



VALORANT

**The VALORANT Champions Tour
Global Competition Policy**

(Version 2.0 - 1.2022)

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Key Updates

1. Poaching and Tampering is prohibited. (Rule 7.2.8)
2. Matchmaking Ranking/Rating Boosting is prohibited. (Rule 7.2.9)
3. Game Changers Alumni are Counted as a Home Resident. (Rule 2.4.2)
4. Roster Lock Exceptions are now standardized. (Rule 3.5.2)
5. South Asia is added as a region to the VALORANT Competitive Regions. The countries, territories, and locales included in the EMEA competitive region have been updated to (1) remove the countries now represented in the South Asia region, and (2) reflect the areas currently serviced by Riot Publishing. (Appendix 6)

BACKGROUND AND PURPOSE

VALORANT is a game with a global following and players in almost every country in the world. Riot Games, Inc. (“**Riot**”), the owner of VALORANT, has created this Global Competition Policy (“**Global Policy**”) to standardize gameplay across national boundaries so that players in one country or region who have achieved a certain level of success in the game can compete on an equal footing with players at the same level of accomplishment in other countries and regions. This Global Policy governs matters like player conduct that apply to all VALORANT competitions that are part of the VALORANT Champions Tour, regardless of where those competitions take place.

But Riot also wants to encourage the entities that operate VALORANT competitions in a particular region or country (“**Tournament Operators**”) to experiment with new formats and processes and continuously innovate so that VALORANT remains a top-tier esport. In order to achieve this goal, Riot has authorized its Tournament Operators to create their own rules that address fan and player preferences, market conditions, and legal and cultural norms in a given country or region. These local rules (“**Event-Specific Rules**”) establish rules for matters like prize pool, schedule and playoff structure that vary based on local laws and conditions.

This Global Policy, and the applicable Event-Specific Rules, apply to and are binding on: (1) the individual (natural person), entity and/or group (“**Owners**”) who register a team to participate in an official VALORANT competition (“**Team**”), and (2) to each Team’s players, managers, coaches and other representatives. A Team’s players, managers, coaches, Owners and other representatives are referred to as the “**Team Members**.”

This Global Policy applies to online qualifiers, Regional competition and Global play, and to any other game, match, tournament, series of tournaments or event that is part of an official VALORANT competition in the VALORANT Champions Tour (“**Official Competition**”). The Event-Specific Rules apply to all games, matches, tournaments, series of tournaments or events that are part of Official Competitions held within a specific region governed by the Event-Specific Rules. This Global Policy forms a contract between a Team Member and Riot. The applicable Event-Specific Rules form a contract between a Team Member and the Tournament Operator.

This Global Policy and the applicable Event-Specific Rules are designed to implement the general principles that have guided the design and development of VALORANT, namely a commitment to (a) fairness; (b) transparency; (c) consistency; (d) competitive integrity; and (e) accessibility. Wherever possible, Riot will interpret and apply this Global Policy in accordance with these principles.

***** Each Team Member must read, understand, and agree to this Global Policy and the applicable Event-Specific Rules before participating in any Official Competition. *****

The Glossary in [Appendix 1](#) has helpful definitions and explanations that are applicable to this Global Policy and the Event-Specific Rules.

1. Acceptance, Modification and Enforcement of the Rules

1.1. Acceptance

Each Team Member must accept and agree to abide by this Global Policy and the applicable Event-Specific Rules in order to participate in any Official Competition. A Team Member may accept this Global Policy or the applicable Event-Specific Rules by registering to participate in an Official Competition or by participating in any Official Competition.

1.2. Confirmation of Acceptance and Eligibility

A Team Member (or his or her parent or guardian) may be asked to sign an eligibility and release form before an Official Competition begins. This form confirms that the Team Member has accepted and agreed to abide by this Global Policy and the applicable Event-Specific Rules. If a Team Member (or his or her parent or guardian) does not sign the eligibility and release form when asked to do so or does not return the fully executed form to the Tournament Operator within the time period specified by the Tournament Operator, the Team Member will not be permitted to participate in the applicable Official Competition. For clarity, a Team Member who is not asked to sign an eligibility and release may still accept this Global Policy as provided in Section 1.1. The current version of the eligibility and release form (which may be modified by Riot from time to time) is attached as Appendix 3.

1.3. Changes to Global Policy and Event-Specific Rules

This Global Policy and the Event-Specific Rules will be updated periodically to take account of developments in the industry, changes to the business model for esports and updates to VALORANT. Riot may update, amend or supplement this Global Policy and the Tournament Operator may update, amend or supplement the Event-Specific Rules from time to time. Riot and the Tournament Operator may interpret or apply this Global Policy and the Event-Specific Rules by releasing online postings, instructional videos, emails or texts that provide instructions and guidance to Team Members. Any material changes to this Global Policy or the Event-Specific Rules will be provided to Team Captains (as defined below) using the email address listed as part of the online registration process. Each Team Captain will be responsible for distributing updates and other communications relating to this Global Policy and the Event-Specific Rules to other Team Members. Participation in any Official Competition will constitute acceptance of the changed rules, instructions and guidance.

1.4. Enforcement of the Global Policy and Event-Specific Rules

Riot may operate some Official Competitions directly or through one or more of its affiliates. Riot may also outsource the operation of one or more Official Competitions to a third-party tournament operator. In either event, the entity that operates an Official Competition (whether it is Riot, a Riot affiliate or a third-party organizer) is known as the “Tournament Operator” for that Official Competition. The Tournament Operator will be responsible for, among other things, providing officials, referees and administrators for each Official Competition (“**Tournament Officials**”) and for ensuring compliance with this Global Policy and the applicable Event-Specific Rules.

1.5. Privacy Policy

Riot will collect, store and use a Team Member’s personal information in accordance with the Privacy Policy for VALORANT in effect for the Team Member’s home region.

1.6. Additional Terms

Team Members may be required to accept additional terms from the Tournament Operator applicable to their home region in order to participate in Official Competitions. Play of VALORANT is subject to compliance with the Terms of Service/End User License Agreement in effect for the Team Member’s home region. Riot reserves the right to modify or cancel some or all of the Official Competitions, in its sole discretion, at any time.

2. Players and Player Eligibility

2.1. Player Age

In order to be eligible to participate in an Official Competition as a player, an individual must have reached 16 years of age or older (i.e., the player has lived for at least 16 years) as of the Official Competition start date. If a player is 16 years of age or older but under the age of majority in his or her country of residence before the start of the Official Competition, he or she may still compete in the Official Competition if (a) he or she meets the other eligibility criteria in this Global Policy and the applicable Event-Specific Rules, and (b) a parent or legal guardian accepts this Global Policy and the applicable Event-Specific Rules on behalf of the player, and consents to the player’s participation in the Official Competition using a parental consent form provided by the Tournament Operator.

2.2. Ranking Requirement

All players on a Team's roster must have held a ranking for VALORANT of "Immortal 1" or above at the time of registration, or during the preceding Act, for any Official Competition.

2.3. Multiple Teams

Players may not play for or contract with more than one Team at a time. If a player enters such an arrangement or contract, Tournament Officials reserve the right to bar the player from playing any future matches until the situation has been resolved and the player is in compliance with the requirements in this Section.

2.4. Regional Requirements

2.4.1. Regional Roster Requirement.

In order to maintain the regional identity of teams that compete in a global competition and to encourage the type of regional identification that is important to fans and sponsors, each Team must maintain, at all times during any Official Competition, at least three players on its Starting Roster that are Residents (as defined below) of the Team's home Region. In addition, if a Team includes one or more players acting as substitutes, at least one of those substitutes must be a Resident of the Team's home Region.

2.4.2. Game Changers Alumni.

In order to encourage the inclusion of Game Changers Alumni into teams competing in the global competition of the VALORANT Champions Tour, any Game Changers Alumni on a Team's Starting Roster will be counted as a Resident of the Team's home Region for the purpose of fulfilling the Regional Roster Requirement. A Game Changers Alumni is defined as a player that has competed as a starter on the Starting Roster of a Team in at least five (5) matches of an Official Competition of a VALORANT Game Changers Series, excluding the VALORANT Game Changers "All In" Series.

2.4.3. Team's Home Region.

A Team's home Region is identified at the time of online registration and may not be changed at any time during an Official Competition without the prior written approval of the Tournament Operator.

2.4.4. Resident Defined.

A player is considered a "**Resident**" of a particular Region for the purposes of an Official Competition if the player is, on the date that the player registers for the Official

Competition, either (a) a lawful permanent resident of a jurisdiction in such Region for at least six (6) months; or (b) a citizen or national of a country in such Region.

2.4.5. Certification of Residency.

All players shall certify their residency prior to participation in any live, in-person tournament that is part of an Official Competition (“**Live Event**”) by providing proof of residency as discussed below. To be certified as a Resident by Tournament Officials, a player must prove lawful residency in the Region with a valid identification document issued by a governmental authority of a jurisdiction in the Region or have a valid residency visa (e.g., a work visa or athlete visa). The type of documentation required to prove residency will vary from jurisdiction to jurisdiction but may include a passport or national identity card. The Tournament Operator will have a list of identification documents that are accepted as proof of residency. For the avoidance of doubt, a tourist visa does not satisfy the residency requirement. Teams that qualify for Live Events must provide passport information for all players to verify travel arrangements to such Live Events.

2.4.6. Changes in Region or Residency.

A player may only be a Resident of a single Region at any point in time, regardless of whether that player has lawful resident status in multiple Regions. Any player who relocates to a new region, will remain a resident of his or her prior region until the one-year anniversary of their relocation.

2.4.7. Compliance with Residency Requirements.

Each Team is responsible for ensuring that its players meet the applicable residency requirements and that the Team has the required minimum number of players who are residents of its Region. It shall be a violation of this Global Policy, by both the Team and the player, if a player (or his or her parent or guardian) provides false, misleading or incomplete information resulting in the misclassification of such player’s residency and Region. Such a violation will subject the Team and/or player to disciplinary measures as outlined in this Global Policy and the Event-Specific Rules.

2.4.8. Verification.

Tournament Officials reserve the right to request legal proof to verify a player’s age, residency or compliance with other eligibility requirements in this Global Policy or in the Event-Specific Rules. All matters relating to the determination of (a) a player’s Region or Residency, or (b) a Team’s home Region, shall, for purposes of the Official Competition, be resolved by the Tournament Officials in their sole discretion.

2.5. No Riot or Tournament Operator Employees

Team Members may not be employees of Riot, the Tournament Operator or any of their respective affiliates at any point during an Official Competition.

2.6. Player Names

A player's Riot ID or in-game nickname ("**Riot ID**") will be selected at the time of registration and may not be changed at any time without the prior written approval of the Tournament Officials. A Riot ID may not include any word or phrase in any language that is offensive, toxic or hurtful. A Riot ID may not include all or part of a corporate name or make use of the trademarks or other intellectual property of Riot, VALORANT or any third party without the prior written approval of the Tournament Operator. In order to secure such approval, a player must provide a license agreement, sponsorship agreement or other documentary evidence to the Tournament Operator sufficient to demonstrate to the satisfaction of the Tournament Operator that the player is properly licensed to use such third party's intellectual property. Notwithstanding any approval that may be provided by the Tournament Operator, the entire risk and responsibility for obtaining the right to use a corporate name or the intellectual property of a third party in or as part of a player's name or Riot ID shall be with the player. Tournament Officials reserve the right to reject any Riot ID selected by a player for any reason and to require the player to select an alternate Riot ID that complies with this Global Policy.

2.7. Media and Sponsor Events

Each player agrees to participate in media interviews, press briefings, streaming sessions, sponsor events, photo or video shoots, charitable events, house tours, webcasts, podcasts, chats and other media events that Riot or the Tournament Operator organize in connection with the marketing and promotion of the an Official Competition, the VALORANT Champions Tour and/or VALORANT ("**Media Events**"), provided that these Media Events do not unduly interfere with a player's game preparation or participation. The reasonable and pre-approved expenses incurred by a player in travel to and from a Media Event will be borne by the Tournament Operator or Riot. The Tournament Operator shall have the right to disqualify any player or Team that fails to attend and participate fully in any scheduled Media Event.

3. Teams and Owners

3.1. Team Manager

Each Team must maintain, at all times during an Official Competition, one person who will act as the Team's general manager ("Team Manager"). The Team Manager will be designated when the Team completes the registration process and will be responsible for

all logistical and operational communications between Riot and the Owners of such Team. Riot and the Tournament Operator may rely upon any communications from the Team Manager as being made by all Owners of the Team. Any Owner or any Team Member, including the Team Captain (as defined below), is eligible to serve as the Team Manager. A Team may not change its Team Manager without providing prior written notice thereof to Riot and the Tournament Operator.

3.2. Team Captain

Each Team must designate one player as its captain when completing the registration process (“**Team Captain**”). In the event the Team Manager is unavailable, the Team Captain will be responsible for all Team communications with Tournament Officials. The Tournament Officials may rely upon any communications from the Team Captain as being made by all players on the Team. The Team Captain must at all times be a player on the Team’s roster. For the avoidance of doubt, the Team Manager (as defined below) or any Owner is eligible to serve as the Team Captain, provided that he or she is also a player on the Team’s roster. A Team may not change its Team Captain during an Official Competition without the prior written approval of the Tournament Officials.

3.3. Roster Requirements

3.3.1. Starters and Substitutes.

Each Team must maintain, at all times during any Official Competition, five players in the Team’s starting lineup (“**Starters**”). A Team has the option of adding three additional players to act as substitutes (“**Substitutes**”). *Note: Travel accommodations will only be covered for one substitute.* Tournament Officials have the right to disqualify any Team with an incomplete roster.

3.3.2. Minimum Roster Requirement.

All Starters, and any Substitute who replaces a Starter, must be eligible to participate in all Official Competitions. Teams must comply with the minimum roster requirement at all times during any Official Competition. If at any point a Team’s roster falls below five players, that Team may be disqualified or otherwise sanctioned, unless given permission to drop below the minimum roster by the Tournament Officials, at their sole discretion.

3.4. Submission of the Roster and Team Registration

Before the start of any Official Competition, each Team must register its roster (including all Starters and any Substitutes) using the tools and forms provided by Riot or the Tournament Operator. Except as set forth in Section 3.5, no changes to a Team’s roster will be permitted after a Team’s registration has been processed without the prior

approval of the Tournament Officials (including for changes due to sickness, visa issues, etc.).

3.5. Roster Changes

3.5.1. Roster Lock Period

A Team may complete trades involving players on other Teams, sign new players or free agents or otherwise change the players on its roster during any time outside of the Riot (“Roster Lock Periods”). The Roster Lock Periods will change from year to year and will be listed on the website for the VALORANT Champions Tour. Unless otherwise agreed to by the Tournament Officials, the addition or removal of a player from the Team’s roster at any time during the Roster Lock Periods is a violation of this Global Policy.

3.5.2. Roster Lock Exception

In the event of an emergency that causes a Team to be unable to field a full five (5) Starters in the Team’s starting lineup during a Roster Lock Period, the Team may be granted an exception to add Players to its roster during the Roster Lock Period. The Team may complete trades involving players on other Teams or sign new players or free agents to add Players to its roster in order to field five (5) Starters in the Team’s starting lineup. Tournament Officials will determine if an event qualifies as an emergency. Any Player that competed as a Starter on a Team in an immediately prior phase of Official Competition is not eligible to be added to a Team’s roster under the Roster Lock Exception.

Examples:

1. A Player that competed as a Starter on a Team in a Challengers Playoffs would not be eligible to be added to a Team’s roster under the Roster Lock Exception for VALORANT Masters.
2. A Player that competed as a Starter on a Team in a Champions Regional Last Chance Qualifier would not be eligible to be added to a Team’s roster under the Roster Lock Exception for VALORANT Champions.

3.6. Team Names and Logos

3.6.1. Selection of Team Name and Logo.

The Team’s name and logo will be selected at the time of registration and may not be changed at any time during the Season without the prior written approval of the Tournament Officials. Neither a Team’s name nor its logo may include any word

or phrase in any language that is offensive, toxic or hurtful, as determined at the sole discretion of the Tournament Operator or Riot Officials.

3.6.2. Components of Team Name.

A Team may have up to one total sponsor brand in its team name. For example, an allowable team name would be *Alienware Lions*, where “Alienware” is the sponsor brand. The use in a Team name of cities, regions, territories, or any other geographic locales are prohibited.

3.6.3. Use of Trademarks in a Team Name.

A Team name or logo may not include all or part of a corporate name or make use of the trademarks or other intellectual property of Riot, VALORANT or any third party without the prior written approval of the Tournament Operator. In order to secure such approval, a Team must provide a license agreement, sponsorship agreement or other documentary evidence to the Tournament Operator sufficient to demonstrate to the satisfaction of the Tournament Operator that the Team is properly licensed to use such third party’s intellectual property. Notwithstanding any approval that may be provided by the Tournament Operator, the entire risk and responsibility for obtaining the right to use a corporate name or the intellectual property of a third party in or as part of a Team name shall be with the Team.

3.6.4. Rejection of Team Names and Logos.

Tournament Officials have the right to reject any Team name or logo for any reason and to require the Team to select an alternate name or logo that complies with this Global Policy.

3.7. Owners

3.7.1. Ownership of the Slot.

Riot and the Tournament Operator will deem the Owner(s) who registered the Team to be the sole owner(s) of the Team and the Team’s slot in an Official Competition for purposes of this Global Policy and Event-Specific Rules. Accordingly, if a Team wins the right to progress to the next stage of an Official Competition, that right is owned by the Team and its Owner(s), not by the players or any other person or entity. However, that right is contingent on the team retaining a minimum of three (3) players that were on the Team during the qualification process.

3.7.2. Transfer of the Team.

The ownership and the other rights and privileges granted to the Owner(s) in this Global Policy and in the applicable Event-Specific Rules may be sold, transferred, or assigned to a third party; provided that (a) the Owner(s) shall require the purchaser, assignee or transferee to acknowledge and agree in writing to assume and be bound by all of the terms and conditions of the Global Policy and the applicable Event-Specific Rules; and (b) any such sale, assignment or transfer will require the prior written consent of Riot.

3.8. Concurrent Ownership and Conflicts of Interest

To preserve the competitive integrity of Official Competitions, the rules on concurrent ownership shall apply to all Official Competitions. The Concurrent Ownership Policy can be found [here](#).

3.9. Notice of Extraordinary Events

Each Owner each shall notify Riot and the Tournament Operator as soon as practicable of any suspected or actual breach of the Global Policy or the applicable Event-Specific Rules by the Team or any of its other Owners (or any person acting by or on behalf of any of them) that has, or could reasonably be expected to have, a material and adverse effect on any Official Competition, VALORANT or any of the Riot Parties (as defined below). An Owner's failure to provide the notice required by this Section shall be deemed a violation of this Global Policy by the Team and may subject the Team to sanctions, including disqualification and loss of slot.

4. Competition Format and Structure

4.1. Competition Format

The competition format for the VALORANT Champions Tour is outlined in [Appendix 2](#). Specific issues relating to individual Official Competitions will be explained in the applicable Event-Specific Rules.

4.2. Prizes

4.2.1. Delivery of Prizes.

Prizes may be awarded to successful Teams and individual players at or following an Official Competition. In general, the prizes earned by a Team or player will be delivered directly to the Owners of the Team. The Owners shall be responsible for dividing the prize and paying it to players and others who contributed to the victory; provided that not less than fifty percent (50%) of all net cash prize awards must be delivered by the Owners to the players on the Team (as a group). Owners are always free to provide a greater share of cash prize awards to players, but are

required to transfer at least fifty percent of all cash prize awards to the Team's players.

4.2.2. Acceptance of Prizes.

Each Team or player that has been declared the winner of a prize in the Official Competition will not be an official winner unless (a) the Team or player is eligible to receive the prize under applicable law; (b) the winning player executes (or has a parent or legal guardian execute) an affidavit of eligibility, liability release and/or any other documentation required by Riot; and (c) the Owners of the winning Team execute an affidavit of eligibility, liability release and/or any other documentation required by Riot or the Tournament Operator. Failure to sign and return all prize documentation to the Tournament Operator or Tournament Officials may result in forfeiture and loss of the prize. The failure to take delivery of any prize within a reasonable time after the close of the Official Competition may result in forfeiture and loss of the prize.

4.2.3. Taxes on Prizes.

National, state and local taxes, including VAT taxes, which are associated with the receipt or use of any prizes are the sole responsibility of the winner. Winners must complete and submit to the Tournament Operator all governmental and tax forms required to receive a cash prize in the country in which Live Events are held. Prizes are not transferable.

5. Uniforms and Apparel

5.1. Official Uniforms

If a Team has adopted an official uniform for use in Official Competitions, then Team Members shall, during all public-facing Official Competitions (including Live Events, publicly-streamed Online Events and all Media Events), wear that official Team uniform. If a Team has not adopted an official uniform, then Team Members shall wear apparel that is appropriate (i.e., no shorts or hats) for the event.

5.2. Uniform Design Requirements

Players may wear apparel with multiple logos, patches or promotional language. Riot and the Tournament Operator each reserves the right at all times to impose a ban on apparel that does not meet the Official Competition's minimum aesthetic standards or that is objectionable or offensive, including any apparel that (a) contains any false, unsubstantiated or unwarranted claims for any product or service or testimonials, that Riot or the Tournament Operator, in its sole and absolute discretion, considers unethical;

(b) advertises any brand whose business falls within the Red List; (c) contains any information or material that violates the Code of Conduct in Section 7.

5.3. Team Apparel Design and Requirements

If a Team elects to adopt a uniform for Official Competitions, then that uniform shall be designed and manufactured by each Team at its own expense and must meet the minimum requirements of this Appendix 7. The Tournament Operator will review and has the right to propose modifications to all Team uniforms.

5.4. Uniforms Provided by the Tournament Operator

The Tournament Operator may provide players with Official Competition-themed apparel before the start of an Official Competition. These Official Competition uniforms are primarily to be used for interviews and related Media Events during non-match periods. In addition, if the Team does not have an official uniform or the uniform of any Team does not conform to relevant design requirements of the Tournament Operator, such Team may temporarily wear the Official Competition-themed apparel during a game, and the relevant Team shall be provided with a grace period to modify its uniform design.

5.5. Managers and Coaches

A Team Manager or coach (if any) must wear business attire or a Team uniform during any Official Competition or while attending public-facing events in his or her capacity as a coach or manager of a Team.

5.6. Ban on Apparel; Refusal of Entry

The Tournament Operator reserves the right at all times to (a) impose a ban on apparel that is deemed to conflict with this Global Policy, including the sponsorship restrictions in Section 6 and the Code of Conduct in Section 7; and (b) refuse entry or continued participation in an Official Competition to any Team Member who does not comply with the apparel rules in this Section. The decision of the Tournament Operator on all matters relating to uniforms and apparel that are worn during any Official Competition or while attending public-facing events, including Media Events, is final and binding.

6. Sponsorships

6.1. Sponsorships Generally

Teams and Team Members are encouraged to develop relationships with sponsors and advertisers, subject to the restrictions set forth in this Global Policy that are designed to avoid sponsor conflicts and preserve the integrity of competition and the reputation of the Official Competitions, VALORANT and Riot. Neither a Team nor any Team Member

shall enter into any sponsorship, endorsement, advertising or related agreement, for any VALORANT line of business, with any person or entity that is determined by Riot or the Tournament Operator to conduct business within any product or service category that is on the Prohibited Sponsorship Categories List (Appendix 4). A Team or Team Member shall have the right, subject to Riot's prior written approval on a case-by-case basis, to enter into a sponsorship, endorsement, advertising or related agreement, for any of the Team's VALORANT esports line of business, with any person or entity that is determined by Riot or the Tournament Operator to conduct business within any product or service category that is on the Internationally Prohibited Sponsorship Categories List (Appendix 5); provided, however, that any such business within the Internationally Prohibited Sponsorship Categories List shall only be promoted or otherwise displayed at regional or local events (and not international events). Teams interested in pursuing a regional sponsorship on the Internationally Prohibited Sponsorship Categories List should contact their home Region for more information on the approval process, including lists of certain pre-approved sponsors on the Internationally Prohibited Sponsorship Categories List. Compliance with Brand Guidelines

All sponsorship, endorsement, advertising or related agreements that a Team or Team Member enters into, and all underlying transactions or actions taken pursuant to those agreements: (a) shall comply with the terms of the then-current VALORANT Branding and Style Guide; and (b) shall not have any exclusivity or other provision that is binding on Riot, the Tournament Operator or any other person or entity (other than the Team or Team Member who is entering into the agreement).

Note: Additionally, a Team Member shall not enter into any sponsorship, endorsement, advertising or related agreement, for any line of business (even unrelated to VALORANT), with any person or entity that is determined by Riot or the Tournament Operator to conduct business within any product or service category that is on the Prohibited Sponsorship Categories List (Appendix 4).

6.2. Decisions Relating to the Prohibited Sponsorship List

Riot may make changes to the Prohibited Sponsorship List. It is the Team and Team Members' responsibility to review the Prohibited Sponsorship List for updates or changes. Riot or the Tournament Operator may, in its sole judgment, reject or terminate the right of a Team or Team Member to display an advertisement or sponsorship in any of the categories on the Prohibited Sponsorship List.

6.3. Unauthorized Use of Trademarks

Nothing in this Global Policy or the Event-Specific Rules grants, by implication, waiver, estoppel or otherwise, to a Team or Team Member any right or license to use the name VALORANT, or any other trademark, trade name or logo owned by or licensed to Riot or

its affiliates. Any unauthorized use by a Team or a Team Member of a trademark, trade name or logo owned by or licensed to Riot or its affiliates is prohibited and a breach of this Global Policy. A Team or a Team Member may not endorse or sponsor any product or service in a way that could cause people to believe that the product or service has been endorsed or approved by Riot, the Tournament Operator or any of their respective affiliates.

7. Code of Conduct

7.1. Conduct Generally

7.1.1. Competitive Integrity.

All Teams and Team Members are expected to compete to the best of their skill and ability at all times in any Official Competition, as further discussed in Section 7.2.

7.1.2. High Standards.

All Teams and Team Members must observe the highest standards of personal integrity and good sportsmanship at all times. Team Members must behave in a professional and sportsmanlike manner in their interactions with other competitors, Tournament Officials, the Tournament Operator, the media, sponsors and fans, as further discussed in Section 7.3.

7.1.3. Disciplinary Action and Sanctions.

A violation of this Global Policy or the applicable Event-Specific Rules will result in disciplinary action or sanctions at the discretion of the Tournament Operator, as further discussed in Section 8.

7.2. Competitive Integrity

Set forth below is a non-exclusive list of examples of conduct that has an adverse impact on the competitive integrity of the game, all of which are prohibited:

7.2.1. Match-Fixing.

No Team Member may offer, agree, or conspire to fix a match or take any other action to intentionally and unfairly alter, or attempt to alter, the results of any game (or any play or component thereof). If a Team Member is asked to “fix” the outcome of a game or to otherwise take part in any actions prohibited by this Global Policy or the applicable

Event-Specific Rules, that Team Member must immediately report this request to the Tournament Operator.

7.2.2. Bribery.

No Team Member may offer any gift, cash, or other reward to a player, coach, manager, other Team Member, Competition Official, the Tournament Operator or any other person connected with or employed by another Team in order to influence the outcome of a game in an Official Competition.

7.2.3. Gifts.

No Team Member may accept any gift, reward or compensation from another Team or player (or anyone acting on behalf of another team or player) in connection with any Official Competition.

7.2.4. Gambling.

Gambling on the outcome of a tournament, match or game in any esports competition (including any plays or components of a game) can pose a serious threat to the integrity of, and public confidence in, esports competitions. Team Members are not allowed to (a) place, or attempt to place, bets on any esports competition (or any plays or components thereof), or (b) associate with high volume gamblers, or deliver information to others that might influence their bets.

7.2.5. Cheating.

Cheating is prohibited. Any modification of the VALORANT game client by a Team or Team Member is prohibited. The use of any kind of cheating device or cheat program shall be deemed cheating.

7.2.6. Exploiting.

Intentionally using any in-game bug to seek an advantage is exploiting and is prohibited. Exploiting includes acts such as making use of any game function that, in the Tournament Operator's sole judgment, is not functioning as intended and violates the design purpose of VALORANT. Team members may confidentially check with the referee at the beginning of a Competition to determine if a specific act would be considered Exploiting. Riot reserves the right to make an ex-post-facto determination of whether an exploit has occurred.

7.2.7. Ringing.

Playing under another player's account or Riot ID, or soliciting or inducing someone else to play under another player's account or Riot ID, is prohibited.

7.2.8. Poaching and Tampering.

Poaching and Tampering are prohibited. No Team Member or Affiliate of a Team may solicit, lure, encourage, or influence a Coach or Player of another Team to breach, prematurely terminate, or otherwise undermine a contract between the Coach or Player and said Team. No Team Member or Affiliate of a Team may approach a Coach or Player with the aim of persuading the Coach or Player to violate any obligations stipulated in a contract between the Coach or Player and their Team. A Coach or Player may not solicit another Team to violate this rule.

No Team Member or Affiliate of a Team may solicit, lure, encourage, or influence a Coach or Player of another Team to subvert said Team or undermine the performance of said Team in return for an offer of employment.

A Coach or Player of a Team may express publicly their desire to leave their Team and encourage any and all interested parties to contact their management (i.e. a general statement aimed at the entire marketplace).

7.2.9. Prohibited Matchmaking Ranking/Rating Boosting

Behavior that circumvents the matchmaking rules of the VALORANT Competitive Matchmaking mode in order to increase the Matchmaking Ranking/Rating (MMR) of a Player's account or Riot ID. Prohibited behavior includes:

- (a) A player allowing access to the player's account or Riot ID by another player in order to increase the MMR of the player's account or Riot ID;
- (b) A player accessing another player's account or Riot ID in order to increase the MMR of the other player's account or Riot ID;
- (c) A player entering a financial arrangement with another player to queue together in order to increase the MMR of either player's account or Riot ID;
- (d) A player repeatedly queueing with another player that has been identified as an active cheater in the VALORANT Competitive Matchmaking mode.

7.2.10. Studio Interference.

At Live Events, no Team Member may interfere with lights, cameras or other studio equipment.

7.2.11. Unauthorized Communications.

At Live Events, all communication devices other than devices authorized by the Tournament Operator and Tournament Officials for use at that Live Event must be removed from the play area before any Official Game begins. Players may not text/email or use social media while in the match area. During the match, communication by a player shall be limited to the other players on the Team.

7.2.12. Drop Outs and Refusals to Participate.

If a Team Member or Team registers for, or agrees to participate in, any Official Competition, he or she may not, without the prior written consent of the Tournament Operator, drop out or refuse to participate in any game or other related event held during the applicable Season. An unexcused absence from a game after the registration process is complete may result in sanctions, as provided in Section 8 below.

7.2.13. Non-Compliance.

No Team Member may refuse to comply with the instructions or decisions of the Tournament Operator or the Tournament Officials.

7.3. Unprofessional Behavior or Illegal Acts

Set forth below is a non-exclusive list of examples of unprofessional behavior or illegal activities, all of which are prohibited.

7.3.1. Vulgar or Hateful Speech.

A Team Member may not, during a Live Event, Online Event, Media Event or in any communication relating to any Official Competition or VALORANT, use any language that is offensive, insulting, libelous, slanderous, defamatory, obscene, discriminatory, threatening, foul or vulgar. A Team Member may not post, transmit, or disseminate any such prohibited communications. A Team Member may not use this type of language on social media or during any public-facing events or in any broadcast or stream of VALORANT. This rule applies to speech in English and all other languages. In addition, Team Members may not encourage members of the public to engage in any activities that are prohibited by this rule.

7.3.2. Violence.

Team Members are expected to settle their differences in a respectful manner and without resort to violence, threats or intimidation (physical or non-physical). Violence is never permitted at Live Event or against any competitor, fan or Competition Official.

7.3.3. Drugs and Alcohol.

The use, possession, distribution or sale of controlled substances, such as drugs or alcohol, or being under the influence of such controlled substances, is strictly prohibited while a Team Member is engaged in any Official Competition or other event or on premises that are owned by or leased to the Tournament Operator. The unauthorized use or possession of prescription drugs by a Team Member is prohibited. Prescription drugs may be used only by the person to whom they are prescribed and in the manner, combination and quantity as prescribed. Prescription drugs may only be used to treat the condition for which they are prescribed and may not be used to enhance performance in a game. Each Team Member must report any violation of this rule to the Tournament Operator.

7.3.4. Harassment.

Harassment is prohibited. Harassment is defined as systematic, hostile and repeated acts taking place over a period of time, or a singular egregious instance, which is/are intended to isolate or ostracize a person and/or diminish the dignity of the person.

7.3.5. Sexual Harassment.

Sexual harassment is prohibited. Sexual Harassment is defined as unwelcome sexual advances. The assessment is based on whether the person being harassed would regard the conduct as undesirable or offensive. There is zero tolerance for any sexual threats/coercion or the promise of advantages in exchange for sexual favors.

7.3.6. Discrimination and Denigration.

Team Members may not offend the dignity or integrity of a country, private person, or group of people through contemptuous, discriminatory or denigrating words or actions on account of race, skin color, ethnic, national or social origin, gender, language, religion, political opinion or any other opinion, financial status, birth or any other status, sexual orientation or any other reason.

7.3.7. Defamatory Statements.

Team Members may not make, issue, authorize or publish any statement that denigrates, disparages or defames any Official Competition, Tournament Operator, Competition Official, Riot or its affiliates, sponsors, or VALORANT.

7.3.8. Illegal Activity.

Teams and Team Members must comply with all applicable laws at all times. A Team or Team Member may not engage in any activity which is in violation of public health, safety or security regulations.

7.3.9. Immoral Activity.

A Team Member may not engage in any activity which, in the sole determination of the Tournament Operator, is unethical, immoral or disgraceful.

7.4. Confidentiality

A Team Member may not, without the consent of the Tournament Operator, disclose any confidential or proprietary information provided or made available by Riot or the Tournament Operator to the Team Member in relation to any Official Competition. Team Members shall be obligated to keep the confidential or proprietary information provided by Riot or the Tournament Operator. The “confidential or proprietary information” of Riot and the Tournament Operator includes all information and materials disclosed (whether in oral, written, or other tangible or intangible form) or otherwise made available by Riot or the Tournament Operator to a Team Member concerning or related to VALORANT, any Official Competition or any Official Competition which the Team Member knows or should know, given the facts and circumstances surrounding the disclosure of the information, is confidential information of Riot or the Tournament Operator. Confidential information includes, without limitation, development plans and release dates for updates to VALORANT, information and materials concerning or related to the content of all protests, discussions or any other correspondence between a Team Member and Riot or the Tournament Operator, the configuration of the stage used at Live Events and other similar information that is withheld from fans in order to preserve the “reveal” at an Online Event or a Live Event.

7.5. Terms of Use

Any conduct that (a) violates the Terms of Use for VALORANT; (b) violates any guidelines, or any policy posted on the official websites or social media accounts for VALORANT; or (c) interferes with use or enjoyment of VALORANT by others is prohibited and a violation of this Global Policy.

7.6. False Information

Tax forms, registration forms, parental consents, and other documentation may be required at various times by the Tournament Operator. A Team Member violates this Global Policy if he or she knowingly provides false or inaccurate information to the

Tournament Operator. A Team may be subject to sanctions if the documentation is not completed to the standards set by the Tournament Operator.

8. Disciplinary Action and Sanctions

8.1. Investigations by the Tournament Operator

The Tournament Operator will have the right to monitor compliance with this Global Policy and the applicable Event-Specific Rules and investigate possible breaches. By agreeing to this Global Policy, each Team Member agrees to cooperate with the Tournament Operator in any internal or external investigation that the Tournament Operator conducts relating to a suspected violation of this Global Policy, the applicable Event-Specific Rules or applicable law. Team Members have a duty to tell the truth in connection with any investigation conducted by or for the Tournament Operator and have a further duty not to obstruct any such investigation, mislead investigators or withhold evidence.

8.2. Demerits

If the Tournament Operator determines that a Team Member or a Team has committed a violation of this Global Policy, the applicable Event-Specific Rules or applicable law, the Tournament Operator may impose demerits on a Team, each of which deducts one percent of the overall prize money awarded to that Team for the Official Competition in which the violation or infraction occurred (“Demerit”). Multiple violations or infractions by a Team or by Team Members may result in the imposition of additional Demerits. If a violation or infraction is particularly concerning or if there have been multiple violations or infractions by the same Team or Team Member, the Tournament Operator may impose more than one Demerit for that violation or infraction. If the Tournament Operator imposes Demerits on a Team or Team Member, the amounts deducted from the Team’s prize money will be added to the prize pool that is available for allocation to the remaining eligible Teams. Demerits are liquidated damages designed to preserve the competitive system on which the Official Competitions depend, and not a penalty.

8.3. Other Sanctions

If the Tournament Operator determines that a Team Member or a Team has committed a violations of this Global Policy, the applicable Event-Specific Rules or applicable law, the Tournament Operator may, in addition to the Demerits discussed above, issue any or all of the following disciplinary actions: (a) verbal or written public warning(s); (b) prize forfeiture(s); (c) game forfeiture(s), (d) tournament forfeiture(s); (e) forfeiture(s) of a slot; (f) suspension(s); and (g) disqualification(s) and ban(s), including from any future Official Competitions or other events related to VALORANT or other video games or esports properties owned or controlled by Riot or its affiliates. If a Team or Team

Member has been previously disqualified or banned from participating in events that feature play of VALORANT in any jurisdiction in the world, or has committed an especially egregious act outside the Riot esports ecosystem, the Tournament Operator may disqualify or ban that Team or Team Member from participation in an Official Competition.

8.4. Repeated Infractions

Repeated violations or infractions are subject to escalating penalties, up to and including disqualification from participation in Official Competitions.

8.5. Final Determinations

Unless expressly stated otherwise, all violations of, and infractions committed under, this Global Policy and the applicable Event-Specific Rules are punishable, whether or not they were committed intentionally. Attempts to commit such violations and infractions are also punishable. All decisions made by the Tournament Operator and Tournament Officials in regard to (a) violations of this Global Policy and the applicable Event-Specific Rules; (b) any Demerits issued as a result of violations or infractions; and (c) the appropriate disciplinary action (or combination of disciplinary actions) are final and binding.

8.6. No “Safe Harbor”

Any prospective Team Member serving an active suspension, issued by an esports publisher or an industry-recognized governing body, is prohibited from participating in any Official Competition unless explicitly permitted by Riot.

9. Use of Names and Likenesses

9.1. Grant of Rights by Team Members

Each Team Member hereby grants Riot, the Tournament Operator and their respective affiliates permission to live-stream, broadcast or record his or her play of VALORANT at any Official Competition or part thereof. Each Team Member hereby further grants to Riot and the Tournament Operator a royalty-free, fully paid-up, worldwide right and license (with the right to grant sublicenses) to copy, publish, distribute, edit, host, store, and otherwise use and display his or her full name, Riot ID, photograph, likeness, image, avatar, voice, video, in-game persona, game play statistics, and biographical information, and create derivative works of the foregoing items, in any and all present and future media, on or in connection with (a) the broadcast or streaming of any coverage of all or any part of an Official Competition; (b) the marketing and promotion of any Official

Competition or any game, match or tournament or part thereof; and (c) the marketing and promotion of Riot and VALORANT.

9.2. Ownership of Streams and Broadcasts

Each Team Member irrevocably acknowledges and agrees that all streams and audiovisual recordings of any all or any part of an Official Competition are owned by Riot or its licensors. Appearing in a stream, broadcast or audiovisual recording of any Official Competition does not give a Team Member any ownership interest in such stream, broadcast or audiovisual recording.

9.3. Feedback

A Team Member may from time to time provide suggestions, comments or other feedback (“**Feedback**”) to Riot or the Tournament Operator with respect to the operation of, or improvements for, an Official Competition or VALORANT. Each Team Member agrees that all Feedback, even if designated as confidential by the person offering the Feedback, shall not, absent a separate written agreement, create any confidentiality obligation for Riot or the Tournament Operator to whom the Feedback was provided. Furthermore, except as otherwise provided in a separate subsequent written agreement signed by Riot, Riot shall be free to use, disclose, reproduce, edit, license, sublicense, or otherwise distribute, and exploit the Feedback as it sees fit, without obligation or restriction of any kind on account of intellectual property rights or otherwise.

10. Limitations of Liability

10.1. No Punitive Damages

To the maximum extent permitted by applicable law, neither Riot, the Tournament Operator nor any of their respective affiliates or licensors (collectively, the “**Riot Parties**”), shall be liable in any way for any loss of profits or any indirect, incidental, consequential, special, punitive, or exemplary damages, arising out of or in connection with this Global Policy, any Event-Specific Rules, the Official Competitions or VALORANT, or the delay or inability to use or lack of functionality of VALORANT, even if a Riot Party is at fault and even if a Riot Party is aware of the possibility of such damages.

10.2. Cap on Liability

To the maximum extent permitted by applicable law, the aggregate liability of the Riot Parties arising out of or in connection with this Global Policy, any Event-Specific Rules, the Official Competitions and VALORANT will be limited to a Team Member’s direct damages in an amount not to exceed US \$25,000. Multiple claims will not expand this

limitation. These limitations and exclusions regarding damages apply even if any remedy fails to provide adequate compensation. Riot neither assumes, nor authorizes the Tournament Operator or any other person or entity to assume on Riot's behalf, any liabilities in addition to those liabilities expressly set forth in this Section 10.2.

11. Dispute Resolution

11.1. Governing Law

This Global Policy and any Event-Specific Rules will be governed by the laws of the [State of California, USA], without reference to its laws relating to conflicts of law.

11.2. Finality of Certain Decisions

All decisions regarding player eligibility, sponsor restrictions, Official Competition scheduling and staging, and violations of, and infractions committed under, this Global Policy and the applicable Event-Specific Rules lie solely with the Tournament Operator or, at the option of the Tournament Operator, with Tournament Officials. The decisions of the Tournament Operator and/or the Tournament Officials are final and binding and shall not give rise to any claim for monetary damages or any other remedies.

11.3. Remedies

Notwithstanding the foregoing, Riot and the Tournament Operator shall have the right to commence and prosecute any action or proceeding before any court of competent jurisdiction to obtain injunctive or other equitable relief against a Team or Team Member in the event that such action is necessary or desirable. In the event of a breach by Riot or the Tournament Operator of any of the provisions of this Global Policy or the applicable Event-Specific Rules, a Team or Team Member shall be limited to his/her/its remedies at law for damages, if any, and in no event shall a Team or Team Member be entitled to enjoin or restrain Riot or the Tournament Operator from operating any Official Competition, conducting any Media Event or distributing any broadcasts, streams or other audiovisual content. Neither Riot nor any of its affiliates or group companies has any fiduciary relationship with or duty to a Team or Team Member.

12. Interpretation and Construction

12.1. Tournament Operator's Right of Interpretation

Any matters relating to an Official Competition or VALORANT that are not covered by this Global Policy or any Event-Specific Rules shall be subject to an interpretation made by the Tournament Operator and provided to the Teams from time to time in the form of an update to, or interpretation of, this Global Policy or the Event-Specific Rules. All

decisions made by the Tournament Operator and Tournament Officials regarding interpretations of this Global Policy and the Event-Specific Rules are final and binding.

12.2. Business Judgment

Whenever this Global Policy or any Event-Specific Rules grant, confer, or reserve to Riot or the Tournament Operator the right to take action, refrain from taking action, grant or withhold consent, grant or withhold approval, or make any other determination, unless the provision specifically states otherwise, each of Riot and the Tournament Operator will have the right to engage in such activity in its sole discretion based on its own business judgment, taking into consideration its assessment of the best interests of Riot and the Tournament Operator and the short and long term interests of the Official Competitions, VALORANT and the businesses and activities of the affiliates and group companies of Riot and the Tournament Operator. Neither a Team nor a Team Member will have any claim or cause of action based on an assertion that Riot, the Tournament Operator or any Competition Official has unreasonably withheld or delayed any consent, approval, determination or other requested action under this Global Policy or any Event-Specific Rules.

12.3. Language

This Global Policy has been written in the English language. In the event of a conflict in interpretation between the English version and a translation of this Global Policy, the English version shall control.

12.4. Conflicts

In the event of a conflict in interpretation between this Global Policy and any Event-Specific Rules, the provisions that are most protective of Riot (as determined by Riot) will control. In the event of a conflict in interpretation between the provisions of these General Terms and the provisions in any Appendix, the provisions that are most protective of Riot (as determined by Riot) will control.

APPENDIX 1 - GLOSSARY OF TERMS

“**The VALORANT Champions Tour**” means the period starting with the first official game of the VALORANT Challengers for the VALORANT Champions Tour and ending with the final game of the subsequent VALORANT end-of-year competition.

“**Dispute**” means any dispute, claim or controversy arising out of or relating to the General Rules or the applicable Event-Specific Rules.

“**Demerit**” means a sanction is issued by the Tournament Operator if the Tournament Operator determines that a Team Member or a Team has committed a violation of, or infraction under, this Global Policy, the applicable Event-Specific Rules or applicable law and which results in a deduction from the prize money that is awarded to a Team for the Official Competition in which the violation or infraction occurred.

“**Event-Specific Rules**” means rules that apply to one specific Official Competition and not to others, and any updates, amendments or supplements to the foregoing.

“**Feedback**” means suggestions, comments or other feedback.

“**Riot ID**” means a Team Member’s Riot ID or in-game nickname.

“**Global Policy**” means (a) this VALORANT Global Competition Policy and each Appendix attached hereto; and (b) any updates, amendments or supplements to the foregoing.

“**Live Event**” means any live, in-person tournament that is part of an Official Competition.

“**Media Event**” means media interviews, press briefings, streaming sessions, sponsor events, photo or video shoots, charitable events, house tours, webcasts, podcasts, chats and other media events that are organized by Riot or the Tournament Operator in connection with the marketing and promotion of the Official Competition and/or VALORANT.

“**Official Competition**” means any tournament, series of tournaments or other event that (a) is part of an official VALORANT competition [in the VALORANT Champions Tour], and (b) has been designated as an “Official Competition” by Riot.

“**Official Game**” means an instance of competition of VALORANT that is played as part of an Official Competition.

“**Online Event**” means (a) any online tournament, including any online qualifiers, that is part of an Official Competition, and (b) any Official Competition that is ordinarily held live and

in-person but that has been moved online due to health and safety concerns or the requirements of a governmental authority.

“**Owner**” means any individual or group registered as an owner of a Team during its registration for the Official Competition.

“**Red List**” means the list of prohibited product or service categories.

“**Region**” means the region in which a Team competes in Official Competitions, as published in Appendix 6 or as may be determined by Tournament Officials.

“**Resident**” means either (i) a lawful resident of a jurisdiction in a particular Region on the date that the player registers for the Official Competition, or (ii) a citizen or national of a country in such Region.

“**Riot**” means Riot Games, Inc.

“**Riot Parties**” means Riot, the Tournament Operator, or any of their respective affiliates and/or licensors.

“**Starter**” means any of the five players in a Team’s starting lineup.

“**Substitute**” means up to three (3) substitute players on a Team’s roster.

“**Team**” has the meaning specified in the Background and Purpose section above and includes the five to eight-person squad that participates in an Official Competition.

“**Team Captain**” means the player for a Team that is designated as captain during the registration for the Official Competition.

“**Team Manager**” means the individual designated as a manager of the Team during its registration for the Official Competition.

“**Team Members**” means each Team’s players, managers, coaches, and Owners.

“**Tournament Officials**” means the officials, referees and administrators designated by the Tournament Operator to operate an Official Competition.

“**Tournament Operator**” means the entity that operates a particular Official Competition (whether it is Riot, a Riot affiliate or a third-party organizer).

“**Transfer Period**” means the time periods in which a Team may change its players, as set forth in the applicable Event-Specific Rules.

“VALORANT” means the multi-player, tactical first-person shooter video game distributed by Riot.

* * *

APPENDIX 2 - OFFICIAL COMPETITION STRUCTURE

The VALORANT Champions Tour



Stage 01 – Early-February to Late-April

VALORANT Challenger Stage 01

VALORANT Masters 01

Stage 02 – Early-May to Late-July

VALORANT Challenger Stage 02

VALORANT Masters 02

Champions – September

Champions Regional Last Chance
Qualifiers

VALORANT Champions

APPENDIX 3 - THE VALORANT CHAMPIONS TOUR: ELIGIBILITY AND RELEASE FORM

Name (Last, First)	Email Address:	Riot ID (example: <i>NAME #NAI</i>)

PLEASE READ CAREFULLY -- IN THIS FORM YOU WILL WAIVE OR GIVE UP CERTAIN LEGAL RIGHTS

- PURPOSE:** I have agreed to play (and/or coach) in the VALORANT Champions Tour (“VALORANT Esports”). I would like the opportunity to participate in VALORANT Esports events (each, a “Tournament”) and to have the right to access the VALORANT video game (the “Game”) for Tournament play. I understand that I will not have the right to play in the Tournaments, unless I agree to be bound by the terms and conditions in this Eligibility and Release Form issued by Riot Games, Inc. (together with its affiliates, “Riot”). I understand that the specific Tournament shall be organized by an independent third party tournament operator (“Tournament Operator”) and that I may be required to provide additional information to and execute additional legal documents directly through the Tournament Operator.
- PLAY BY THE RULES:** I agree to abide and be bound by the VALORANT Champions Tour Global Policy and any rules developed by a Tournament Operator for my country or region (collectively, the “Rules”) and to observe and comply with all written and verbal instructions of Riot, its affiliates and the Tournament Operator regarding my conduct during Tournament play and related events, including instructions relating to access to, and secure use of, any facilities, hardware, software and equipment. I further agree to take no action that is inconsistent with applicable law, the Rules and/or the standards of good conduct, fair play and good sportsmanship. I acknowledge that I have access to the Rules, and understand that the rules are subject to change in accordance with their terms. Without prejudice to the Tournament Operator’s rights, I acknowledge that, in order to maintain the integrity of the Game, VALORANT Esports and the Tournament, Riot shall have the right to impose fines, suspensions, disqualifications, and other disciplinary action at its discretion.
- ELIGIBILITY:** I represent and warrant to Riot that I am an eligible entrant, as defined in the Rules, and that I am or will be 16 years of age or older on the date that I participate in the Tournament, and, if under 18 or otherwise a minor, I understand that my parent or legal guardian will be required to execute and deliver this Eligibility and Release Form.
- RELEASE:** I hereby release, indemnify, and hold harmless Riot and each of its sponsors, officers, directors, shareholders, employees, agents, representatives, assigns and successors-in-interest (collectively, the “Riot Parties”) from and against any damages, losses, claims, or causes of action arising out of the Tournament(s), regardless of legal theory. In no event shall Riot be liable for any special, consequential, indirect, incidental, punitive, or exemplary damages, whether foreseeable or not, including but not limited to lost profits, revenue, or goodwill. I understand and agree that this Eligibility and Release Form shall apply to and protect the Riot Parties and shall be binding on my heirs, administrators, custodians, trustees, agents and successors. I acknowledge that I am not an agent or employee of any Riot Party and that no Riot Party has any fiduciary obligations to me.

I AM AWARE OF THE RISKS, DANGERS AND HAZARDS ASSOCIATED WITH GAME PLAY AND THE TOURNAMENTS AND I FREELY ACCEPT AND FULLY ASSUME ALL SUCH RISKS, DANGERS AND HAZARDS.

- USE OF MY NAME AND LIKENESS:** Unless prohibited by law, I hereby grant to the Riot Parties a license to live-stream, broadcast, or record my play of VALORANT at any Official Competition or part thereof. I further grant to the Riot Parties a royalty-free, fully paid-up, worldwide right and license (with the right to grant sublicenses) to copy, publish, distribute, edit, host, store, and otherwise use and display my full name, tag, nickname, photograph, likeness, image, avatar, voice, video, in-game persona, game play statistics, and biographical information (“Biographical Materials”), and create derivative works of the foregoing items, in any and all present and future media, on or in connection with (a) the broadcast or streaming of any coverage of all or any part of an Official Competition; (b) the marketing and promotion of any Official Competition or any game, match or tournament or part thereof; and (c) the marketing and promotion of the Riot Parties and VALORANT. In connection with these matters, I hereby release the Riot Parties from any and all liability associated therewith. I agree that I will have no right to inspect or approve the Biographical Materials that are used in any advertising. I understand and agree that I will not receive compensation, fees, royalties, or any other form of payment for use of Biographical Materials. For the avoidance of doubt, nothing herein requires the Riot Parties to make use of any of the rights granted above.

6. PRIVACY: I understand that Riot will collect, store and use my personal information in accordance with the Riot Games Privacy Notice (<https://www.riotgames.com/en/privacy-notice>), and as outlined below in this section. I understand that Riot need to collect additional information from me because of my participation in the Tournaments. Riot will collect some of this information from me directly, but may also obtain information about me from third parties (e.g. my team or Tournament Operator). I understand that I don't have to share info when Riot, Tournament Operator or any third party ask me to in connection with the Tournament, but if I decline, I might not be able to participate in the Tournaments. I understand that the additional information Riot collects, directly or indirectly, may include:

- Personal details, which I submit as part of this Eligibility Form;
- Information about me contained within my contractual arrangements, if any, with my team and/or Tournament Operator (e.g. prize money);
- Information about my performance as a professional (e.g. game statistics) and all game performance data (peripheral inputs, communications, character selections, etc.);
- Photographs and video footage of me from the Tournament participation (e.g. from Tournament streams);
- Information linked to any disciplinary, grievance or other action;
- Communication data sent or provided to Riot, such as emails, chat logs or other communications between me and Riot or other third parties (e.g. when Riot or Tournament Operator carry out investigations).

I understand that, in addition to the examples detailed in the Riot Games Privacy Notice, Riot may use and share my info to fulfill obligations such as: (a) promoting the Tournaments; (b) providing organisational, technical and administrative support; (c) monitoring and enforcing compliance with the Rules, including ensuring competitive integrity; (d) defending or pursuing legal or regulatory action, including litigation; (e) obtaining and maintaining insurance; (f) ensuring compliance with governmental agencies; and (g) improving the Tournaments and Riot services more generally. I've been informed that the legal bases for Riot doing so include: (i) as is necessary to perform Riot's obligations to me; (ii) with my consent; (iii) in my own and Riot's legitimate interests (such as ensuring competitive integrity); (iv) to comply with legal obligations; (v) to protect my vital interests, or those of others; (vi) when necessary in the public interest; and (vii) where necessary for the purposes of Riot's or a third party's legitimate interests. If Riot processes any of my special category data (e.g. health data), this will be done with my explicit consent. I understand that Riot is a global company with operations around the world. As a result, during and after my participation in the Tournament, my info may be processed anywhere we (including via Riot Parties) or our partners and service providers do business, as outlined in the Riot Games Privacy Notice. I understand that info I provide to Riot will be retained as long as is necessary to perform any contracts with me and for Riot's legitimate interests, including complying with legal obligations, resolving disputes, enforcing our contracts and terms, preventing fraud and managing internal books and records.

7. LIMITATIONS ON MY REMEDIES: To the extent permitted by law, I agree that no lawsuit or any other legal proceeding against the Riot Parties relating to or arising out of VALORANT Esports, any Tournament, the Game or this Eligibility and Release Form shall be brought or filed by me or my guardians or representatives more than one (1) year after the incident giving rise to the claim occurred. To the fullest extent permitted by law, I agree that I will not bring any class action lawsuit (or authorize my guardians or representatives bring any class action lawsuit) against any Riot Party or be a representative plaintiff or plaintiff class member in any such lawsuit.

8. TAXES: I acknowledge and agree that the Riot Parties shall not be responsible for the payment of any national, federal, state or local taxes imposed on me as a consequence of the prize payments I may receive from the Tournament Operator.

9. USE OF OTHER PEOPLE'S STUFF: I acknowledge that as a participant in a Tournament, I may have access to confidential information of the Riot Parties, including information relating to the Game. I agree not to disclose any information marked, or reasonably understood to be, confidential, to any other person or entity, and agree not to use any such confidential information for any purpose other than for carrying out my obligations as a participant in a Tournament. In addition, I agree that I will not use, display, or misappropriate any trademarks, trade names, trade device, service marks, symbols, or other property of the Riot Parties, including the trademarks for the Game, without the prior written consent of Riot in each instance.

10. OTHER TERMS: This Eligibility and Release Form (including any questions relating to its existence, validity or scope) will be governed by the laws of the State of California, without giving effect to its principles or rules of conflicts of laws. This Eligibility and Release Form shall be effective and binding upon my heirs, next of kin, executors, administrators, assigns and representatives. If any provision of this Eligibility and Release Form or the application of any such provision to any person, entity or circumstance shall be held invalid, illegal, or unenforceable in any respect, such invalidity, illegality, or unenforceability shall not affect any other provision of this Eligibility and Release Form. I intend that all grants of rights, limitations of liability and exclusions of damages in this Eligibility and



VALORANT COMPETITION RULES

Release Form shall be upheld and applied to the maximum extent permitted by law. In entering into this Eligibility and Release Form I am not relying on any oral or written statements or representations made by any person or entity with respect to VALORANT Esports, the Tournaments, the Game or this Eligibility and Release Form. This Eligibility and Release Form may not be amended except by a written amendment signed by Riot. I understand that I may accept the terms and conditions contained in this Eligibility and Release Form by signing below or by clicking on the “Accept” button on an electronic version of this Form. This action creates an electronic signature that has the same legal force and effect as a handwritten signature. If I am a resident located in the State of California, I understand that the following applies to me: In the event that I or Riot commences a lawsuit for a dispute arising under or related to this Eligibility and Release Form or in any way relating to VALORANT Esports, Tournament or the Game, such suit shall be submitted to general judicial reference in Los Angeles County, California pursuant to California Code of Civil Procedure section 638 et seq. and 641 through 645.1 or any successor statutes thereto.



VALORANT COMPETITION RULES

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I HAVE READ THIS ELIGIBILITY AND RELEASE FORM. I UNDERSTAND ITS CONTENTS AND LEGAL SIGNIFICANCE, AND I AGREE TO BE BOUND BY ITS TERMS. IF I AM UNDER 18 YEARS OF AGE, I UNDERSTAND THAT MY PARENT OR LEGAL GUARDIAN MUST SIGN.

Team

Member's

Signature:

Parent or Guardian Signature:

Parent or Guardian Name (Printed):

Date: _____

I am the parent or legal guardian of the minor named above. I have the legal right to, and, by signing above, I hereby do consent to, the terms and conditions of this Eligibility and Release Form.

APPENDIX 4 - GLOBALLY PROHIBITED SPONSORSHIP CATEGORIES

1.	Video games other than VALORANT
2.	Video game developers or publishers other than Riot Games
3.	Video game consoles
4.	Esports or competitions, leagues or events for video games other than VALORANT
5.	Other esports teams or any owner or affiliate thereof
6.	Prescription drugs
7.	Firearms, ammunition or firearm accessories
8.	Pornography or pornographic products
9.	Tobacco products and related paraphernalia
10.	Companies related to betting and gambling (including bookmakers and betting sites)
11.	Alcohol products (including non-alcoholic beverages marketed by alcohol companies) other than beer and wine products
12.	Intoxicants whose sale or use is regulated
13.	Sellers or marketplaces for counterfeit or illegal virtual goods
14.	Fantasy esports operators
15.	Political campaigns or political action committees
16.	Charities that endorse religious or political positions
17.	Disreputable charities (by way of example, reputable charities include Red Cross, Stand-Up to Cancer and other similar mainstream charities)
18.	Cryptocurrencies or other unregulated financial instruments or markets

APPENDIX 5 - INTERNATIONALLY PROHIBITED SPONSORSHIP CATEGORIES

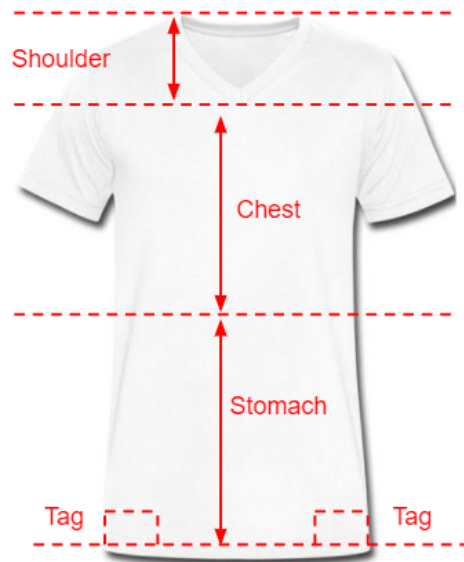
1.	Cryptocurrency exchanges
2.	Beer and wine products
3.	Products that contain non-psychoactive cannabis-derived compounds, including cannabidiol (CBD)

APPENDIX 6 - VALORANT COMPETITIVE REGIONS

REGION	COUNTRIES / TERRITORIES / LOCALES
BRAZIL	BRAZIL
EMEA	ALBANIA, ALGERIA, ANDORRA, ARMENIA, AUSTRIA, AZERBAIJAN, BAHRAIN, BELARUS, BELGIUM, BOSNIA AND HERZEGOVINA, BULGARIA, CROATIA, CYPRUS, CZECH REPUBLIC, DENMARK, EGYPT, ESTONIA, FINLAND, FRANCE, GEORGIA, GERMANY, GREECE, HUNGARY, ICELAND, IRAQ, IRELAND, ISRAEL, ITALY, JORDAN, KAZAKHSTAN, KOSOVO, KUWAIT, KYRGYZSTAN, LATVIA, LEBANON, LIBYA, LIECHTENSTEIN, LITHUANIA, LUXEMBOURG, MACEDONIA, MALTA, MAURITANIA, MOLDOVA, MONACO, MONTENEGRO, MOROCCO, NETHERLANDS, NORWAY, OMAN, PALESTINE (UN OBSERVER STATE), POLAND, PORTUGAL, QATAR, ROMANIA, RUSSIA, SAN MARINO, SAUDI ARABIA, SERBIA, SLOVAKIA, SLOVENIA, SPAIN, SWEDEN, SWITZERLAND, TAJIKISTAN, TUNISIA, TURKEY, TURKMENISTAN, UKRAINE, UNITED ARAB EMIRATES, UNITED KINGDOM (UK), UZBEKISTAN, VATICAN CITY (HOLY SEE)
JAPAN	JAPAN
KOREA	SOUTH KOREA
LATAM	ALL CARIBBEAN ISLANDS, ARGENTINA, BELIZE, BOLIVIA, CHILE, COLOMBIA, COSTA RICA, ECUADOR, EL SALVADOR, FRENCH GUIANA, GUATEMALA, GUYANA, HONDURAS, MEXICO, NICARAGUA, PANAMA, PARAGUAY, PERU, SURINAME, URUGUAY, VENEZUELA
NORTH AMERICA	UNITED STATES, CANADA
OCEANIA	AUSTRALIA, NEW ZEALAND, GUAM, NEW CALEDONIA, FRENCH POLYNESIA, FIJI, NORTHERN MARIANA ISLANDS
SOUTHEAST ASIA	CHINESE TAIPEI, HONG KONG, INDONESIA, MACAU, MALAYSIA, PHILIPPINES, SINGAPORE, THAILAND, VIETNAM
SOUTH ASIA	INDIA, PAKISTAN, SRI LANKA, BANGLADESH, MALDIVES, NEPAL, BHUTAN, AFGHANISTAN

APPENDIX 7 - JERSEY POLICY

1. There are four defined areas on a jersey, as visible in the image below:



- b. The Shoulder area is defined as the area between the top of the jersey and the bottom of the collar.
 - c. The Chest and Stomach areas (collectively referred to as the “Body”) extend from the bottom of the collar to the bottom of the jersey. They split the Body in the middle.
2. The team must display their logo within the Chest area of the jersey and it must be large enough to be easily visible on broadcast.
 - a. The player's In Game Name must be displayed on the upper back of the jersey.
 - b. The body of a jersey, hoodie, jacket, or any apparel item worn over the upper body can have a total of up to 2 team sponsor logos.
 - c. Teams may choose how team and sponsor logos are distributed across the body area of the jersey.
 - d. Any logo that is split across the body and other areas of the jersey will count against the 2 sponsor logo limit.
 3. For clarity, any logos or marks required by a league (such as the logo of a league-wide apparel sponsor) will not count against this limit.
 4. Additionally, if the logo / brand of the apparel item is shown on a tag within one of the “Tag” areas, it will not count against this limit.
 5. The team may not use any Riot Games marks or IP without express written permission from Riot Esports. This includes, but is not limited to: Riot Games Logo, Event Logos, VALORANT Logos, or VALORANT IP (such as agent art, etc.).

6. There are no restrictions regarding logo placements on the shoulders, top, or back of the jersey. Regions may define additional standards at their own discretion, and these restrictions will be enforced at International Events.
7. Regions may choose to opt out of this policy for local league play, but teams must comply for media and play at international events (First Strike, Masters, Champions), including event photography. Teams that fail to produce a compliant jersey by the deadline set by Riot Esports may be subject to ad-hoc jersey modifications (excess sponsor logos being taped over, etc.) or other penalties.