OFFICIAL RULEBOOK

Spring 2025

Preface

The Ember League is a community-run League of Legends competition that aims to deliver a structured, fair, and exciting competitive experience. This rulebook applies to all participating teams, players, coaches, and representatives, and governs all operations for the Spring 2025 season. The Ember League is not affiliated with or endorsed by Riot Games.

All official communication, coordination, and dispute resolution will be handled via the Ember League Discord server: [https://discord.gg/NG65EKCJ]

Rule amendments may be made during the season but will only apply if they do not retroactively impact already-played matches. Any such changes will be underlined and announced in a public changelog. The League Admins reserve the right to act in the best interests of competitive integrity and may issue penalties or decisions outside the bounds of this document if necessary.

Entry & Fee

Divisions:

Blaze Division

- Rank Cap: Diamond 4 99 LP (peak)

- Entry Fee: $75 per team

Cinder Division

- Rank Cap: Platinum 4 99 LP (peak)

- Entry Fee: $40 per team

Each division operates independently but follows the same structure, rules, and procedures unless otherwise specified.

If a new team were to join the league while the split is in progress the buy-in required is **half.**

Refundable Deposit

All teams are required to submit a **$50 refundable deposit** at the beginning of the season. This deposit is returned at the end of the season under the following conditions:
- The team does not withdraw from the league after being accepted.
- The team plays out all scheduled matches through the regular season.

If a team **withdraws or is removed** for any reason other than force majeure or league-approved extenuating circumstances, the deposit is forfeited.

Forfeits

Teams may forfeit games at any point before the game starts by notifying the admin and the opposing team. Once the game starts teams may not surrender. Forfeits can be rescheduled as long parties are notified 2 hours before game time. Anytime closer to the game is at the discretion of the opposing team to request for a forfeit.

Both Captains must speak to an admin about issues on scheduling if a forfeit is to be processed.

Withdrawal Policy

Teams currently must pay a $50 deposit. This deposit is "in good faith" and will be returned as long as they follow these requirements
- Finish out the season. If the team were to forfeit in its last week the deposit is lost.
- No major rules was violated
- No punishments for cheating or smurfing
- Teams that withdraw before Week 3 will be refunded their deposit
- Withdrawals after Week 3 forfeit the deposit
- If the team forfeits 2 games or 1 full match set a $5 deduction is placed on the deposit.
- If the team forfeits more than 2 games the entire deposit is lost.
- Admins will attempt to replace withdrawn teams with waitlisted teams if possible

Eligibility

Rank Restrictions

Players are only eligible if their highest peak rank falls **within** the respective cap of their division based on the most recent three ranked splits.

- Blaze Division: Diamond 4 99 LP or lower
- Cinder Division: Platinum 4 99 LP or lower

Players may **climb beyond the cap** after being added to the roster, but if they exceed the **Absolute Growth Cap** (e.g., reaching Master), they will be removed from the roster.

Absolute Growth Cap

Blaze Division: Players are removed if they hit **Master Tier**

Cinder Division: Players are removed if they hit **Emerald Tier**

Historical Eligibility

Players with a peak rank higher than the allowed cap in past years may be deemed ineligible unless approved by an admin.

(Cinder League)

D4 99 LP Peak (S2024)

D3 99 LP Peak (S2023)

D1 99 LP is the highest a player can reach before they are removed when hitting Masters rank.

(Blaze League)

P4 99 LP Peak (S2024)

P3 99 LP Peak (S2023)

P1 99 LP Peak is the highest a player can reach before they are removed when hitting Diamond rank.

Note

If the majority of a team roster in Blaze League (based on Admin discretion) were to hit high Diamond (D1/D2) they would be subject for eligibility review. This also applies to Cinder league as well if the team majority were to reach high Platinum(P1, P2).

Minimum Account Requirements

- Level 150 or higher for Emerald
- Level 120 or higher for IBSG
- At least 2 years of ranked activity
- Must have played a total of 150+ games in S2024
- This 2025 split must have played 10 games
- Must disclose all ranked accounts (including region-transferred or alternate accounts)
- Each player must declare a primary account that will be used to evaluate eligibility, match play, and solo queue mandates.
- The account must be on the NA server.
- The account must be disclosed during roster registration. Requests to change the account must be submitted via Discord ticket.
- Only this account may be used in official matches unless an alternate is explicitly approved by an admin for good cause (e.g., champion pool).

Absolute Rules

Rule 1 -

Section 1.1 - Account Disclosure

All players must disclose their main account and any alternate accounts used since 2019. Account sharing is strictly prohibited. Players must provide accurate summoner names and report any name changes. If a player's undisclosed account is discovered, penalties will be applied. **Penalty:** Minimum 1 ban loss for undisclosed accounts. Multiple offenses may lead to match forfeits or disqualification.

Section 1.2 - Eligibility Requirements

Players must meet the rank cap restrictions (**D4 99LP max** at the start of the season). Historical eligibility applies: No player who has reached **Master+** since 2021 is eligible. Players must have an account level of at least **150 or Higher for Emerald and Level 120 for IBSG**. Players must have at least **2 years of ranked activity** or receive admin approval. Players must have **150 ranked games** in season 2024. If not they must play the difference to equal 150. (e.g. games played 100 need to play 50 to be eligible.) Players must have played **10 ranked games** this 2025 season and are expected to play **50 ranked games** by playoffs.

Section 1.3 - Rank Lock

Once a player is rostered, their highest rank at the time of entry is locked.
Players who exceed the **Absolute Rank** during the season will be removed from the league.

Section 1.4 - Solo Queue Mandate

Players must maintain **ongoing ranked activity**.
Players in Diamond 4 or higher must play at least **10 solo queue games every 3 weeks**.
Failure to meet this requirement results in suspension until games are completed.

Rule 2 -

Section 2.1 - Team Requirements

Teams must have at least **5 players** and no more than **10 players**.

Each team must have at least **1 designated team lead** and **1 team owner**.

Team owners are responsible for the team's entry fee and management.

Section 2.2 - Team Ownership & Withdrawal

If a team **withdraws before the season ends**, they must pay a **$50 penalty**.

If a team **completes the season**, the withdrawal penalty will be **fully refunded**.

Section 2.3 - Roster Management

Teams may add players before the **roster lock deadline (48-72) hours before a match)**.

No new roster additions are allowed once **playoffs begin**.

Emergency Substitutes (E-Subs) are limited to **five per split**.

Minimum: 5 players

Maximum: 10 players (5 starters, 5 substitutes)

Rosters will be locked at a freeze date in which no additional players will be allowed

Section 2.4: Team Logo Requirements

Each team must submit a **professional-quality** logo with a transparent background.

Logos must be in **PNG or SVG format** with a minimum resolution of **500x500 pixels**.

The logo should accurately represent the team's identity and brand. If a team fails to submit a logo, a **default League of Legends emblem** will be assigned.

Section 2.5: Logo Restrictions

No copyrighted or trademarked material from other brands, esports organizations, or companies. **No real-life individuals or celebrity likenesses** may be used. **No offensive, discriminatory, or inappropriate imagery** is allowed. Logos must not resemble **official Riot Games branding** to avoid confusion.

Section 2.6: Branding & Naming Policies

Team names must be **unique** and cannot impersonate existing professional organizations. No **profanity, hate speech, or explicit content** in team names or branding. Teams may use abbreviations, but they must be **clearly identifiable**. Any name change requests must be submitted and approved by league admins.

Section 2.7: Jersey & Graphic Design Standards

If teams have official jerseys, they must not include **unapproved sponsors**.

All **social media graphics** using the Ember League branding must comply with the official style guide (to be provided by league admins). Teams are encouraged to maintain a **consistent visual identity** across platforms.

Section 2.8: Enforcement & Penalties

Failure to submit a proper logo results in a default placeholder being used.

Use of restricted or inappropriate imagery may result in **team disqualification**.

Repeated violations of branding policies may lead to **penalties or removal** from the league. This guideline ensures a **professional and competitive** environment for all Legendary League teams. For any clarifications, teams must contact league admins for approval.

Rule 3 -

Section 3.1 - No Gentlemen's Agreements

All matches must be played in accordance with official Ember League rules.

No verbal or informal agreements between teams ("gentlemen's agreements") are allowed. Any deviations from the rules without prior admin approval may result in penalties. This ensures consistent enforcement and fairness across the league.

Section 3.2 - Regular Season Format

Matches occur every **TBD at 8PM ET**.

The **regular season follows a 8 week best of 3 match format**.

Teams earn points based on match wins and losses.

Section 3.3.1 - Group Stage & Playoff Structure

Bracket Type: Single-Elimination

Match Format (Group Stage):

All teams will compete in **Single-Elimination** matches within their group. Each match is played as a **Best of 3 (Bo3)** series.

Each team will play one Bo3 series per week over the course of the group stage.

The **Bottom 2 teams** in each group will be **eliminated** from the tournament.

The **Top teams** from each group will **advance to the Playoffs**.

Tiebreaker matches may be played if necessary to determine playoff qualification or seeding.

Scoring (Group Stage):

> 2-0 Win: +3 points
>
> 2-1 Win: +2 points
>
> 1-2 Loss: +1 point
>
> 0-2 Loss: 0 points

Playoff Format

All playoff matches will be played as **Best of 5 (Bo5)**.

The **1st Seed** from each group will receive a **bye week** in the first playoff round.

The **2nd Seed** will await the winner of the lower playoff bracket.

The **3rd and 4th Seeds** will face each other in the first round of playoffs.

Teams that lose a playoff match will enter a **Round Robin Losers' Bracket**.

Losers' Bracket Format:

Any team that loses a Bo5 playoff match will enter the **Losers' Bracket**.

The Losers' Bracket will be conducted as a **Round Robin.**

All matches in the Losers' Bracket will be **Best of 1 (Bo1).**

The team with the best record in the Losers' Bracket will advance to face the **2nd Seed** in a

Bo5.

The winner of that match will move on to face the **1st Seed** in the final round.

Section 3.3 - Tiebreaker Criteria

1. **Head-to-Head Record** – If tied teams played each other, the winner advances.
2. **Game Win/Loss Differential** – The team with the best game win percentage advances.
3. **Total Game Wins** – The team with the highest number of individual game wins advances.
4. **Fastest Average Win Time** – If still tied, the team with the shortest average win duration moves forward.
5. **Tiebreaker Match** – If necessary, a **Bo1 tiebreaker match** will be played.

Rule 4 -

Section 4.1 - Roster Lock & Substitutions

Roster changes must be submitted at least **48-72 hours before a match**.

E-Subs require **admin approval** and result in **ban losses**.

Section: 4.2 Sister Teams

1. To maintain competitive integrity and prevent roster manipulation between affiliated (sister) teams, a **7-day cooldown period** will be enforced on any player movement between sister teams.

2. If a player is removed from **Team A** and added to **Team B** (or vice versa), the **7-day cooldown begins at the time of removal**.

3. During this cooldown period, the player **may be rostered** on the new team but **is not eligible to participate in official matches** until the cooldown has expired.

4. This rule applies **only to teams within the same organization or otherwise considered sister teams** by tournament officials.
   Attempts to circumvent this rule (e.g., swapping multiple players to avoid cooldowns) may result in disciplinary action, including match forfeits or disqualification.

Section 4.3 Roster Recycling Restriction

To preserve the competitive integrity of the league, the following restriction applies to **recently dropped, removed, or transferred players**:

1. A player **cannot be added to any other team** within the league **for a minimum of 7 days** after being **dropped, removed, or swapped** from their previous team.

2. This includes **all teams**, not just sister teams, and applies regardless of whether the player was officially active in matches.

3. The cooldown period begins **immediately upon the roster move being confirmed** by league officials.
4. Any team found attempting to circumvent this rule (e.g., pre-arranged swaps or temporary drops) may face penalties including **reversal of roster changes**, **match forfeits**, or **disqualification**.

Section 4.4 - Match Setup

Tournament codes must be used for every match.

Game 1 side selection is predetermined; the losing team picks sides for Game 2+.

Incorrect bans or picks result in **penalties**.

Section 4.5 - Timeliness & Forfeits

Teams must be ready **within 5 minutes of match time**.

If a team is **5-10 minutes late**, they lose **1 ban**.

If a team is **10-15 minutes late**, they lose **2 bans**.

If a team is **15-30 minutes late**, the opposing team **may accept a game forfeit**.

If a team is more than **30 minutes late**, the opposing team **may accept a match forfeit**.

Section 4.6 - Pauses & Disconnects:

Acceptable Reasons to Pause

1. Technical issues (hardware malfunction, game crash, internet disconnect).
2. Verified client/server issues.
3. Player DC (disconnect).
4. Emergency situations (within reason)

Each team is allowed **three (3) pauses per game**, lasting up to **five (5)** minutes each.

Any misuse (stalling, strategic pausing, etc.) will result in penalties:

First offense: **Warning**

Second offense: **Loss of pause privileges**

Third offense: **Game forfeit or disqualification**

If a player disconnects, they must **reconnect as quickly as possible**.

Rule 5 -

Section 5.1 - Voice Communication

Players must use designated **Ember League Discord voice channels**.

Only the five playing members may remain in the voice channel once the game starts.

Section 5.2 - Pauses & Disconnections

Each team is allowed **three pauses** per game, lasting up to **five minutes each**.

If a team disconnects for more than **15 minutes**, they may be forced to forfeit the game.

Section 5.3 - Competitive Integrity

Cheating, scripting, or exploiting results in immediate disqualification.

Sportsmanship violations (e.g., excessive toxicity) may result in **ban losses or match forfeits**.

Match Forfeits: Excessive forfeits result in team removal.

Reporting & Appeals: Players may appeal penalties by submitting a ticket with evidence for review.

Match Day Broadcasts:

Two teams will be designated to play on the official **Match Day** each week.
These matches will be **streamed** and showcased on the league's official broadcast channels. Teams selected for broadcast will be notified at least **5 days in advance**.

Flexible Scheduling:

All other group stage matches for the week may be played at any time, as long as they are completed **before Friday**. (Subject to change) Teams are responsible for coordinating and agreeing upon a match time. Match results must be reported immediately after completion.

Failure to Schedule:

If teams fail to agree on a match time, the league reserves the right to assign a default time. Failure to show up at the assigned time may result in a **forfeit**.

Rescheduling:

Broadcast matches may only be rescheduled under **exceptional circumstances** and require league approval. Non-broadcast matches can be rescheduled without league approval, as long as both teams agree and the match is completed before the deadline.

Holidays

Scheduling Adjustments:

Matches will not scheduled on recognized major holidays, including but not limited to:

- **New Year's Day**

- **Independence Day (U.S.)**
- **Thanksgiving Day (U.S.)**
- **Christmas Day**

Regional holidays may also be considered based on the majority of participating teams.

Rescheduling Requests:

Teams may request a reschedule if a match is initially set on a holiday. Requests must be submitted at least 7 days in advance. The opposing team and league officials must approve the reschedule.

League Discretion:

The league reserves the right to adjust schedules around holidays to ensure fair rest periods and competitive integrity. Matches may be shifted to accommodate travel, family commitments, or other holiday-related concerns.

Forfeiture Protection:

No team will be forced to forfeit due to an inability to play on a major holiday if proper notice is given.

Match Rules

League Format

Group Stage: Round-robin, Bo1 matches

Playoffs: Double-elimination, B03 until semi finals. Semi finals, Quarter Finals, Grand Finals Bo5 matches

Match Days

Inferno Division: TBD @ 8PM ET

Magma Division: TBD @ 8PM ET

Matches may be rescheduled by mutual agreement, subject to admin approval and scheduling deadlines.

Tournament Draft

Normal Draft format will be used

Draft tool (e.g. [Drafter.lol](#)) recommended

All bans must follow official procedures

Side Selection

Game 1: Determined by coin flip ([Just Flip A Coin](#)) Team 1 will be Heads, Team 2 will be tails(Team 1 and Team 2 teams will be determined in the draw show) Playoffs Side selection will be awarded to the higher seed for Game 1. Team's swap sides for rematches. (i.e. If Team 1 was Blue side during the first match, they will be Red side for rematch) Game 2+: Loser of the previous game gets side selection.

Voice Channels

All players must be in their assigned team voice channel during matches. Only active players may be in the channel during the game.

Code of Conduct

All participants are expected to behave respectfully and competitively. The following behaviors are strictly prohibited and subject to penalties:

- Account sharing or smurfing
- Cheating or bug exploitation
- Harassment or toxic conduct
- Match-fixing or collusion

Penalties range from ban losses to full disqualification depending on the severity.

Penalties and Appeals

Penalty Types

Warning: Issued for minor, non-malicious infractions

Ban Loss: Loss of champion bans during the draft phase

Player Suspension: Player cannot compete in one or more matches

Game Forfeit: One game of a match is automatically lost

Match Forfeit: Entire match is forfeited

Removal from League: Player or team is disqualified from the season

Common Infractions

Playing unapproved or ineligible players

Late match arrival without proper notice

Missing match results or draft tool accuracy

Failing to use REA (Rank Evaluation Account)

Poor sportsmanship or disruptive behavior

Appeal Process

Teams or players may appeal penalties by opening a ticket in the official Discord within 48 hours of the ruling. Appeals should include:

- Description of the event or decision
- Screenshots or evidence
- Reasoning for reversal or reduction of the penalty

The Board will review appeals and respond within a reasonable timeframe. All decisions are final unless new evidence is provided.

Prizing

70% of total entry fees will go toward the prize pool. The remaining 30% funds will go toward league production and operation costs.

Prize Pool Distribution (based on 8 / 12 / 16 teams):

Inferno Division ($420, $630, $840):

- 1st: 70%
- 2nd: 30%

Magma Division ($224, $336, $448):

- 1st: 70%
- 2nd: 30%

Prizes are paid out to the team owner after the season concludes.

Group Draw Show

Purpose:

The **Group Draw Show** will be held to determine the composition of groups for the league. It ensures a fair and transparent process for assigning teams to their respective groups.

Procedure:

Seeding Process:

Teams will be seeded based on relevant factors such as **previous performance**, **qualifiers**, or **average rank** if applicable. Teams will be divided into **Seed Pools** (e.g., Pool 1, Pool 2) to ensure competitive balance.

Draw Format:

Teams will be randomly drawn from each pool and assigned to groups in an alternating fashion via spinning wheel. No group shall have more than one team from the same organization, if applicable. Adjustments may be made to avoid region or affiliation conflicts.

Broadcast:

The draw will be **publicly broadcasted** on league channels for transparency. Casters or league officials will explain the draw process live.

Tiebreaker Adjustment:

If an issue arises during the draw (e.g., conflicting teams), the league reserves the right to **redraw** from the affected pool.

Finalization:

Once all groups are drawn and confirmed, the league will publicly release the group assignments and schedule.

No Appeals:

Teams may not appeal the results of the draw. However, any administrative errors identified during the show will be addressed by league officials.

Weekly Podcast & Power Rankings

Weekly Podcast

The Ember League will feature a **weekly podcast** hosted by league staff, casters, or community members.

Episodes will cover:

- Match recaps and standout performances.
- Upcoming match previews
- Player and team interviews

- League news, storylines, and drama (within reason!)

The podcast is designed to **build community engagement**, spotlight teams and players, and give everyone a voice in the league narrative.
Teams are encouraged to participate, and guest spots may be offered based on performance or community involvement.

Power Rankings

Power Rankings are released in tandem with the podcast each week.

These are **subjective rankings** curated by staff, casters, or a designated panel.

Rankings are based on:

- Recent match results
- Strength of schedule
- Team synergy, roster stability, and potential

Power Rankings do **not impact standings or playoffs**, but they:

- Fuel discussion and rivalries
- Help promote underdog teams or rising stars
- Add a layer of hype and storytelling to the season

Contact and Support

For any issues, use the ticketing system in the Ember League Discord. Admins will respond promptly to ensure smooth operation of the league.

Let the flames of competition burn bright. Welcome to the Ember League. 🔥