



OFFICIAL ROAD OF LEGENDS
RULEBOOK V1

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1. Definitions

- 1.1. Riot (or Riot Games) - Publisher of League of Legends.
- 1.2. ERL - The European Regional League. A League of Legends tournament sanctioned by Riot and part of the competitive League of Legends ecosystem in Europe.
- 1.3. Benelux ERL - The European Regional League for Belgium, the Netherlands and Luxembourg.
- 1.4. TO - Tournament Organizer. The organizer of the tournament and holder of the license for organizing the Benelux ERL. Known as GameWaves.
- 1.5. Road of Legends - The full name for the competition in the Benelux ERL.
- 1.6. ROL - Short for Road of Legends
- 1.7. ROL Official - A person chosen by the TO to represent the ROL.
- 1.8. Teams - The teams that have been selected by the TO to participate in the Road of Legends.
- 1.9. Match - A game or series of games between two Teams.
- 1.10. Season - A complete competition in the Benelux ERL.
- 1.11. Winter Season - The first competition of 2026, running from January 13th to February 19th.
- 1.12. Spring Season - The second competition of 2026, running from March 24th to May 30th.
- 1.13. Summer Season - The third competition of 2026, running from July 14th to September 19th.
- 1.14. Player - A player for a team as has been agreed with by the TO.
- 1.15. Player account - League of Legends account owned by a Player.
- 1.16. Ranked Solo/Duo rating - Official rating for Player accounts in League of Legends as gotten from lolpros.gg
- 1.17. Season 16 - Official designation of the League of Legends season that took place in 2026.
- 1.18. Behaviour Check - A check done by Riot on the behaviour of players in League of Legends. A player may be punished for having toxic behaviour in the past as a result of the check.
- 1.19. Seeding - A way to divide the teams over the matches in the first round of the tournament based on expected skill level of the Team. Higher seeding will usually mean having an advantage against teams with a lower seed.
- 1.20. Side selection - the right for a team to choose to play the blue or red side in a game of League of Legends.

2. Locally Trained Representative

- 2.1. A Player can be an EMEA Resident (IMP) and a LTR simultaneously.
- 2.2. LTR's are defined as players who have fulfilled one or more of the following criteria:
 - Be in possession of either Belgian, Dutch or Luxembourgish nationality.
 - Have lived within Belgium, The Netherlands or Luxembourg for at least two out of the last five years.
 - Have participated in the Benelux ERL ecosystem for at least two out of the last five years.

3. Team Rosters

3.1. Residency and Representation

- 3.1.1. Teams will be required to have a minimum of one LTR and three EMEA Residents in the Starting Line-ups at all times.

3.2. Registering a Team Member

- 3.2.1. To add a new Team Member to a Team Roster, Teams are required to submit a [Team Member Registration Form](#), also referred to as Exhibit H.

3.3. Dropping a Team Member

- 3.3.1. To drop a Team Member from the Team Roster, Teams are required to submit a [Team Member Drop Form](#), also referred to as Exhibit E.

4. Competition Format

4.1. Competitive Season Structure

- 4.1.1. Each competitive Season will consist of three Splits (Winter Split, Spring Split, Summer Split).

4.2. Winter Split

- 4.2.1. The Winter Split will consist of three phases.

4.2.2. Phase 1 Structure

- 4.2.3. During Phase 1, each team will face every other Team in one Best-of-1 Match.

- 4.2.4. Side selection for Phase 1 will be randomly assigned by ROL Officials prior to the start of the Split. Each team will have a maximum of 4 games on either side.

- 4.2.5. Standings will be determined by the amount of Matches won. The top four teams in the standings will advance to Tier 1 in Phase 2, whilst the bottom four teams in the standings will advance to Tier 2 in Phase 2. In case teams are tied in the standings, see Tiebreakers below.

4.2.6. Phase 2 Structure

- 4.2.7. All Matches will feature Fearless Draft.

- 4.2.8. During Phase 2, each team will face every other Team within their tier in one Best-of-3 Match.

- 4.2.9. Side selection for Phase 2 will be assigned randomly based on the teams standing in Phase 1, with the top two teams from both tiers receiving an additional match with side selection.

- 4.2.10. Standings will be determined by the amount of Matches won. All the teams from Tier 1 and the top team from Tier 2 will advance to Phase 3.

4.2.11. Phase 3 Structure

- 4.2.12. All Matches will feature Fearless Draft.

- 4.2.13. Teams will compete in a mono-branch single-elimination bracket, otherwise known as the Gauntlet, of best-of-five Matches.

- 4.2.14. In the Last Chance Qualifier, the #1 Team from Tier 2 will face off against the #4 Team from Tier 1. The Team that wins will advance to the quarterfinal, while the loser is eliminated from the tournament.

- 4.2.15.** In the quarterfinal, the winner of the Last Chance Qualifier will face off against the #3 Team from Tier 1. The Team that wins will advance to the semifinal, while the loser is eliminated from the tournament.
- 4.2.16.** In the semifinal, the winner of the quarterfinal will face off against the #2 Team from Tier 1. The Team that wins will advance to the final, while the loser is eliminated from the tournament.
- 4.2.17.** In the final, the winner of the semifinal will face off against the #1 Team from Tier 1. The Team that wins the final will be the 2026 Road of Legends Winter Split Champions and qualify to EMEA Masters 2026 Winter.

4.3. Tiebreakers

4.3.1. There will be no tiebreakers games played.

4.3.2. Winter Split Tiebreakers

4.3.3. In the event that two Teams are tied in the standings at the conclusion of Phase 1, the tie will be broken by their head-to-head record.

4.3.4. If three or more Teams are tied at the conclusion of Phase 1, the head-to-head record of all Teams against all other Teams involved in the tiebreaker will be considered. This means that, if one or more Teams have won/lost more than 50% of the Matches in aggregate against every Team in the tiebreaker, they are automatically granted the higher/lower place(s) available in the tiebreaker, and a new tiebreaker is declared amongst the remaining Teams. If the Teams have an identical amount of Games won against each other, the SoV Score will be taken into account, with the Teams with higher/lower SoV. Score being granted the higher/lower seeds. After this, a new tiebreaker will be declared amongst the remaining Teams, if any. If any Teams are still tied, Teams will be seeded based on total Victory Time in Games played against each other. If after this process the Teams are still tied, Teams will be seeded based on total Victory Time in Games played.

4.3.5. In the event that Teams are tied in the Standings after the conclusion of Phase 2, the tie will be broken using the the following criteria, in order:

- Phase 2 Game Score
- Phase 2 Head-to-head Game Score
- Phase 2 Strength of Victory (SoV)
- Phase 2 Head-to-head Victory Time
- Phase 2 Overall Victory Time

4.3.6. Strength of Victory Score (SoV Score)

4.3.7. At the end of a Group Stage or Regular Season, the Teams shall be ranked from 1 through 10 based upon Match winning percentage, where the highest winning percentage is ranked as 1, and each Team is ranked in descending order of Match winning percentage.

4.3.8. In situations where exactly two Teams have the same Match winning percentage, the team who has the head-to-head advantage will be considered higher in the Strength of Victory Score. In all situations where more than two Teams are tied, the tied Teams shall each be counted at the highest possible position with the next Team which is lower than the tied Teams taking the next available position (e.g. if three Teams are tied in 2nd place, they will all be +9 SoV, and the Team that directly follows them in placement will count as being 5th

place, and will have an SoV score of 4).

- 4.3.9.** Once the above order is determined, a victory against a Team is worth a set amount of points as set forth in the table below. To calculate a Team's Strength of Victory, add the SoV Score for each of your victories.

Standing	SoV Score		Standing	SoV Score
1st	+8		5th	+4
2nd	+7		6th	+3
3rd	+6		7th	+2
4th	+5		8th	+1

Example: If the 3rd placed Team has a victory against the 1st(+8), 2nd(+7) and 8th(+1) team, their Strength of Victory Score would be 16.

4.4. Submissions of Side Selection

- 4.4.1.** For the first Game of a Match, Teams are required to submit their side selection 24 hours before the scheduled start of the first scheduled Match of the broadcast day.
- 4.4.2.** For all other Games in a Match, the Teams must notify a ROL Official of their side selection no later than 5 minutes after the conclusion of the previous Game.
- 4.4.3.** ROL Officials can shift these deadlines at their discretion by informing the affected Teams.
- 4.4.4.** If no decision is submitted in time, the right of side selection will be passed to the opposing Team within a reasonable time frame at the discretion of ROL Officials.

4.5. Fearless Draft

- 4.5.1.** Games that are played with Fearless Draft will follow the 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 the 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. Prize Pool Distribution

5.1. Winter Split

- 5.1.1.** The total prize pool for the ROL Winter Split is €1,000. The distribution is as follows (per Team):

1st	2nd
€600	€400

5.2. Spring Split

5.2.1. The total prize pool for the ROL Spring Split is €2,000. The distribution is as follows (per Team):

1st	2nd	3rd
€1000	€600	€400

5.3. Summer Split

5.3.1. The total prize pool for the ROL Summer Split is €2,000. The distribution is as follows (per Team):

1st	2nd	3rd
€1000	€600	€400

6. Penalties

6.1. ERL Penalty Index

6.1.1. The Road of Legends will adhere to the penalty guidelines as set forth in the ERL Penalty Index, which can be found in the [ERL Rulebook 2026](#) (Page 56, Exhibit I).

6.1.2. The evaluation of the gravity of any given offense is at the sole discretion of the ROL Officials.

6.2. Road of Legends Specific Rules

6.2.1. Teams are expected to be present in their Team Voice Channel on the Road of Legends Discord server 20 minutes prior to their scheduled Match start.

6.2.2. Teams may be issued official warnings by ROL Officials when found not to be complying with the rules as set forth in this document or the [ERL Rulebook 2026](#).