

# **League of Legends: Wild Rift (“WR”) SEA 3rd Party Organized Play Guidelines**

Last updated on February 23, 2021

Version 1.3

## Competition Tiers

| Tournament Types  | Organizer  | Platform / Scale   | Organizer Goal   | Riot's Contribution  |
|---|--|--|--|--|
| <b>Community Tournaments*</b><br>Participant-driven, small events - Not more than 64 teams      | PC cafes; Tournament organizers; Community organizers; Individual players using tournament platforms;  | Prize pool does not exceed US\$2,000 (or its regional equivalent) or US\$4,000 in non-cash prizes; Total cash sponsorship value no more than 120% of total cash prize pool<br><br>Local event only - no regional or international play<br><br>May broadcast on a small scale, no sales of media rights, and no linear broadcasting (ie TV) | Fun, organized, social play  | No IP, other than the IP provided <a href="#">here</a>   |
| <b>Esports Team Community Tournaments</b><br>Tournaments are meant for fans of the hosting team | Esports Team Community Tournaments can only be hosted by professional esports teams already involved with Riot Games Esports ecosystem.<br><br>Professional play is not allowed. | Prize pool does not exceed US\$10,000 (or its regional equivalent) or US\$12,000 in non-cash prizes; Small sponsorship opportunities not exceeding US\$10,000<br><br>May broadcast on a small scale, no sales of media rights, and no linear broadcasting (ie TV)  | Tournaments to help esports teams to drive fandom and build communities. | No IP usage other than the ones provided <a href="#">here</a> .<br><br>Riot may support by promoting the event on game channels<br><br>Require Riot's approval |
| <b>Branded Tournaments</b>  | Tournament platforms; Live streaming platforms; Social media platforms; Brands; Influencers  | Approved on a case-by-case basis.<br>Please apply <a href="#">here</a>   |  | No IP usage other than the ones provided <a href="#">here</a> .<br><br>Riot may support by promoting the event on game   |

Tier-determining factors may vary per region. Please work with the Riot Office in your region to ensure compliance.

|  |  |  |  | channels   |
|--|--|--|--|--|
| <b>Collegiate Tournaments**</b>                          | Licensed Partners of Riot Games SEA, also known as Riot Partner Operators; Collegiate tournament organizer | Official collegiate tier competitive ecosystem; Regional or international play approved on case-by-case basis; Large scale broadcast; Linear broadcasting upon approval.<br><br>No limit to amount of sponsorships | Seeking to grow collegiate esports ecosystem   | No IP usage other than the ones provided <a href="#">here</a> .<br><br>Riot may support by promoting the event on game channels<br><br>Require Riot's approval |
| <b>Tier 1 Tournaments</b><br>Prelude to competitive play | Licensed Partners of Riot Games SEA, also known as Riot Partner Operators                                  | Official semi-pro, part of the global competitive ecosystem; Regional or international play; Large scale broadcast; Linear broadcasting upon approval.<br><br>No limit to amount of sponsorships                   | Seeking to monetize and/or grow a brand or business and contributing to the Global Esports Ecosystem | IP may be used on a case-by-case basis.<br><br>Riot will support by promoting the event on game channels   |

\*Community Tournaments with more than 64 teams participating would require Riot Games SEA's approval.

\*\*Tournaments held for high-school participants are not considered Collegiate Tournaments

## Wild Rift Esports Player & Team Tier Definition

| Tiers              | Purpose  | Scale  | Tier Definition  |
|--------------------|--|--|--|
| <b>Tier 1</b>      | Competing to be the best.<br><i>Players are inspired to compete at the top level</i>                       | <b>Professional leagues and global tournaments</b><br><i>E.g. Worlds, regional leagues and competitions</i><br><br>Highly professionalized organizations and top-tier productions; Healthy compensation, large prize pools | Participated and advanced through any Riot Games SEA Official Wild Rift esports tournament's Open Qualifiers |
| <b>Collegiate*</b> | Competing to become a Tier 1 player<br><i>Players look up to top players and want to follow their path</i> | <b>Collegiate &amp; campus competitions</b><br><i>E.g. Academy tournaments, inter-college tournaments</i><br><br>Professional environment with good-quality productions<br>Optional compensation, moderate prize pools     | Participated in any Riot Games SEA Official Wild Rift Collegiate esports tournament                          |
| <b>Amateur</b>     | Competing with the community<br><i>Players socially compete in structured format</i>                       | <b>3rd-party competitions, grassroots competitions</b><br><i>E.g. Community tournaments, Branded Tournaments</i><br><br>Structured tournaments with small scale productions; Small prize pools                             | Any player participating in community or grass root competitions   |

Players & teams defined by one of these tiers are mutually exclusive from each other. In other words, players & teams defined as Tier 1 will not be allowed to participate in Amateur Tier or Collegiate Tier competitions. Only players playing more than 50% of the team's total matches in the tournament upon qualifying for a tier will be granted the new tier definition.

\*Tournaments held for high-school participants are not considered Collegiate Tournaments

## General

We love competition, and encourage players and organizations to organize and host their own. We support folks that create competitions for the benefit of the community and we're generally on board with any competition that follows the guidelines outlined below.

The rules for the competition should promote a fun and engaging experience for the players, and skill should be the determining factor of who will win or lose matches in the competition; and we may take action if your competition promotes or represents anything contrary to our [values](#), the interpretation and application of which is in our sole discretion.

### **Community Tournaments, Esports Team Community Tournaments, Branded Tournaments**

1. The duration of your tournament should be a **maximum of 60 days**. Individual tournaments cannot award points or serve as qualifiers to another tournament or lead up to a final; all events must be clearly stand-alone competitions.

### **Tier 1 Tournaments and Collegiate Tournaments**

1. The duration of your tournament **must be approved by Riot Games**.

# Definition of Community Organizer

1. A community organizer is a not-for-profit organization or individual looking to host a tournament for the player community.
2. The stated goal of these events is to create engagement and experiences for a player community.
3. For the sake of clarity, a community organizer **is not**:
  - a. An advertising or event agency
  - b. An FMCG, telecom or any other consumer or B2B brand
  - c. Broadcast platform or media owner e.g. streaming website or app, television broadcaster
  - d. Tournament platform
4. Examples of community organizers:
  - a. Youth club
  - b. Secondary school club
  - c. Team fan club
  - d. Charity organization
  - e. An esports or tournament organizer

## I. Application Process

### **Community Tournaments & Esports Team Community Tournaments**

1. No application needed.
2. You are granted a community license by adhering to these guidelines.

### **Branded Tournaments, Collegiate Tournaments & Tier 1 Tournaments**

1. Custom license required.
2. You must apply to your regional Riot Esports team.
3. For SEA tournaments:
  - a. Apply via this [form](#)

## II. Trademarks or Affiliation

### Community Tournaments, Esports Team Community Tournaments, & Branded Tournaments

1. You may use the name “League of Legends: Wild Rift” to promote your competition.
2. You must not use the words “Championship”, “Champions”, “Season”, “League”, “Split”, “Pro”, “Professional”, “Division”, “Masters”, “Challengers”, “Icon”, “Cup” or any other word which might imply that your tournament is part of an official Riot esports circuit, in the name of your competition.
3. Aside from these [Wild Rift Small Tournament media assets](#), you must not use Riot logos or trademarks (including game logo treatments, Esports leagues trademarks (professional or amateur), or the name Riot Games, Inc., Riot Games or Riot) to promote your competition or competition website; you may not otherwise suggest that your competition or competition website is endorsed or approved by, or affiliated with, Riot in any way.
4. You must additionally include the following notice in a clear and conspicuous manner on your competition website and any competition materials: “This competition is not affiliated with or sponsored by Riot Games, Inc. or Wild Rift Esports.”

### Tier 1 Tournaments & Collegiate Tournaments

1. You may use the name “League of Legends: Wild Rift” to promote your competition.
2. You must not use the words “Championship”, “Champions”, “Season”, “League”, “Split”, “Pro”, “Professional”, “Division”, “Masters”, “Challengers”, “Icon”, “Cup” or any other word which might imply that your tournament is part of an official Riot esports circuit, in the name of your competition.
3. Riot may permit the use of Riot/Wild Rift Esports artwork, logos or trademarks (including game logo treatments, Esports leagues trademarks (professional or amateur), or the name Riot Games, Inc., Riot Games or Riot) to promote your competition or competition website. Additionally, Riot may provide you with “Community” Wild Rift logos and artwork for promotional use.
4. Riot may include your event on a Riot Games official schedule.

Tier-determining factors may vary per region. Please work with the Riot Office in your region to ensure compliance.

## III. Entry Fees

### All Tournaments

1. You may charge an entry fee for your competition. Entry fee revenue must be used solely to help offset the competition costs (such as venue, web hosting, casters, etc.) or towards the competition's prize pool.
2. You may crowdfund to help offset the competition costs, but any and all contributions from crowdfunding must go directly to the prize pool for the competition or towards the competition costs.

## IV. Prizing

### Community Tournaments

1. The total value of your prize pool may not exceed US\$2,000 (or its regional equivalent), or US\$4,000 in non-cash prizes.
2. The total value of your prize pool, including cash value of non-cash prizes, across all competitions you organize in a calendar year may not exceed US\$10,000 (or its regional equivalent), without prior approval from Riot.

### Esports Team Community Tournaments

1. The total value of your prize pool may not exceed US\$10,000 (or its regional equivalent).
2. The total value of your prize pool, including cash value of non-cash prizes, across all competitions you organize in a calendar year may not exceed \$50,000 USD (or its regional equivalent), without prior approval from Riot.

### Branded Tournaments

1. Approved on a case-by-case basis.

### Tier 1 & Collegiate Tournaments

2. Riot may contribute to your prize pool.

Tier-determining factors may vary per region. Please work with the Riot Office in your region to ensure compliance.



## V. Broadcasting

### **Community Tournaments, Esports Team Community Tournaments, & Branded Tournaments**

1. You may broadcast your competition online, and may stream on whichever online platform you like, subject to the rules in our [Legal Jibber Jabber](#).
2. You may not charge fees of any kind for spectators to watch the competition online.
3. If you broadcast your competition online, you are responsible for ensuring that any accompanied chat is adequately moderated to prevent vulgar, abusive, or an otherwise mean spirited environment.
4. All other forms of broadcast (e.g., Linear television) are prohibited.

### **Tier 1 Tournaments & Collegiate Tournaments**

1. You must abide by the broadcast terms set forth in your custom license.
2. If you broadcast your competition online, you are responsible for ensuring that any accompanied chat is adequately moderated to prevent vulgar, abusive, or an otherwise mean spirited environment.
3. If Riot promotes your competition, contributes to your prize pool, and/or helps monetize your competition in any way, you may be asked to promote Riot social media accounts and/or channels during your broadcast.
4. Linear television and other forms of broadcast require Riot's explicit permission.

## **VI. Sponsors & Partners**

### **Community Tournaments**

1. You may use any sponsors not listed on the prohibited sponsorship list, below.
2. Total sponsor contributions for each tournament your organization runs are limited to US\$2,400 (or its regional equivalent) in total cash value. In addition, your organization cannot receive more than US\$12,000 (or its regional equivalent) in cash sponsorships in a calendar year for Wild Rift tournaments.

### **Esports Team Community Tournaments**

1. You may use any sponsors not listed on the prohibited sponsorship list, below.
2. Total sponsor contributions for each tournament your organization runs are limited to US\$5,000 (or its regional equivalent) in total cash value. In addition, your organization cannot receive more than US\$25,000 (or its regional equivalent) in cash sponsorships in a calendar year for Wild Rift tournaments.

### **Branded Tournaments**

1. You may use any sponsors not listed on the prohibited sponsorship list, below.

### **Tier 1 Tournaments & Collegiate Tournaments**

1. You may use sponsors not listed on the prohibited sponsor and advertiser list, below.
2. Riot may assist in monetizing your event through sponsorships, in which case a predetermined percentage of the proceeds would be contributed to your prize pool.

#### The prohibited sponsor and advertiser list:

- a. Any other video game, other video game developer, or publisher
- b. Any video game consoles
- c. Any esports or other video game tournament, league, or event

- d. Gambling, sportsbook and casinos
- e. Fantasy esports operators (including daily fantasy)
- f. Any prescription drugs or drugs that are not “over-the-counter” drugs including items such as CBD oils, etc.
- g. Firearms, ammunition or firearm accessories
- h. Pornography or pornographic products
- i. Tobacco products or paraphernalia
- j. Alcohol products (including non-alcoholic beverages marketed by alcohol companies) or other intoxicants the sale or use of which is regulated by applicable law
- k. Sellers of or marketplaces for virtual items known to be counterfeit or illegal
- l. Seller of or marketplaces for goods or services that violate the Riot Games terms of Service
- m. Cryptocurrencies, or any other unregulated financial instruments or markets
- n. Political campaigns or political action committees
- o. Charities that endorse particular religious or political positions, or are not reputable. (Red Cross, American Cancer Society, Stand-Up to Cancer and other similar mainstream charities would be considered reputable)

If you have any questions on the above or are unsure as to the category, you are requested to secure express written authorization of Riot.

We may make changes to the prohibited sponsorship list. It is your responsibility to review the prohibited sponsorship list for updates or changes.

## VII. Merchandising

### **Community Tournaments, Esports Team Community Tournaments, & Branded Tournaments**

1. You may not sell any Riot, Wild Rift, Wild Rift Esports, or similar branded merchandise.

### **Tier 1 & Collegiate Tournaments**

1. Riot may provide, or permit the sale of, Riot, Wild Rift, Wild Rift Esports, or similar branded merchandise.

## VIII. Riot Games' Rights to Content

### All Tournaments

1. In consideration of Riot granting you the Community competition License, you agree that we can choose to promote your competition, and may use the results of your competition to qualify players for Riot sponsored competitions; and
2. Additionally, by operating or sponsoring a competition using the Community competition License you agree to license to Riot, for free and forever, any rights that you may have in the broadcasted content, highlights, video, still content, news, and all other content generated by the competition for us to copy, modify, distribute, or publicly display such content, or to sublicense those rights as we see fit.

## IX. Other Legal Stuff

### All Tournaments

1. It is your responsibility (and the responsibility of any sponsors or other third parties involved with your competition) to comply with all applicable laws and regulations for your competition, as well as all our policies, as may be amended from time to time. If there is not a right granted in another Riot policy, the right does not exist; and
2. The competition must comply with all applicable laws and regulations, as well as all policies of any third party service you are using to stream or broadcast your competition.

On the condition that you follow all of the guidelines described in this policy (the "Guidelines"), our [Legal Jibber Jabber](#), and our [Terms of Service](#), Riot Games, Inc. ("Riot", "we", or "us") grants you a personal, non-exclusive, non-sublicensable, non-transferable, revocable, limited license ("Community competition License") for you to organize and operate a Wild Rift competition (the "competition"), but we may take action or otherwise shut down any competition at any time if we decide it violates or misinterprets these guidelines, our [Terms of Service](#), or any of our other policies, promotes or represents anything contrary to our [Values](#), or otherwise uses our intellectual property ("IP") inappropriately.

Tier-determining factors may vary per region. Please work with the Riot Office in your region to ensure compliance.

## X. Definitions

The following definitions include both “direct” (held in one’s own name or through an entity controlled by the individual) and “indirect” (exercised control through another individual or entity) control and ownership. These definitions should be construed broadly.

1.1. **Employee** - An Individual who works for an Esports Organization or for an Individual or for an Organization that has Voting Control or Operational Control or is an Owner of an Esports Organization, in a role that either provides services to the Esports Organization or supervises (i.e. has Operational Control of) Individuals or a department that provides services to an Esports Organization.

1.2. **Esports Organization or Pro-team** - An Individual or Organization that operates a League Team.

1.3. **Individual** - A natural person.

1.4. **League** - the Wild Rift official esports tournaments; or any successor or replacement of any of the foregoing, however named or branded.

1.5. **League Team** - A team that plays in a League.

1.6. **Operational Control** - Controlling, or having power to determine, the functioning, management or administration of an Organization or some aspect of the Organization, by, for example, making hiring or firing decisions or strategic decisions for the Organization or through holding the authority to fire, discipline, promote, demote or affect the compensation, bonuses and/or benefits of any Employee.

1.7. **Organization** - A group of Individuals or an entity (whether incorporated or otherwise) that is organized for some end or work. An Organization may include a partnership, limited liability company, limited liability partnership, association, joint venture, corporation, legal representative, trustee, trustee in bankruptcy, receiver, or any other legal entity whatsoever.

1.8. **Owner** - An Individual or Organization that owns an Ownership Interest in an Organization; provided, however that with respect to any public company, an Individual or Organization will not

be considered an Owner of that public company unless the Individual or Organization owns or controls more than 9.99% of the voting shares of such public company.

1.9. **Riot Partner Operator** - An Organization that administers and operates a League or an official competition that is part of a League.

1.10. **Voting Control** - The possession of sufficient voting power to control the election of directors or similar managing authority of an Organization (whether through direct or indirect beneficial ownership of shares or securities of such Organization or otherwise).