



LEAGUE OF LEGENDS

European⁽¹⁾ Community Competition Guidelines

Reviewed on 22/09/2020

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(1) These guidelines apply to organizers resident in one of the following countries: Aland Islands, Albania, Andorra, Armenia, Austria, Azerbaijan, Belarus, Belgium, Bosnia and Herzegovina, Bouvet Island, British Indian Ocean Territories, Bulgaria, Croatia, Cyprus, Czechia, Denmark, Estonia, Faroe Island, Finland, French Southern Territories, France, Georgia, Germany, Gibraltar, Greece, Guernsey, Hungary, Iceland, Republic of Ireland, Isle of Man, Israel, Italy, Jersey, Kazakhstan, Kosovo, Kyrgyzstan, La Reunion, Latvia, Liechtenstein, Lithuania, Luxembourg, Malta, Mayotte, Moldova, Monaco, Mongolia, Montenegro, Netherlands, North Macedonia (formerly Macedonia), Norway, Poland, Portugal, Romania, Russia, Saint Helena, San Marino, Serbia, Slovakia, Slovenia, South Africa, Spain, Svalbard and Jan Mayen, Sweden, Switzerland, Tajikistan, Republic of Turkey, Turkmenistan, Ukraine, United Kingdom (UK), Uzbekistan, Vatican City (Holy See)

I. OVERVIEW

	Organizer⁽²⁾	Platform / Scale⁽³⁾	Organizer Goal	Riot's Contribution
Small Tournaments Participant-driven; Non-produced; Small events	Players PC Cafes Player Communities (e.q. Discord Channels) Individual Players using tournament platforms	Prize Pool Does Not Exceed EUR 10,000 or its regional equivalent OR EUR 12,000 in non-cash prizes (excluding all local taxes); Single Country (only local teams) Streamed in 1 language Tournament Duration: max. of 4 weeks	Fun, Organized, Social Play	No IP
Academic Tournaments Participant-driven, non-produced, small events	Schools; Universities; Third party organizers	Non-cash rewards: Prize Pool does Not Exceed EUR 12,000 in non-cash prizes (excluding all local taxes); Single Country (only local Teams). Streamed in 1 language Tournament duration: 90 days max.		
Medium Tournaments	Middle-Tier businesses and brands; Event / Creative / Gaming Agencies; Esports Orgs / Esports Teams; Influencers; Tournament Platforms	Prize Pool Does Not Exceed EUR 50,000 or its regional equivalent including cash and non-cash prizes (excluding all local taxes); Single Country (only local teams) Tournament Duration: max. of 4 weeks	Seeking to Monetize and/or Grow a Brand or Business	Will vary based on agreement with the EMEA RegionalTeam.
Major Tournaments Prelude to Competitive Play	Major Esports Event Organizers (e.g., ESL, Dreamhack, OGN)	Official Semi-Pro, Part of Global Competitive Ecosystem Single Country Or multi country Tournament Duration: max. of 4 weeks	Seeking to Monetize and/or Grow a Brand or Business + Contributing to the Global Esports Ecosystem	Will vary based on agreement with the EMEA RegionalTeam or Global Team.

(2) The nature of the tournament (small/medium/major) is primarily based on the organizer. The local and regional teams may or may not approve organizers to run small tournaments based on the parameters: Platform, Scale and Organizer Goal.

(3) Germany, Austria, and Switzerland - Rules/Regulations may vary for these countries

II. 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.

Player Experience First - 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.

All Tournaments -

1. No League of Legends pro players (participating in any of the Regional Leagues or official local leagues) are to participate without prior agreements with Riot Games.

Small , Medium and Major Tournaments -

2. The duration of your tournament should be a **maximum of 4 weeks**. 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.

Academic Tournaments -

1. The duration of your tournament should be a **maximum of 90 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.

III. APPLICATION PROCESS

Small Tournaments & Multi high-school Tournaments -

1. No application needed.
2. You are granted a Community License by adhering to these guidelines.
 - a. Note for the DACH region: tournaments are auto-approved only if there is no sponsor or only endemic sponsors. Otherwise, an [application](#) needs to be filled in.

Multi-university, Medium & Major Tournaments -

1. Custom Tournament License required.
2. Organisers must apply through the form [here](#).
 - a. Note: all offline and public viewing events with or without visitors, with or without players, need Riot Games approval.

IV. TRADEMARKS OR AFFILIATION

All Tournaments -

1. You may use the “League of Legends” logo to promote your Competition.
2. You must not use the words “Championship”, “Champions”, “Season”, “Series”, “League”, “Pro”, “Professional”, “Play-offs”, “Division” 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. You must not use the Riot Games or LoLEsports 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; 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 League of Legends Esports.”

Academic Tournaments -

1. Competition name must include the words “Student Tournament”

V. ENTRY FEES

All Tournaments -

1. You may not use the Community Competition License to generate revenue except as expressly permitted by these Guidelines. We recognize that running and managing a competition may require you to incur certain costs and expenses (“Competition Costs”), and **any monetization plans should have the implicit aim to cover such Competition Costs, not to generate a commercial profit.** If a profit is to be gained, you must notify us in advance of the Competition to discuss how those profits will be dispersed.
2. 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.
3. 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.

VI. PRIZING

Small Tournaments & Academic Tournaments -

1. The total value of your prize pool **may not exceed EUR 10,000** or its regional equivalent (small tournaments) **or EUR 12,000 in non-cash prizes** or its regional equivalent (small & academic tournaments) excluding all local taxes;
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 EUR 100,000 or its regional equivalent (excluding all local taxes), without prior approval from Riot.
3. Riot does not contribute to the prize pool.

Medium Tournaments -

1. The total value of your prize pool may not exceed EUR 50,000 or its regional equivalent (excluding all local taxes) including cash and 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 EUR 200,000 or its regional equivalent (excluding all local taxes), without prior approval from Riot.
3. Riot may contribute to your prize pool.

Major Tournaments -

1. Riot may contribute to your prize pool.

Note: Germany, Austria, and Switzerland - **All tournaments.** The total value of your prize pool may not exceed EUR 5,000 (excluding all local taxes).

VII. MULTI-SCHOOL TOURNAMENTS

The following additional guidelines **apply ONLY to competitions intended explicitly for student audiences**. All other guidelines in this document still apply, including, but not limited to, competition fees, prize money and IP usage

Mult High-School Tournaments - A multi high-school tournament is defined as a competition involving teams from more than one school.

2. **No more than 16 schools** may participate in a given Competition. There is no participation limit to the number of teams from those 16 schools.
3. Competitions must start and finish within **90 days**.
4. Competitions may not be sponsored or sanctioned by an esports governing body.
5. Use of Official School Marks: organizers must solicit any rights to use school, conference, or association trademarks, logos, and brands directly from those institutions.

Multi-University Tournaments - A multi-university tournament is defined as a competition involving teams from more than one university.

1. We encourage an **internal tournament** with only teams from the same university.
2. We encourage an inter-university tournament with **teams from two universities** in the same country.
3. Any **multi university tournaments** (involving three or more universities) will need to be cleared with the local Riot Games office and **will require a license**.
4. Competitions must start and finish within **90 days**.
5. Competitions may not be sponsored or sanctioned by an esports governing body.
6. Use of Official School Marks: organizers must solicit any rights to use school, conference, or association trademarks, logos, and brands directly from those institutions.

VIII. BROADCASTING

Small Tournaments & Multi-Schools tournaments -

1. You may broadcast your competition online, and may stream on whichever online platform you like, only in one language subject to the rules in our [Legal Jibber Jabber](#). If you would like to broadcast your tournament in English, you are required to apply for a Medium Tournament License.
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.

Medium & Major 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. All other forms of broadcast (e.g., Linear television) will have to be negotiated with us.

IX. SPONSORS & PARTNERS

All Tournaments -

1. You may not sell naming rights to an event (e.g. BrandX League of Legends Tournament) without approval from Riot Games.
2. None of your sponsors or other brand affiliates for any event may use LoL IP or Marks (e.g., Champions, Ingame material and highlights, Logos, splash arts, etc.) in promotion of the event, their products or otherwise advertise itself as an official partner of Riot.
3. The tournament and participating teams are not allowed to have sponsors, partners, advertisers that are listed on the Prohibited Sponsor and Advertiser List below.

Small Tournaments & Multi-Schools tournaments -

1. Total sponsor contributions for each tournament your organization runs are limited to EUR 10,000 or its regional equivalent (excluding all local taxes) in value (or EUR 12,000 in non-cash prizes or its regional equivalent for multi-schools tournaments). In addition, your organization cannot receive more than EUR 50,000 in value or its regional equivalent (excluding all local taxes) in sponsorships in a Calendar Year for League of Legends tournaments. If you are reaching this you need to have a licence for your tournament.

Medium & Major Tournaments -

1. Total sponsor contributions for each tournament your organization runs are limited to EUR 50,000 or its regional equivalent (excluding all local taxes) in value. In addition, your organization cannot receive more than EUR 200,000 or its regional equivalent (excluding all local taxes) in sponsorships in a Calendar Year for League of Legends tournaments.
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:

- Any other video game, other video game developer, or publisher
- Any video game consoles
- Any esports or other video game tournament, league, or event
- Gambling, sportsbook and casinos
- Fantasy esports operators (including daily fantasy)
- Any prescription drugs or drugs that are not “over-the-counter” drugs including items such as CBD oils, etc.
- Firearms, ammunition or firearm accessories
- Pornography or pornographic products
- Tobacco products or paraphernalia
- Alcohol products (including non-alcoholic beverages marketed by alcohol companies) or other intoxicants the sale or use of which is regulated by applicable law
- Sellers of or marketplaces for virtual items known to be counterfeit or illegal
- Seller of or marketplaces for goods or services that violate the Riot Games terms of Service
- Cryptocurrencies, or any other unregulated financial instruments or markets
- Political campaigns or political action committees
- 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)

We may make changes to the Prohibited Sponsorship List. It is your responsibility to review the Prohibited Sponsorship List for updates or changes.

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.

X. MERCHANDISING

Small & Multi-Schools tournaments -

1. You may not sell any Riot, League of Legends, LoLEsports or similar branded merchandise

Medium & Major Tournaments

1. Riot may provide, or permit the sale of, Riot, League of Legends, LoLEsports or similar branded merchandise

XI. 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.

XII. 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.
3. Riot may revoke a Community Competition License if the competition promotes or represents anything contrary to Riot's Values, the interpretation and application of which is in Riot's sole discretion.
4. If there is a disagreement between you and Riot, we will try to resolve that by negotiating with you for a period of thirty days. If that doesn't work, any disputes will be resolved under Irish law in the courts in Dublin.

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 Limited ("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 League of Legends 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. For the avoidance of doubt, this Community Competition License is granted solely for our multiplayer online battle arena video game, League of Legends.