



Legends of Runeterra

Tournament Rules

Introduction

- This Global Player Policy applies to players and provides baseline governance for the World Championship for Legends of Runeterra (“LoR”). This Global Player Policy focuses on player conduct, player eligibility, rule set, and our general expectations for good sportsmanship.

World Championship Overview

- **Event Details**

The Legends of Runeterra World Championship will occur in two phases: A regional playoff including the top 64 from each region hosted by Battlefy, and an online broadcast for the top 16 hosted by Riot Games.

The Playoffs will be played on September 4 and 5, 2021

The Group Stage will be played on September 14 and 15, 2021

The Top 8 / Finals will be played on September 16, 2021

The ruleset policy below governs the eligibility and qualification structure for the event.

- **Prize Pool**

- Players who qualify for the Top 16 (Broadcast) phase of the event will win prizes as follows:

Placement	Prize (USD)
1	40000
2	25000
3	18000
4	15000
5-8	12000
9-16	6750

World Championship Rules

- Region Availability
 - World Championship Qualifiers will be available on all four regional LoR shards
 - The official tgs below will be based on the time zone of the regional shards
 - Americas - PST (GMT-8) / PDT (GMT-7)
 - Asia - JST (GMT+9)
 - Europe - CET (GMT+1) / CEST (GMT)+2
 - South East Asia - SST (GMT+8)
 - Each region will be tracked and qualified separately.
- Qualification Process
 - Qualification
 - There are a limited number of seats available in the World Championship Playoffs Round
 - Qualified players are guaranteed a seat, as long as they confirm their attendance to the Tournament Organizer and sign in on time at the start of the day
 - Seasonal Tournament Finalist Qualification
 - We will take a total of 20 players from each shard to guarantee a seat in the World Championship qualifiers.
 - We take the Top 4 players of each Seasonal Tournament.
 - There will be 5 Seasonal Tournaments for consideration for the World Championship in 2021.
 - If there are duplicates, we extend the slots to Seasonal Points Qualification.
 - Seasonal Tournament Points Qualification
 - We grant points to winners of a Seasonal Tournament for calculating the Seasonal Tournament Points total.
 - Points are granted based on performance in each Seasonal Tournament
 - 1 points will be awarded per game won in the Open Rounds
 - 2 points will be awarded per game won in Playoffs phase of the Seasonal Tournament
 - Points from all Seasonal Tournaments from Empires of the Ascended onward will be combined into a single total.
 - If there are several players tied for the last spots, we will tiebreak using the following methods:
 - We will compare the highest Seasonal Tournament Points in the player's best performing single Seasonal Tournament. The player with the highest Seasonal Tournament Points wins.
 - If this is still the tie, we compare the next highest Seasonal Tournament performance wins until there isn't a tie.

- If that is still a tie, we compare their highest rank in the latest ranked season. The highest ranked players will take the spot.
- Ranked Qualification
 - Points will be awarded based on your final rank at the end of each season
 - Points are only awarded to Master rank players
 - The qualified/waitlist cut for ranked players will take place at [23:59] on the Thursday of the Last Chance Gauntlet of each Season.
 - A player's score is determined based on their best placement in 2 out of the 5 seasons leading up to the World Championship
 - The Top [22] Ranked players on each shard will qualify for a seat in the tournament
 - If there are several players tied for the last spots, we will tiebreak using the following methods:
 - We compare their highest rank in the participating seasons. The highest ranked players will take the spot.
 - If that is still a tie, we compare their highest rank in the latest ranked season. The highest ranked players will take the spot.
- Duplicate Qualifications
 - If a player qualifies through both the Seasonal Tournament qualification methods (Seasonal Tournament Finalists and Seasonal Tournament Points), they will take the seat from the Seasonal Tournament Finalist and pass the seat from Seasonal Tournament Points down the qualifying list.
 - If a player qualifies through Seasonal Tournament Points and Ranked Qualification, they will take the seat from the Seasonal Tournament Points and pass the seat from Ranked Qualification down the qualifying list.
- Eligible players for World Championship Playoffs
 - These players will be contacted by a representative of Riot, and must confirm their identities and region of residence to secure their place in the Playoffs
 - Players who do not confirm their identities will not be allowed to participate in the Playoffs.
 - Information to confirm identities will vary per region and country.
 - Players must be playing on the shard that corresponds to their country of residence. Any player found to be playing on a shard that does not correspond to their country of residence will be disqualified and unable to participate.

- Waiting List
 - Players who just miss out on qualification may be added to the waitlist, which will give them a chance to compete in place of missing qualified players who did not confirm their availability or are ineligible to enter.
 - We will invite [50] more players per region to be on the Waiting List that may be asked to take the place of qualified players who are ineligible to enter the playoffs.
 - This will consist of [25] players after the cutoff in the Seasonal Tournament Points Qualification and [25] players after the cutoff in the Ranked Qualification.
 - The Waiting List players should be selected based on:
 - Match the region and qualification method of the ineligible players.
 - The top of the qualification method leaderboard will be selected first.
- The World Championship matches will be accessed through a dedicated client of LOR.
 - Instructions to download and sign-in to the dedicated client will be sent to all qualified players.
 - Everyone will play in the same region on the dedicated client.

Match Format Rules

- For each Championship Stage, players will be competing in a Best-of-Three Pick & Ban match format.
- Deck Restrictions
 - Players must submit [3] decks to the tournament organizer before the start of the tournament day.
 - Players must play the submitted decks without modification for the entirety of the tournament that day.
 - Players may submit different decks for each stage of the tournament.
 - Champions cannot be duplicated between the decks
 - Each deck's region combination must be unique
 - Only one deck is allowed to contain no champions
 - The tournament organizer will release the deck codes with opponent details to all players.
 - Players should alert the tournament organizer immediately if they suspect their opponent is using a different deck from their submitted list.

- Tournament Challenge and Deck Selection Phase
 - Each match will start by a player issuing a Best-of-Three Friend Challenge to their opponent.
 - Accepting the challenge will take the player into Deck Selection where they should pick 3 decks for the Tournament.
 - Players should ensure they select the same 3 decks they've previously submitted to the tournament organizer.
 - Else, they could incur a penalty from the tournament organizer which could include disqualification from the tournament.
 - After selecting 3 decks, they will enter the Tournament Lobby where they can wait for their opponent.
 - The match will not begin until both players complete their Deck Selection.
- Deck Ban
 - Players will have [90 seconds] to ban one of their opponent's decks
 - If the time expires without selecting a deck, then one will be banned at random
 - The pick phase will start once both players have banned a deck
- Deck Pick
 - Players will have [20 seconds] to pick one of their remaining decks to play
 - If the time expires without selecting a deck, then one will be picked at random
 - The game will start once both players have picked a deck
- Best of Three
 - Each match can run up to three games
 - A winning deck can no longer be used in that round
 - Players will return to the Deck Pick lobby between games, and will have [60 seconds] to pick their next deck
- The match will end once a winner is determined, or if it reaches the Hard Stop (see below)
- Turn Timer
 - Round durations will be tightly controlled by a persistent timer in the Best-of-Three Friend Challenge.
- Round Time
 - There is a [45 minute] round timer that is shared by both players
 - It starts counting down once the Ban phase starts
 - New games can only start while Round Time is active, otherwise the winner will be determined based on the wins in the previous rounds.
 - A tied match may also be declared and the victor is determined as below in 'Tied Games'
- Game Time
 - Each player, in each game, will have an individual game time of [7 minutes, 30 seconds]
- Overtime
 - Players will have approximately 25 seconds for their turn during Overtime, and can no longer bank additional time
 - Overtime kicks in for either,
 - An individual player who has used all their Game Time

- Both players for [5 minutes] after the Round Time has expired
- Hard Stop
 - The hard stop will terminate any ongoing games [5 minutes] after Round Time has expired
 - Victory of the current game will be awarded to the player with the most Game Time remaining
 - Any tied matches will have the victory determined by 'Tied Games'
- Tied Games
 - Typically a tied game will result in awarding a win to both players, and banning both decks
 - If this results in only one player having two wins, then they are declared the victor
 - If this results in a tied match then we tie-break based on the following,
 - If this happens in Game 2 of the match then the decks will not be banned and players will replay them in Game 3
 - If this happens in Game 3 of the match, then the victor will be declared by the player who won Game 1
 - If this still results in a tie, inform the tournament organizer of the result to find out who is the highest seeded player.
 - The highest seeded player advances (as informed by the tournament organizer).
- Spectating
 - Friend Spectate
 - Players should not be spectating other World Championship matches from the client.
 - Players caught spectating other tournament matches might be considered cheating and be disqualified.
 - Players should disable Spectate from the Options menu.
 - Broadcast Spectate
 - Riot will be spectating and broadcasting various matches throughout the Seasonal Tournament, with a delay in place to protect the players
 - Disconnections
 - Reconnection windows have been extended for tournament games to ensure players who do disconnect and crash can reconnect into their matches
 - Match timings will continue while players are disconnected, so they may rejoin with a randomly selected deck if this happens during the lobby
 - Bugs and Troubleshooting
 - Player Support
 - Players who encounter any problems during the event should contact the tournament organizer immediately.
 - Pausing the Tournament
 - In case of emergency the tournament organizer might opt to pause the tournament

- A tournament judge will be on-call to decide whether the tournament environment is too unstable to continue and needs to be paused
- There are a number of potential cases for pausing the tournament
 - There are multiple game server crashes that impact tournament games
 - Matchmaking timeouts
 - Our online services are under attack
- There are two outcomes to pausing the tournament
 - The tournament will be canceled
 - The tournament will be resumed
- There will be an update broadcast through the ticker to alert players
- Remaining rounds will have their start time updated, and will be played out with the normal timing
- Absenteeism
 - Absent players on the tournament days will be considered a forfeit giving their opponent a win in the round.
- Forced Forfeits
 - Invalid deck submissions.
- Unpatched Clients
 - Players with outdated clients will not be able to accept the Tournament Challenge, and therefore will forfeit the match

World Championship Stages

- The World Championship has a total of 3 stages that goes from: Playoffs (Double Elimination), into Group Stage (Single Round Robin), into Finals (Single Elimination).

Playoffs Double Elimination Rules

- The Playoffs is a truncated double elimination tournament that ends when we arrive at the required number of players to qualify.
- The number of players to qualify differs by region, hence the number of rounds played in the double elimination bracket differs by region too.
- Upper and Lower Bracket
 - All players will initially compete in the Upper Bracket.
 - Players who won a round in the Upper Bracket will continue the next round in the Upper Bracket.
 - Players who lost a round in the Upper Bracket will start the next round in the Lower Bracket.
 - Players who lost a round in the Lower Bracket will be eliminated from the tournament.
- Playoffs by Region
 - America

- 64 players from the America region will compete for 6 qualifier slots.
 - **Upper bracket will be played until 4 players qualify at the end.**
 - **Lower bracket will be played until 2 players qualify at the end.**
- Europe
 - 64 players from the Europe region will compete for 5 qualifier slots.
 - **Upper bracket will be played until 2 players qualify at the end.**
 - **Lower bracket will be played until 3 players qualify at the end.**
- Asia & Southeast Asia
 - 64 players from the Asia region and SEA region (128 total) will compete for 5 qualifier slots.
 - **Upper bracket will be played until 2 players qualify at the end.**
 - **Lower bracket will be played until 3 players qualify at the end.**
- Seeding
 - Players will be seeded according to adding all the accumulated points and use that for the seed.
 - Players will be matched with highest to lowest seed within the elimination brackets.

Group Stage Rules

- A total of 16 players will qualify for the Group Stage.
- The Group Stage is a Single League Round Robin format.
 - The 16 participating players will be split into 1 of the 4 groups based on their performance in the World Championship Playoffs Round.
 - Each group should contain 2 players from the Upper Bracket and 2 from the Lower Bracket from the Playoffs.
 - Players will be randomly seeded based on their playoff bracket finish position

Groups			
A	B	C	D
NA Upper	NA Upper	NA Upper	NA Upper
Asia Upper	Asia Upper	EU Upper	EU Upper
EU Lower	EU Lower	EU Lower	NA Lower
NA Lower	Asia Lower	Asia Lower	Asia Lower

- Each player will play with every other player once in their group.
- The Top 2 players from each group based on the number of wins will advance to the Finals.
- Tiebreaker
 - This section details the tied results during the Group Stage to determine who gets to advance.
 - Tied matches should first be resolved under the “Match Format Rules: Tied Games” section.

- In a two-way tie, we will compare the results of the head-to-head match between these players. The player who won against the other will advance
- In a three-way tie, we will first determine a winner by looking if there's a player with a 2-0 record among the tied players
 - If there is only 1 player with a 2-0 record, that player advances.
 - If there are 2 players left with the same record competing for a slot, we will compare their head-to-head performance. The player who won against the other will advance
- If all 3 players have the same record, we will compare their performance against the non-tied player.
 - If there is only 1 player with the best record, that player advances. The best record is a 1-2 round if the non-tied player is the top of the group, or a 2-0 round if the non-tied player is the bottom of the group.
 - If there are 2 players with the same record competing for a slot, we will compare their head-to-head performance. The player who won against the other will advance
- If there are 3 players still tied, we will compare their performance from the previous tournament rounds.
 - The players who qualify from the Upper Bracket will advance.
 - The higher seeded player coming in the Group Stage will advance.
 - If the players are still tied for standings with meaningful differences (as designated by the tournament organizer), a special playoff bracket is constructed to output the appropriate number of players to advance. The mechanics, construction, and seeding for this tiebreaker bracket will be determined in the tournament organizers's sole discretion.

Finals Rules

- A total of 8 players will advance to the Finals from the Group Stage.
- The Finals is a Single Elimination format that will be played for 3 rounds to crown 1 winner of the overall Legends of Runeterra World Championship.
- Seeding
 - Players will be seeded according to their final seed rating in the Group Stage
 - Players will be matched with highest to lowest seed within the elimination brackets

Applicability of Policy

- The terms contained in this Global Player Policy apply to LoR Competitions in all regions.
- Participation in any LoR competition is subject to this Global Player Policy, our Legal Jibber Jabber, our LoR Community Guidelines, and our Terms of Service.

- Failure to adhere to this Global Player Policy is subject to game or match forfeitures, disqualifications from competitions, prize forfeitures, and other disciplinary action.
- This English language version of this Global Player Policy will supersede any translation.
- Riot reserves the right in its sole discretion and at any time to update or modify this Global Player Policy when there are reasonable needs for tournament operations.

Player Eligibility

- Players may not participate in any competition if doing so would violate local law.
- Residency
 - Some LoR tournaments may require participants to be residents of a specific region. To be eligible to compete in a given region, the player must qualify as a legal resident in one of the listed countries or territories in the region for at least one year prior to the tournament date.
 - Players may not be the resident of two or more regions at the same time. 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.
 - Riot Games recognizes the following four (4) competitive geographic “regions”, and Riot Games defines residency as follows:
 - Americas
 - The Americas region consists of the following countries and territories:
 - USA, Canada, 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, Brazil, Australia, New Zealand, Guam, New Caledonia, French Polynesia, Fiji, Northern Mariana Islands.
 - Europe
 - The European (EU) region consists of the following countries and territories:
 - Albania, Andorra, Austria, Belgium, Bosnia and Herzegovina, Bulgaria, Croatia, Cyprus, Czech Republic, Denmark, Estonia, Finland, France, Germany, Greece, Hungary, Iceland, Ireland, Italy, Kosovo, Latvia, Liechtenstein, Lithuania, Luxembourg, Macedonia, Malta, Monaco, Montenegro, Netherlands, Norway, Poland, Portugal, Romania, San Marino, Serbia, Slovakia, Slovenia, Spain, Sweden, Switzerland, United Kingdom (UK), Vatican City (Holy See), Azerbaijan, Armenia, Belarus, Georgia, Kazakhstan, Kyrgyzstan, Moldova, Russia, Tajikistan, Turkmenistan, Uzbekistan, Ukraine, Afghanistan, Algeria, Bahrain, Djibouti, Egypt, India, Iraq, Israel, Jordan, Kuwait, Lebanon, Libya, Mauritania, Morocco, Oman, Pakistan, Palestine (UN observer state), Qatar, Saudi Arabia, Somalia, Sudan, Syria, Tunisia, United Arab

Emirates, Western Sahara (Sahrawi Arab Democratic Republic), Yemen, Sri Lanka, and Maldives, Turkey

- Asia
 - The Asia region consists of the following countries and territories:
 - South Korea and Japan
- South East Asia
 - The South East Asia region consists of the following countries and territories:
 - Taiwan, Hong Kong, Indonesia, Macau, Malaysia, Philippines, Singapore, Thailand, Vietnam.
- Other countries or territories
 - Any player who is a resident of a country or territory not otherwise listed above, should contact the nearest regional Riot office for guidance, prior to registering for a competition.
- Joint Regions
 - Some competitions may combine multiple regions into a single pan-region. In those competitions, a player must qualify as an eligible participant in one of the constituent regions to participate.
- Riot reserves the right to add, modify or remove competitive regions, or to change a player's eligible competitive region at Riot's sole discretion at any time.
- Proof of Residency
 - Riot will require a player to provide proof of residency prior to, during or following a competitive tournament. Players may prove residency by submitting Government-issued documentary evidence of eligibility to their regional Riot office (e.g., driver's license, government benefits records, military/draft registration papers). Any player who fails to provide proof of residency will be considered ineligible and removed from the competition.
 - Minors may also have a parent or guardian prove residency on their behalf by first, providing documentary evidence of the parent-/guardian-child relationship (e.g., a birth certificate) and second, submitting documentary evidence belonging to the parent/guardian, as outlined above.
- Riot may, at its discretion, establish additional or alternative regional processes for proving residency.
- Minimum Age
 - The minimum age to participate in LoR competition is determined at the regional level and subject to BOTH of the following:
 - The minimum age to participate in the event is 13 years old or higher if listed in the table below.
 - The minimum age to participate may not be younger than the Game Rating requisite age for LoR in that country.

Country	Minimum age to play
All Countries in LATAM	17
Brazil	15
Korea	12
Vietnam	18
Taiwan	18
All Countries in Europe, Russia, and MENA	16
US, CAN, AUS, NZ	13

- All players who are younger than the age of majority in their region must receive parental permission to participate in a LoR competition.
- Ineligible Players
 - Competition participants may not be employees of Riot Games, Inc. ("RGI") or any of their respective affiliates at the start of or at any point during a LoR competition.
 - In addition, for a competition administered by a third party; directors, officers and employees of the entity operating the competition, its parent, and any of their respective affiliate companies, subsidiaries, agents, professional advisors, advertising and promotional agencies, and immediate family and household members of each are not eligible to participate in any competitions, win any prizes, or to have any share or interest of any competition player's prize.
 - Players who are subject to an active competitive ban in any Riot esports are not eligible to compete in sanctioned LoR competitions.

- Any prizes earned by an ineligible player will be forfeited and returned to the prize pool for redistribution.
- Additional Rules
 - Some competitions may set additional requirements for eligibility. In such cases, those rules shall govern eligibility for that specific competition. In the event there is any conflict or inconsistency between the additional requirements and the requirements in this Global Player Policy, the provisions of this Global Player Policy shall prevail.

Player Accounts

- A player must only use the provided account during a competition.
- Account names should not include any insulting, derogatory or otherwise inappropriate words or phrases.
- If two players with identical account names are entering the same competition at approximately the same time, then the players should work together with the competition organizer to find a compromise. If no compromise can be found, then the account name shall be disallowed for both players, and both shall be required to select a new account name that conforms with these guidelines.
- Riot reserves the right to deny or revoke the use of an account name for any reason.

Sponsorships

- Participants may sign sponsorship deals with brands and companies, and represent those sponsors while participating in LoR competitions as long as they are otherwise in compliance with the rules and restrictions set forth in this section..
- Restrictions
 - Participants are prohibited from being sponsored by any brand whose business falls within the Globally Prohibited Sponsorship Categories: Globally Prohibited Sponsorship Categories
 - Any Other Video Game, Other Video Game developer, or publisher
 - Any video game consoles
 - Any esports or Other Video Game competition, league, or event
 - Any other esports team, owner, or affiliate thereof
 - Any prescription drugs
 - Firearms, ammunition or firearm accessories
 - Pornography or pornographic products
 - Tobacco products or paraphernalia
 - Betting or gambling providers, and related companies (bookmakers and betting sites)
 - 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 Terms of Service
 - Fantasy esports operators (including daily fantasy)

- Political campaigns or political action committees
- Charities that endorse particular religious or political positions, or are not reputable (by way of example, Red Cross, Stand-Up to Cancer and other similar mainstream charities would be considered reputable)
- Cryptocurrencies, or any other unregulated financial instruments or markets
- Apparel
 - Players may wear apparel with multiple logos, patches or promotional language. Riot reserves the right at all times to impose a ban on objectionable or offensive apparel that:
 - Contains any false, unsubstantiated, or unwarranted claims for any product or service, or testimonials, that Riot, in its sole and absolute discretion, considers inappropriate.
 - Advertises any brand whose business falls within the Globally Prohibited Sponsorship Categories.
 - Contains any material constituting or relating to any activities which are illegal in any Riot region, including but not limited to, a lottery or an enterprise, service or product that abets, assists or promotes gambling.
 - Contains any material that is defamatory, obscene, profane, vulgar, repulsive or offensive, or that describes or depicts any internal bodily functions or symptomatic results of internal conditions, or refers to matters which are not considered socially acceptable topics.
 - Contains any trademark, copyrighted material or other element of intellectual property that is used without the owner's consent or that may give rise to, or subject Riot or its affiliates to, any claim of infringement, misappropriation, or other form of unfair competition.
 - Disparages or libels any opposing player or any other person, entity or product.
 - Riot reserves the right to refuse entry or continued participation in the match to any player who does not comply with the aforementioned apparel rules.

Player Conduct Rules

- The following rules apply to all participants in LoR competitions. Participants are responsible for reviewing and understanding the rules.
- Competitive Integrity
 - Players are expected to play at their best at all times within any Riot game, and to avoid any behavior inconsistent with the principles of good sportsmanship, honesty, or fair play.
- Unfair Play
 - Players are prohibited from engaging in any behaviors that constitute unfair play, as defined herein.
 - Collusion
 - Collusion is defined as any agreement among two (2) or more players to disadvantage opposing players. This includes behavior among players who are

part of the same esports organization or otherwise affiliated outside of the competition. Collusion includes, but is not limited to, acts such as:

- Soft play, which is defined as any agreement among two (2) or more players to not damage, impede or otherwise play to a reasonable standard of competition in a game.
 - Pre-arranging to split prize money and/or any other form of compensation (except as otherwise permitted under the rules of the competition).
 - Sending or receiving signals, electronic or otherwise, from a confederate to/from a player.
- Hacking
 - Hacking is defined as any modification of the Legends of Runeterra game client by any player, or person acting on behalf of a player.
 - Exploiting
 - Exploiting is defined as intentionally using any in-game bug to seek an advantage. Exploiting includes, but is not limited to, any intentional use of bugs or glitches to gain an in-game advantage, in the sole determination of Riot officials, is not functioning as intended.
 - Spectator Monitors
 - Looking at or attempting to look at spectator monitors.
 - Ringing
 - Playing under another player's account or soliciting, inducing, encouraging or directing someone else to play under another player's account. Additionally, a player may not have others provide advice to them during tournament play.
 - Association with Gambling
 - No player or Riot official may take part, either directly or indirectly, in betting or gambling on any results of any LoR game, match or competition.
 - Match-Fixing
 - No player may offer, agree, conspire, or attempt to influence the outcome of a game or match by any means that are prohibited by law or this Global Player Policy.
 - Bribery
 - No player may offer or solicit any gift, cash, or other reward to another player, tournament operator or any other person connected with Riot Games in order to influence the outcome of a game in a Seasonal Tournament.
 - Gifts
 - No player may accept any gift, reward or compensation for services promised, rendered, or to be rendered in connection with competitive play of the game, including services related to defeating or attempting to defeat a competing player or services designed to throw or fix a match or game. The sole exception to this rule shall be in the case of performance-based compensation paid to a player by a team's official sponsor or owner.
 - Unauthorized Devices
 - The use of any kind of cheating device and/or cheat program.

- Add-Ons
 - Add-ons such as deck trackers, are not considered a cheating device and may be used in online tournaments unless prohibited by the specific rules of that tournament.
- Intentional Disconnection
 - An intentional disconnection without a proper and explicitly-stated reason.
- Unsportsmanlike Conduct
 - Any other further act, failure to act, or behavior which undermines the competitive integrity of the competition or otherwise violates this Global Player Policy and/or the standards of integrity established by Riot for competitive game play.
- Unprofessional Behavior
 - Hostility
 - Profanity and Hate Speech
 - A player may not use language that is obscene, foul, vulgar, insulting, threatening, abusive, libelous, slanderous, defamatory or otherwise offensive or objectionable; or promote or incite hatred or discriminatory conduct, in or near the match area, at any time. A player may not use any facilities, services or equipment provided or made available by Riot or its contractors to post, transmit, disseminate or otherwise make available any such prohibited communications.
 - Disruptive Behavior / Insults
 - A player may not take any action or perform any gesture directed at an opposing player, fan, or official, or incite any other individual(s) to do the same, which is insulting, mocking, disruptive, or antagonistic.
 - Abusive Behavior
 - Abuse of Riot officials, opposing players, or audience members will not be tolerated. Repeated etiquette violations, including but not limited to touching another player's computer, body or property will result in penalties. Players and their guests (if any) must treat all individuals attending a match with respect.
 - Harassment
 - Harassment is forbidden. Harassment is defined as systematic, hostile and repeated acts taking place over a considerable period of time, or a singular egregious instance, which is/are intended to isolate or ostracize a person and/or affect the dignity of the person.
 - Sexual Harassment
 - Sexual harassment is forbidden. Sexual harassment is defined as unwelcome sexual advances. The assessment is based on whether a reasonable person 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.
 - Discrimination and Denigration
 - Players 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.

- Disparaging Remarks
 - Players may not give, make, issue, authorize or endorse any statement designed to undermine the perception of a competition or competition officials, or have any other effect prejudicial or detrimental to the best interest of Riot Games or its affiliates, or LoR, as determined in the sole and absolute discretion of Riot.
- Criminal Activity
 - A player may not engage in any activity which is prohibited by common law, statute, or treaty and which leads to or may be reasonably deemed likely to lead to conviction in any court of competent jurisdiction.
- Moral Turpitude
 - A player may not engage in any activity which is deemed by Riot to be immoral, disgraceful, or contrary to conventional standards of proper ethical behavior.
- Operational Misconduct
- Studio Interference
 - For live events, no player may touch or otherwise interfere with lights, cameras or other studio equipment. Players may not stand on chairs, tables or other studio equipment. Players must follow all instructions of Riot studio personnel.
- Unauthorized Communications
 - For live events, all mobile phones, tablets and other voice-enabled and/or “ringing” electronic devices must be removed from the play area before the game. Players may not text/email or use social media while in the match area.
- Identity Concealment
 - A player may not attempt to conceal his or her identity from Riot officials. Riot officials may instruct players to remove any material that inhibits the identification of players or is a distraction to other players or Riot officials.
- Confidentiality
 - A player may not disclose any confidential information provided by Riot or any affiliate of Riot Games, by any method of communication, including all social media channels.
- Non-Compliance
 - No player may refuse or fail to apply the instructions or decisions of Riot officials.
- Document or Miscellaneous Requests
 - Documentation or other reasonable items may be required at various times throughout a competition as requested by Riot officials. If the documentation is not completed to the standards set by Riot then a player may be subject to penalties. Penalties may be imposed if the items or documentation requested are not received and/or completed at the required time or does not meet the standards set by Riot.

Subjection to Penalty and Investigation

- Violations
 - If Riot determines that a player has violated this Global Player Policy, the LoR Community Guidelines, the Terms of Service, or other rules of LoR, Riot may issue competitive penalties as set forth below. If a Riot official contacts a player to discuss the investigation, the player is obligated to tell the truth. If a player withholds information or misleads a Riot official, creating an obstruction of the investigation then the player is subject to punishment.
- Penalties
 - Upon discovery of any Player committing any violations of the rules listed above, Riot may issue the following penalties:
 - Verbal Warning(s)
 - Fine(s) and/or Prize Forfeiture(s)
 - Game Forfeiture(s)
 - Match Forfeiture(s)
 - Suspension(s)
 - Disqualification(s)
 - Any combination of the above
 - Standard penalties are set forth in the Global Penalty Index. Riot reserves the right to modify or exceed the penalties set forth in the GPI in its sole discretion. For an English version of the Global Penalty Index, see [this link](#).
- Right to Publish
 - Riot has the right to publish a declaration stating that a player has been penalized and to maintain a public record of suspended players.

Spirit of the Rules

- Finality of Decisions
 - Unless expressly prohibited under regional law, all decisions regarding the interpretation of these rules, player eligibility, and penalties for misconduct, lie solely with Riot, the decisions of which are final. Riot decisions with respect to this Global Player Policy cannot be appealed and shall not give rise to any claim for monetary damages or any other legal or equitable remedy.
- Rule Changes
 - This Global Player Policy may be amended, modified or supplemented by Riot, from time to time, in order to ensure fair play and the integrity of LoR competition.
- Best Interests of Riot Games
 - Riot officials at all times may act with the necessary authority to preserve the best interests of the Riot Games. This power is not constrained by the lack of any specific language in this document. Riot officials may use any form of punitive actions at their

disposal against any entity whose conduct is not within the confines of the best interests of Riot Games.