner, Tournament Officials must next determine whether the bug is a Verifiable Bug. If it is a Verifiable Bug, Tournament Officials must next determine whether the Bug is a Minor Bug, Critical Bug or Terminal Situation.

5.10.3. Minor Bug.

If the Bug is a Minor Bug, Tournament Officials must determine what the appropriate Dead-Ball State would be and whether there is a Cost associated with using Chronobreak to revert to that Dead-Ball State. If there is a cost associated with the Minor Bug, Chronobreak is not available and Players should be instructed to play through the Bug.

In the case of a Minor Bug with no Cost, Tournament Officials must determine whether Chronobreak can restore the Game and whether reverting the Game to an earlier state will fix the Bug or avoid the trigger condition for the Bug. If Chronobreak cannot restore the Game or reverting the Game to an earlier state will not fix or avoid the Bug, or in the case of any play through Bug, Chronobreak shall not be used and the Players will be instructed to play through the Bug.

If Tournament Officials determine the use of Chronobreak is appropriate, Tournament Officials shall determine whether either or both Teams were significantly disadvantaged by the Minor Bug, and any significantly disadvantaged Team will be offered the opportunity to Chronobreak the Game, although such Team will not be told what Dead-Ball State will be utilized. If both Teams are significantly disadvantaged, either Team requesting a Chronobreak will trigger the use of Chronobreak.

If any significantly disadvantaged Team requests a Chronobreak, Tournament Officials will utilize Chronobreak to restore the Game to the appropriate Dead-Ball State. If an appropriate Dead-Ball State does not exist, Players may still be placed back to a recovered spot prior to the Bug occurring at the discretion of Tournament Officials.

5.10.4. Critical Bug.

In the case of a Critical Bug, Tournament Officials must determine whether Chronobreak can restore the Game, and whether reverting the Game to an earlier state will fix the Bug or avoid the trigger condition for the Bug.

If Chronobreak cannot restore the Game, or reverting the Game to an earlier state will not fix or avoid the Bug, then the Bug constitutes a Terminal Situation.

In the case of a Critical Bug, Tournament Officials will determine whether either or both Teams were significantly disadvantaged by the Critical Bug, and any significantly disadvantaged Team will be offered the opportunity to Chronobreak the Game, although such Team will not be told what Dead-Ball State will be utilized. If any significantly disadvantaged Team requests a Chronobreak, Tournament Officials will attempt to find an appropriate Dead-Ball State prior to the Bug occurring. If an appropriate Dead-Ball State does not exist, Players may still be placed back to a recovered spot prior to the Bug

occurring at the discretion of Tournament Officials. In the event that Tournament Officials determine the cost of Chronobreaking would be higher than that of a remake, they may offer a remake to any disadvantaged Team.

5.10.5. Terminal Situation

In the case of a Terminal Situation, Tournament Officials shall follow the remake procedures set forth below.

5.10.5.1 Remakes Before GOR

The following are examples of situations in which a Game may be remade if GOR has not been established:

- If a Player notices that Player's rune, Summoner Spells, or GUI settings have not applied correctly due to a Bug between the Game lobby and Match, the Player can pause the Game to adjust these settings. If the settings cannot be correctly adjusted, then the Game may be restarted.
- If Tournament Officials determine 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).
- Any circumstance which would permit a remake after GOR.

5.10.5. Remakes After GOR

The following are examples of situations in which a Game may be remade after GOR has been established.

- If a Game experiences a Terminal Situation at any point during the Match.
- If a Tournament Official determines that there are environmental conditions which are unfair (e.g. excessive noise, hostile weather, unacceptable safety risks).

5.10.6. Remake Procedure

In the event of a Terminal Situation in which Tournament Officials intend to declare a remake, Tournament Officials must first consider whether a Game victory should be awarded to a Team. Tournament Officials, in their sole discretion, may determine that a Team cannot avoid defeat (i.e. cannot come back and win the Game) to a degree of reasonable certainty. Tournament Officials may, but are not required to, use any or all of the following criteria in the determination that one Team cannot avoid defeat to a degree of reasonable certainty.

- **Gold Differential:** Of the total gold earned in the Game, one Team has earned 57.5% or more of that gold. For example, if 10,000 gold has been earned in the Game, the leading Team has earned at least 5,750 gold as a Team.
- **Remaining Turret Differential:** The difference in the number of remaining turrets between the Teams is more than eight (8).
- **Remaining Inhibitor Differential:** The difference in the number of standing inhibitors between the Teams is more than two (2).
- **Remaining Nexus Turret Differential:** The difference in the number of remaining Nexus turrets between the Teams is two (2).

- **Respawning Player Differential:** The difference in live Player characters between the Teams is at least four (4) with the remaining death timers on all dead Champions being at least 40 seconds or higher.
- **Straight Up GG:** At the time of technical difficulty there is no scenario that, in the opinion of the Tournament Administration, could result in anything other than the victory of one (1) Team (e.g. at 45 minutes one Team is aced and the Mid and Jungler on the opposing Team have a minion wave and are running into the opposing base).

5.10.7. Offering a Remake

If Tournament Officials do not award the Game victory, Tournament Officials will determine whether either or both Teams were significantly disadvantaged by the Bug, and any significantly disadvantaged Team will be offered the opportunity to remake the Game. If any significantly disadvantaged Team accepts a remake, the Game will immediately be remade as per this section. Significant disadvantage is a prerequisite to a remake offer. In certain Terminal Situations, for example, where the server has crashed and the Game cannot be continued or recovered through Chronobreak, Tournament Officials may direct a remake without offering Teams the opportunity to remake the Game.

5.10.8. Controlled Environment

Certain conditions may be preserved in the event of a remade Game that has not reached GOR, including, without limitation, picks/bans, runes, skins, or Summoner spells. If, however, a Match has reached GOR, Tournament Officials shall not retain any settings.

5.10.9. Champion and Skin Disables

If the remake occurred due to a champion Bug, then settings no longer will be retained (including picks and bans) regardless of Game of Record status and the champion may be made ineligible for at least the remainder of the day's Matches.

5.10.10. Hardware Malfunction

In the case of any hardware malfunctions, Tournament Officials shall determine whether the hardware malfunction constitutes a minor bug (i.e. a monitor loses power and a Player walks into a wall or takes an odd path), a critical bug (i.e. a keyboard stops working, causing a Player death) or a terminal situation (i.e. the LoL server crashes) and follow the appropriate standard above.

5.10.11. Tournament Official Discretion

Tournament Officials may utilize Chronobreak at any time or remake any Game if Tournament Officials, in their sole and absolute discretion, believe that such an action is necessary to preserve the best interests of the Tournament. This power is not constrained in any way by the lack of any specific language in these Rules.

5.11 Surrendering/Forfeiting

5.11.1 Surrender Function

Players are not allowed to use the Surrender function (/ff or /surrender commands in-game) unless otherwise instructed or approved by the Tournament Administration. If no such approval or instruction is given by the Tournament Organizer, the Game must continue until one Team's Nexus has been destroyed.

5.12 Post-Game Process

5.12.1 Result Confirmation

The Tournament Administration will confirm and record the Game's result.

5.12.2 Reporting of Technical Issues

The Players are obliged to inform the Tournament Administration of any technical difficulties they may have encountered during the Game directly after its completion.

5.12.3 Joining the Upcoming Game Lobby

The Referees may log into Player Accounts to join the next Game's lobby.

5.12.4 Game Break

The Tournament Administration will inform Players of the remaining time before the next Game's Pick-&-Ban Phase.

5.13.5 Post-Game Media Obligations

After a Match Players will be informed of any post-match obligations including, but not limited to, media appearances, interviews, or further discussion of any other matters.

6. Misconduct

You can find the EWC Misconduct rules in the [EWC Global Rulebook](#). Additional points that apply for this specific tournament are as below:

6.1 Punctuality Penalties

6.1.1 Player punctuality

For delays with players being ready at the start of a match, or between maps or breaks, participants will be punished with 2 penalty points for every five minutes after the deadline. From 10 minutes onwards, a no show will be awarded.

6.1.2 No show

Participants that won't be ready to play their match until 10 minutes after the scheduled start of the match, will lose it with the worst score possible and receive 10 penalty points.

7. Prize Distribution

Prize money payment will be made no earlier than 5 weeks after the end of the competition. Please refer to the Tournament Participation Agreement regarding the details of the prize money payment procedure for EWC 2026.

7.1 Prize Distribution

Placement	Prize money
1	USD 600,000
2	USD 340,000
3	USD 220,000
4	USD 140,000
5-8	USD 90,000
9-12	USD 55,000
13-16	USD 30,000
MVP	USD 25,000

8. Other

8.1 Equipment

EWC always provides monitors, computers, SSDs and noise-cancelling headphones. Participants have to bring their own peripherals (in particular: keyboard, mouse, mousepad, sound cards if needed). Our machines do not support PS2-keyboards. All player equipment is subject to the approval of the tournament administration. EWC reserves the right to deny the use of any equipment and/or device if they deem it to be providing an unfair competitive advantage. Participants might be asked to hand in their equipment for additional checks. Participants who want to use more than one piece of the same equipment need to ask the tournament administration for approval.

Competitors are furthermore responsible to maintain a set of replacement hardware in the instance that their primary device(s) fail.

8.2 Flags and country identifiers

No flags and country identifiers are allowed to be present as part of player apparel or individual items during the tournament.

8.3 Internet access

Internet access on tournament computers is disabled for all participants.

9. Privacy and Data Protection

By participating in the Event, each Participant acknowledges that EF and/or the Tournament Organizer may process personal data as needed for the administration, operation, integrity, and enforcement of the Event and these Rules. Further information is set out in the applicable [Privacy Policy](#) made available on the EWC event website or otherwise provided to Participants.