



OFFICIAL TRANSIP ROAD OF LEGENDS
2025 RULEBOOK V.1

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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. TransIP Road of Legends - The full name for the competition in the Benelux ERL.
- 1.6. ROL - Short for TransIP 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 TransIP 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 2025, running from February 11th to March 6th.
- 1.12. Spring Season - The second competition of 2025, running from March 25th to May 31st.
- 1.13. Summer Season - The third competition of 2025, running from July 22nd to September 13th.
- 1.14. Season Finals - The final playoffs stage of the year.
- 1.15. Player - A player for a team as has been agreed with by the TO.
- 1.16. Player account - League of Legends account owned by a Player.
- 1.17. Ranked Solo/Duo rating - Official rating for Player accounts in League of Legends as gotten from lolpros.gg
- 1.18. Season 14 - Official designation of the League of Legends season that took place in 2024.
- 1.19. 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.
- 1.20. Seeding - A way to divide the teams over the matches in the first round of the tournament. Higher seeding will usually mean having an advantage against teams with a lower seed.
- 1.21. Side selection - the right for a team to choose to play the blue or red side in a game of League of Legends.

2. Competition Format

2.1. Winter Season

2.1.1. Fearless draft

- 2.1.1.1. All best-of-series in the Winter Season will be played with Fearless Draft, following the rules as outlined by Riot in the [ERL Rulebook 2025](#) under "9.8 Fearless Draft".

2.1.2. Swiss Stage

- 2.1.2.1. The eight Teams will face off in three rounds of best-of-three Matches. Teams that have earned two Match wins will qualify for Play-offs, while Teams that have earned two Match losses will be eliminated from the tournament.
- 2.1.2.2. The first round will have Teams seeded based on their team average Ranked Solo/Duo rating at the end of Season 14. Only the highest rated account provided by the starting players to ROL Officials for the Behaviour Check will be taken into consideration.
 - Seed #1 will play Seed #8
 - Seed #2 will play Seed #7
 - Seed #3 will play Seed #6
 - Seed #4 will play Seed #5.
- 2.1.2.3. After the first round, winning Teams will inherit their opponents' seed if it's higher than their own seed. To clarify, if the Seed #8 Team wins against the Seed #1 Team, they will be considered as Seed #1 for their remaining Matches. Teams' seeds will not change after Round 1.

- 2.1.2.4. Following this round, Teams will be paired into four more best-of-three matches, with each Team playing a randomly drawn opponent with the same win/loss record.
- 2.1.2.5. In the final round the four Teams that have achieved a win/loss record of 1-1 will be randomly paired, however Teams that have faced each other in previous rounds can not face each other again.
- 2.1.2.6. A visual representation of the Swiss Stage is available in Exhibit A of this document.

2.1.3. Play-offs

- 2.1.3.1. The remaining four Teams will be placed into a 4 Team, best-of-five, Page-McIntyre system. A visual representation of the Play-offs bracket is available in Exhibit B of this document.
- 2.1.3.2. The two Teams with 2-0 Match records from the Swiss Stage will face off in the Juggernaut Match. The winner will directly advance on to the Grand final, while the loser will have to go through the preliminary final.
- 2.1.3.3. The two Teams with 2:1 Match records from the Swiss Stage will face off in the Elimination Match. The winner will advance on to the preliminary match, while the loser will be eliminated from the tournament.
- 2.1.3.4. The Team that wins the Preliminary Final will advance to the Grand final, while the Team that loses gets eliminated from the tournament.
- 2.1.3.5. The Team that wins the Grand final will be the 2025 TransIP Road of Legends Winter Season Champions and qualify for the EMEA Masters Winter Season.

2.2. Spring Season

2.2.1. Regular Season

- 2.2.1.1. Teams will compete in a single round-robin of best-of-three Matches.
- 2.2.1.2. The five Teams with the highest number of Match wins from the single round-robin will proceed to the Play-offs stage and be seeded in order of Match wins from highest to lowest.
- 2.2.1.3. The team with the highest number of Match wins from the single round-robin will qualify for EMEA Masters.
- 2.2.1.4. The two Teams with the lowest number of Match wins from the single round-robin will proceed to the Promotion and Relegation tournament.

2.2.2. Play-offs

- 2.2.2.1. Teams will compete in a mono-branch single-elimination bracket, otherwise known as the Gauntlet, of best-of-five Matches. A visual representation of the Play-offs bracket is available in Exhibit C of this document.
- 2.2.2.2. In the Wildcard Match, Seed #5 will face off against Seed #4. The Team that wins will advance to the quarterfinal, while the loser is eliminated from the tournament.
- 2.2.2.3. In the quarterfinal, the winner of the Wildcard Match will face off against Seed #3. The Team that wins will advance to the semifinal, while the loser is eliminated from the tournament.

2.2.2.4. In the semifinal, the winner of the quarterfinal will face off against Seed #2. The Team that wins will advance to the final and qualify for the EMEA Masters, while the loser is eliminated from the tournament.

2.2.2.5. In the final, the winner of the semifinal will face off against Seed #1. The Team that wins the final will be the 2025 TransIP Road of Legends Spring Season Champions.

2.2.3. Promotion & Relegation

2.2.3.1. In the first qualification match the two Teams with the lowest number of Match wins from the regular season will face off.

2.2.3.2. The Team that wins will qualify for the TransIP Road of Legends Summer Season, while the loser will go into the second qualification match.

2.2.3.3. In the second qualification match the Team that lost the first qualification match will face off against the champion of the Benelux Ascend Series. The winner will qualify for the TransIP Road of Legends Summer Season, while the loser will be eliminated from the tournament.

2.3. Summer Season

2.3.1.1. Teams will compete in a Single Round Robin of best-of-three Matches.

2.3.2. Promotion & Relegation

2.3.2.1. In the first qualification match the two Teams with the lowest number of Match wins from the summer season will face off.

2.3.2.2. The Team that wins will qualify for the TransIP Road of Legends 2026, while the loser will go into the second qualification match.

2.3.2.3. In the second qualification match the loser of the first qualification match will face off against the champion of the Benelux Ascend Series. The winner will qualify for the TransIP Road of Legends 2026, while the loser will be eliminated from the tournament.

2.4. Season Finals

2.4.1. Throughout the TransIP Road of Legends teams will have earned Championship Points, as per Section 6 of this document.

2.4.2. The five Teams with the most Championship Points will qualify and be seeded for the TransIP Road of Legends Season Finals.

2.4.3. The two teams with the highest amount of Championship Points will qualify for the EMEA Masters.

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

2.4.5. In the Wildcard Match, Seed #5 will face off against Seed #4. The Team that wins will advance to the quarterfinal, while the loser is eliminated from the tournament.

2.4.6. In the quarterfinal, the winner of the Wildcard Match will face off against Seed #3. The Team that wins will advance to the semifinal and qualify for the EMEA Masters, while the loser is eliminated from the tournament.

2.4.7. In the semifinal, the winner of the quarterfinal will face off against Seed #2. The Team that wins will advance to the final, while the loser is eliminated from the tournament.

2.4.8. In the final, the winner of the semifinal will face off against the Seed #1. The Team that wins the final will be the 2025 TransIP Road of Legends Season Finals Champions.

3. Side Selection Rules

3.1. Winter Season

3.1.1. Swiss Stage

3.1.1.1. The right for side selection for Game 1 of any best-of-series will be granted to the Team with the higher seed.

3.1.1.2. For the first Game of a Match in the swiss stage, Teams are required to submit their side selection, following the instructions provided by the ROL Officials, 24 hours before the scheduled start of the first scheduled Match of the broadcast day.

3.1.1.3. In case the higher seed fails to submit their side selection in time, the right for side selection will be passed onto the lower seed. If the lower seed fails to submit their side selection within 60 minutes, the higher seed will default to Blue.

3.1.1.4. For all following Games in the same match, the losing Team of the previous Game will have side selection. Their side selection will be due within 5 minutes of the end of the previous Game.

3.1.2. Play-offs

3.1.2.1. The right for side selection for Game 1 of the Juggernaut Match and the Elimination Match will be granted to the team with the higher seed.

3.1.2.2. The right for side selection for Game 1 of the preliminary final will be granted to the team that lost the Juggernaut Match.

3.1.2.3. The right for side selection for Game 1 of the Grand Finals will be granted to the team that won the Juggernaut Match.

3.1.2.4. For the first Game of a Match in the play-offs, Teams are required to submit their side selection, following the instructions provided by the ROL Officials, 24 hours before the scheduled start of the first scheduled Match of the broadcast day.

3.1.2.5. In case the higher seed fails to submit their side selection in time, the right for side selection will be passed onto the lower seed. If the lower seed fails to submit their side selection within 60 minutes, the higher seed will default to Blue.

3.1.2.6. For all Games after the first, the losing Team of the previous Game will have side selection, and their side selection will be due within 5 minutes of the end of the previous Game.

3.2. Spring Season

3.2.1. Regular Season

3.2.1.1. The right for side selection for the first Game in a series will be randomly assigned by the League prior to the start of the Season. The four Teams with the highest average Ranked Solo/Duo rating will have 4 side selections, while the four Teams with the lowest average Ranked Solo/Duo rating will have 3 side selections.

3.2.1.2. For the first Game of a Match in the regular season, Teams are required to submit their side selection, following the instructions provided by the ROL Officials, 24 hours before the scheduled start of the first scheduled Match of the broadcast day.

3.2.1.3. For all Games after the first, the losing Team of the previous Game will have side selection, and their side selection will be due within 5 minutes of the end of the previous Game.

3.2.2. Play-offs

3.2.2.1. The right for side selection for Game 1 of any best-of-series will be granted to the Team with the higher seed.

3.2.2.2. For the first Game of a Match in the play-offs, Teams are required to submit their side selection, following the instructions provided by the ROL Officials, 24 hours before the scheduled start of the first scheduled Match of the broadcast day.

3.2.2.3. For all Games after the first, the losing Team of the previous Game will have side selection, and their side selection will be due within 5 minutes of the end of the previous Game.

3.3. Summer Season

3.3.1. The right for side selection for the first Game in a series will be randomly assigned by the League prior to the start of the Season. The four Teams with the highest average Ranked Solo/Duo rating will have 4 side selections, while the four Teams with the lowest average Ranked Solo/Duo rating will have 3 side selections.

3.3.2. For the first Game of a Match in the regular season, Teams are required to submit their side selection, following the instructions provided by the ROL Officials, 24 hours before the scheduled start of the first scheduled Match of the broadcast day.

3.3.3. For all Games after the first, the losing Team of the previous Game will have side selection, and their side selection will be due within 5 minutes of the end of the previous Game.

3.4. Season Finals

3.4.1. The right for side selection for Game 1 of any best-of-series will be granted to the Team with the higher seed.

3.4.2. For the first Game of a Match in the season finals, Teams are required to submit their side selection, following the instructions provided by the ROL Officials, 24 hours before the scheduled start of the first scheduled Match of the broadcast day.

3.4.3. For all Games after the first, the losing Team of the previous Game will have side selection, and their side selection will be due within 5 minutes of the end of the previous Game.

4. Tiebreaker Rules

4.1. Spring Season

4.1.1. In the event that teams are tied in the Standings after the conclusion of the Spring Season regular season, the tie will be broken using the following criteria, in order:

- Season Game Score
 - As explained in 4.4
- Head to Head Game Score
 - Ranking the Teams by the number of Wins against each Team involved in the tie.
- Strength of Victory (SoV)

- As explained in 4.5
- Fairplay Score
 - As explained in 4.6
- Winter Season Placements

4.2. Summer Season

- 4.2.1. In the event that teams are tied in the Standings after the conclusion of the Spring Season regular season, the tie will be broken using the following criteria in order, in order:
- Season Game Score
 - Head to Head Game Score
 - Ranking the Teams by the number of Wins against each Team involved in the tie.
 - Strength of Victory (SoV)
 - Fairplay Score
 - Spring Season Placements

4.3. Season Game Score

- 4.3.1. At the end of the Spring Regular Season and the Summer Season, the Teams shall be ranked based upon how many Games they won and lost.
- 4.3.2. Winning one Game adds one point to a Team's Game Score, and losing a game subtracts one point. For clarity, this means winning a Bo3 series 2-0 grants Teams two points, and winning a Bo3 series 2-1 grants teams one point.

4.4. Strength of Victory Score (SoV Score)

- 4.4.1. At the end of each 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.
- 4.4.2. 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 who is lower than the tied Teams taking the next available position (e.g. if 3 Teams are tied in 2nd place, they will all be +9 for SoV, and the Team that directly follows them in placement will count as being 5th place, and will have an SoV score of 6).

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.

Example: If the 3rd placed Team has a victory against the 1 st(+10), 2 nd(+9) and 8 th(+3) team, their Strength of Victory Score would be 22.

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

4.5. Fair Play Score

- 4.5.1. At the end of the Spring Regular Season and the Summer Season shall be ranked on the amount of infractions and warnings they have received.
- 4.5.2. All Teams will start each new Season with a perfect Fair Play Score of 0 points.
- 4.5.3. Each infraction will add one point to a Team's Fair Play Score, and each warning will add three points to a Team's Fair Play Score.

5. Prize pool distribution

5.1. Winter Season

- 5.1.1. The total prize pool for the ROL Winter Season is €2,000. The distribution is as follows (per Team):

1st	2nd
€1,400	€600

5.2. Spring Season

- 5.2.1. The total prize pool for the ROL Spring Season is €4,000. The distribution is as follows (per Team):

1st	2nd	3rd
€2000	€1400	€600

5.3. Summer Season

- 5.3.1. The total prize pool for the ROL Summer Season is €4,000. The distribution is as follows (per Team):

1st	2nd	3rd
€2000	€1400	€600

6. Championship Points

- 6.1. A Team will be awarded Championship Points based on the final placement of the Team after the Play-offs for the Winter and Spring Play-offs and after the Summer Regular Season. The Championship Points will be used as a determining factor for qualification and seeding in the TransIP Road of Legends Season Finals. Points will be awarded in the following way:
- 6.2. If two or more Teams are tied in Championship Points at the end of Summer Season, the Team(s) with the most Championship Points earned in the Summer Season shall be considered the higher seed.

Place	Winter Season	Spring Season	Summer Season
1st	80	120	200
2nd	50	75	125
3rd	30	45	75
4th	20	30	50
5th	10	15	25
6th	10	15	25
7th	0	0	0
8th	0	0	0

7. Penalties

7.1. ERL Penalty Index

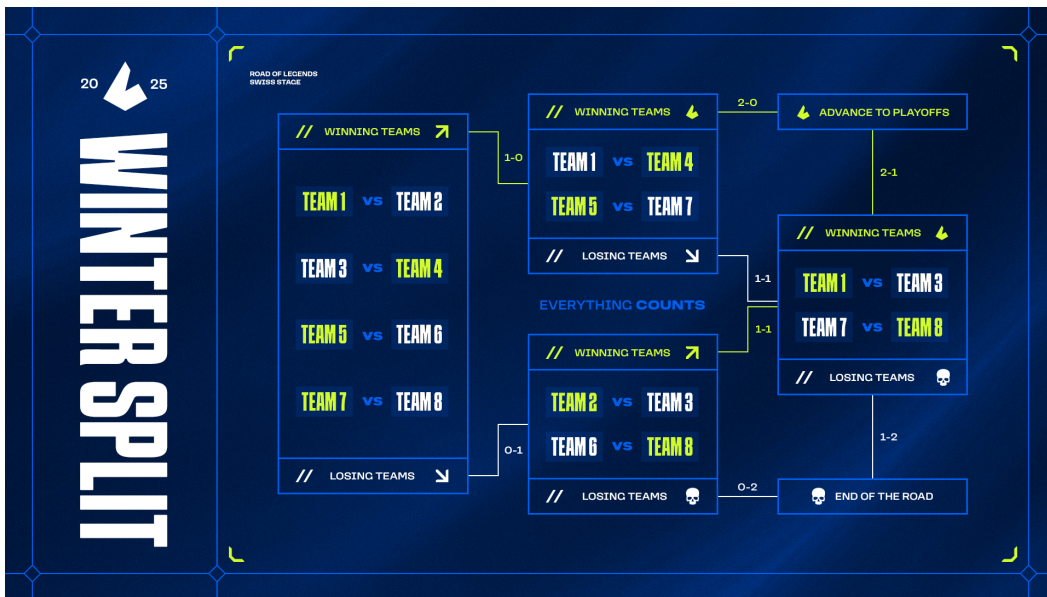
- 7.1.1. The TransIP Road of Legends will adhere to the penalty guidelines as set forth in the ERL Penalty Index, which can be found in the [ERL Rulebook 2025](#) (Page 56, Exhibit I).
- 7.1.2. The evaluation of the gravity of any given offense is at the sole discretion of the ROL Officials.

7.2. TransIP Road of Legends Specific Rules

- 7.2.1. Teams are expected to be present in their Team Voice Channel on the TransIP Road of Legends discord server 20 minutes prior to their scheduled Match start.
- 7.2.2. Teams may be issued official warnings or infractions by ROL Officials when found not to be complying with the rules as set forth in this document or the [ERL Rulebook 2025](#).
- 7.2.3. Upon receiving three official warnings from ROL Officials within a single Season of the TransIP Road of Legends, Teams will suffer a half Match win subtraction on their end of season Match win score. For clarity: this results in a Team automatically losing any tiebreaker scenario.
- 7.2.4. Upon receiving three infractions from ROL Officials within a single Season of the TransIP Road of Legends, Teams will be issued an official warning.

8. Exhibits

8.1. Exhibit A



8.2. Exhibit B

