

EMEA ESPORTS

2022 SEASON REVIEW





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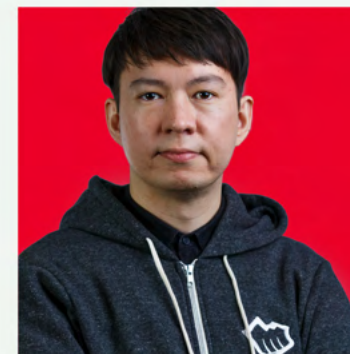


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FOREWORD



Marc Schnell, Head of Competitive Operations EMEA

2022 was a very eventful year that had its fair share of trials & tribulations. Among them were the largest match-fixing investigation that we have concluded to date, as well as the incredibly saddening Russia-Ukraine conflict, which also left its mark on our esports world, leading to the cancellation of multiple competitions and negatively affecting many individual competitors.

At the same time, the 2022 season also had many incredible highlights. It featured the largest amount of competitions that we have ever administered under the umbrella of Riot Esports in EMEA across our major games League of Legends, VALORANT, League of Legends Wild Rift, and Teamfight Tactics.

We further specialized our team into new disciplines that operate cross-regionally and across all games, namely, dedicated compliance & governance and business operations teams. On top of this, we expanded our game-specific

competition management teams that are responsible for the day to day operations of all our leagues and tournaments. All of this led to the Competitive Operations department growing more than triple in size since 2020.

A major portion of the year was spent on planning the next evolution of our ecosystems in EMEA. For League of Legends, we are excited to move to a unified EMEA competitive region in 2023, and to debut the new 3-split format. For VALORANT, we're incredibly excited to launch not only the new EMEA top tier league hosted in Berlin, but also our reimagined Challenger leagues all across the territory.

We're very excited to release this second edition of our EMEA Esports season review right at the start of our competitive season, and hope you will appreciate the effort put into expanding the content and its presentation within this new version.

Thank you



SEASON REVIEW 2022

REINTRODUCTION TO RIOT GAMES

Before recapping the biggest esports moments and changes of 2022, let's revisit the most player-focused game developer and publisher in the world.

Founded by Brandon Beck and Marc Merrill, and led by CEO Nicolò Laurent, Riot Games is headquartered in Los Angeles, California, and has over 4,500 Rioters in 20+ offices worldwide. In 2009, Riot released its debut title, League of Legends, which has gone on to be the most-played PC game in the world. With League in its second decade, Riot is continuing to evolve the game while delivering new experiences through multiple other titles.

PLAYER EXPERIENCE FIRST
Our games are played by millions of people worldwide, who

collectively encompass a broad and diverse community, and their own subculture within gaming. Everyone can find their own meaning in our games - whether that's competing at a high level in esports, or engaging with our IP and in-game universes through content creation, cosplay - you name it!

Riot also continues to expand into the wider entertainment sphere. Our debut League of Legends animated series, Arcane, premiered on Netflix in 2021 to widespread critical acclaim - it became the first series based on a video game to win an Emmy for Outstanding Animated Program.

COMPETITIVE ESPORTS AROUND THE WORLD

The first League of Legends season 1 finals took place in Jönköping, Sweden, in 2011. Over ten years later, competitive gaming (or esports) is now a core pillar of Riot Games. From offices across the world, Riot Esports manages fully professional leagues and tournaments for all our titles. This includes in-house broadcast production, content delivery, business development, and competitive operations, working alongside tournament operators and other vendors and partners in each of our core regions.



Riot Games' characters have become some of the most popular and well known in video games

RIOT GAMES TITLES

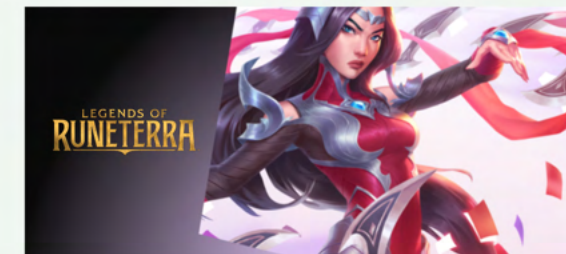
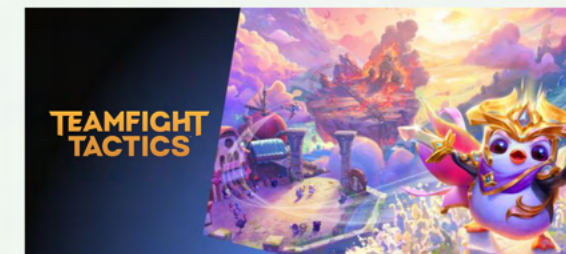
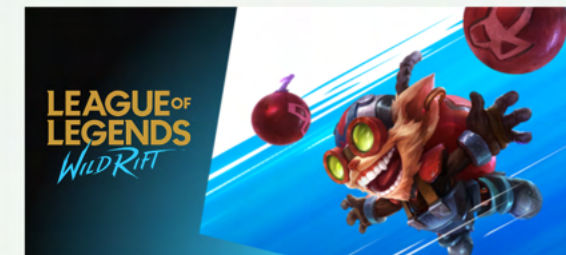
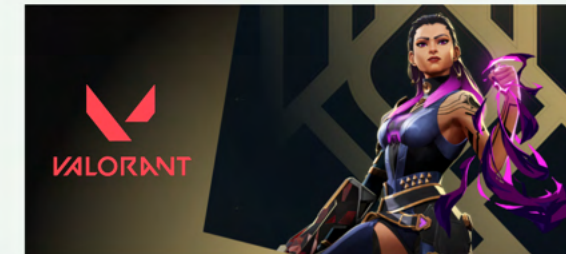
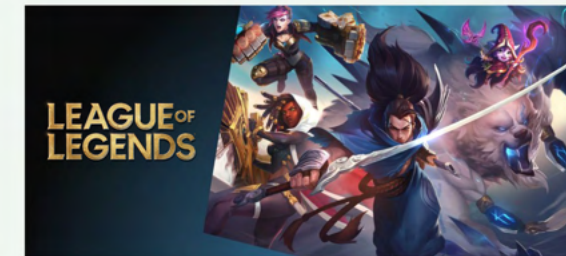
League of Legends is a top-down strategy game in the Multiplayer Online Battle Arena (MOBA) genre. In its main mode, Summoner's Rift, players can choose from over 160 champions and engage in epic five-versus-five team fights. Released in 2009, LoL remains the most played PC game worldwide, peaking at 100 million players in 2022.

VALORANT is a five-versus-five tactical first person shooter (FPS). Players choose from a selection of uniquely powered Agents, and compete with their teammates to attack and defend their side. Released in 2020, this was Riot's first game title outside of the League of Legends universe.

Wild Rift takes the strategic complexity and familiar League of Legends experience and optimizes it for mobile devices. Instead of a mouse and keyboard, players control champions and compete via a touchscreen.

Teamfight Tactics is a League of Legends spin-off that is part of the auto battler genre.

Legends of Runeterra is a digital card game based in the League of Legends universe.





RIOT ESPORTS EMEA

HIGHLIGHTS AND ACHIEVEMENTS 2022

As we gear up for another year of intense esports competition, let's celebrate the most memorable in-game achievements, and behind-the-scenes accomplishments.



G2 COMPLETES FIRST EVER LEC LOWER BRACKET RUN

Getting beaten in the first round of the LEC playoffs bracket is rough, as the team will now need to win twice as many matches if they want to take home the trophy. It's a task no team has accomplished since the format was introduced in 2020. Last Spring, G2 Esports made it a crucial part of their triumphant comeback; burrowing out of the lower bracket with non-stop 3-0 victories.



VETHEO NOTCHES YEAR'S HIGHEST KILLS IN SINGLE LEC GAME

First joining the LEC in 2021, Vetheo has become one of the most acclaimed players in the league today; taking home the MVP of the split for Spring last year. One of the highlights of the Misfits player's sophomore season occurred in week seven against G2 Esports, where he had 16 kills on Akali - higher than the previous year's record of 14.



UPSET SETS RECORD FOR LOWEST DEATHS IN AN LEC SPLIT

After six seasons in the LEC, Fnatic's Bot Laner Upset earned a truly unique accolade in 2022. Throughout the Spring regular season, he only fell in battle 11 times, the lowest throughout the history of the league (he was also deathless for 11 games). For context, the previous record was 13 in 2018.



LEC: 5 OUT OF 10 FINALISTS WERE ERL GRADUATES

Europe has consistently debuted new League of Legends talent in the LEC year after year, with the majority coming from the European Regional Leagues and academy teams. 2022 was no different, with five of the ten finalists in both Spring and Summer splits being graduates of the ERL system.

EMEA ESPORTS ACHIEVEMENTS



MORE THAN 30 CHAMPIONS CROWNED

In 2022 we administered thousands of matches across the EMEA region. This covers over 30 professional and semi-professional competitions, collectively featuring hundreds of competing teams, and over 2000 players.



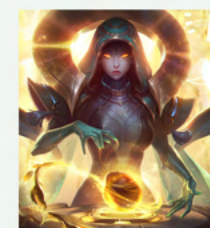
ZERO IMPORT PLAYERS FOR VALORANT EMEA

Throughout 2022, EMEA was the only VCT region to not bring in any import talent. This trend seems to be continuing in 2023 as teams form their squads for next season. EMEA is big, sure, but with 16 countries to be represented in 2023, our region continues to stand as the game's most diversified top league.



OVER 500 DISCIPLINARY ACTIONS TAKEN ACROSS ALL GAMES

Our referee and disciplinary capabilities remain some of the most robust across esports. On top of overseeing regional events like the LEC, European Masters, and VCT Challengers EMEA, our referee team also assisted with various international competitions.



THOUSANDS OF JOBS AND CAREERS IN ECOSYSTEMS

Riot esports offering clear competitive calendars, guaranteed prize money and revenue share. In addition to a clear framework for partners and sponsors, we have seen thousands of jobs and careers emerge not only for players, but the entire industry around our leagues and tournaments.



EVERYONE HAS A LEAGUE DEDICATED TO THEM

The EMEA region currently encompasses 88 countries. Whether you are an up-and-coming VALORANT player in MENA or a seasoned European Teamfight Tactics Grandmaster looking to go global, we are upholding our commitment to ensure there is a league and/or competition circuit for you to participate in.



ORGANIZATION

RIOT ESPORTS LEADERSHIP

With our pioneering legacy, Riot Games helped forge the foundation of modern esports. Today, it's driven by top tier leadership, bringing expertise from across gaming, sports, and entertainment.

EMEA ESPORTS LEADERSHIP

Riot Games esports operations are centralized in the company's Adlershof office in Berlin, Germany. Opened in 2015, with its own adjacent studio and over 100 full time employees (representing a wide range of

countries, cultures, and languages) the EMEA Esports HQ is in charge of all esports events in the region, with support from Rioters on the ground in offices in Istanbul and Dubai. A product centric organization, each game

is supported by function departments that each play a pivotal role, including content, broadcast production, and business development.

COMPETITIVE OPS STRUCTURE

Competitive Operations was formed as a discipline within Riot Games around 10 years ago. Today, it is part of our Global and Regional Operations pillar and is a function that services all our competition products globally across all of Riot's esports titles.

The EMEA Comp Ops team is responsible for 88 countries, and over 30 professional and semi-professional leagues. We aspire to create sustainable esports ecosystems with the highest competitive standards and operations, built on a best-in-class framework for esports governance and craft development.

The competitive operations team today features a diverse group of professionals. The decades of collective experience in the team not only includes backgrounds in esports competition management (across several game titles and continents) but also financial management, sport law, and media communications.



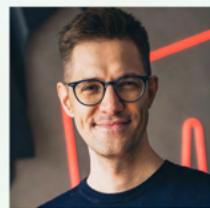
Alberto Guererro
Head of Esports, EMEA



Sarah Borger
Head of Media House



Marc Schnell
Head of Competition



Hans Christian Lueneborg
EMEA Esports Strategy Lead



Burcu Güzel
Product Lead,
Cross IP / Others



Maximilian Wischow
Product Lead,
Organized Play



Daniel Ringland
Product Lead,
VALORANT Esports



Maximilian Schmidt
Product Lead, LoL Esports

COMPETITIVE OPERATIONS

COMPETITION MANAGEMENT

- Referee Operations
- Team Rosters
- Competition Admin
- Match Schedules
- Bug/Exploit Mgmt
- Format Design
- Yearly Calendar
- Referee Licensing
- Match Ops Manual
- TO Education
- Competition Rules

BUSINESS OPERATIONS

- Team Sponsorships
- TO Sponsorships
- Prize Money
- Revenue Share
- Team Licensing
- TPA Disputes
- Economics for:
 - Players
 - Teams
 - Agents
 - Transfer Market

RULES & GOVERNANCE

- Disciplinary Procedures
- Competitive Rulings
- Rules & Policies
- Regulator Relations
- External Affairs
- Governance Framework
- Policy Implementation
- Education Programs
- Prevention Programs
- Department Archive

PLAYER MANAGEMENT

- On-Site Player XP
- Player Travel
- Visa Procedures
- Riot-Player Relations
- Player Development
- Player Welfare
- Player Feedback



2022 SEASON REVIEW

COMPETITION MANAGEMENT

Showcasing the tools and referee methods used across all Riot esports competitions in EMEA.

PLAYER DEVELOPMENT

NEW PLAYER ORIENTATION (NPO)

The NPO day focuses solely on LEC newcomers. With workshops and engaging discussions, rookies are equipped with tools to enhance and grow their careers.

READYING FOR THE PROFESSIONAL STAGE

NPO takes place before the start of the Spring Season. Once rosters are locked, players who have never played in the LEC (or have been absent from the league for a significant period of time) are invited to join.

The program itself is co-delivered by members of the Competitive Operations, player support, social media and broadcast teams.



Broadcast interviews are an optional but common part of many pro LEC player

WHAT THE NPO COVERS:

TEAM RESPONSIBILITIES

Contracts, compensation, and minimum salaries (for both starters and reserve players). Also explaining Riot itself is not paying salaries!

MATCH PROCESS

Clothing permitted on stage, and game day process - particularly how/when to signal referees or readiness (known as "Ready Check").

PAUSES/CHRONOBREAK

When and how to request a pause in-game. Reasons can include hardware problems or game-related problems (e.g. bugs), and minor/major illness.

INFOSEC

Information Security. Players are given two fully unlocked Riot LoL accounts while they are active in

the LEC. These accounts are incredibly valuable (monetary and novelty), thus the need to protect the account's security.

Players are reminded to be vigilant in what they share on social media, what not to show on stream (e.g. don't show the log in process), and to be aware of phishing attempts.

INTEGRITY

Integrity in esports, key not-to-dos, LEC & Global Penalty index explanations and resources

PLAYER BEHAVIOUR

- What it means to be a professional player.
- The importance of healthy attitude and interaction in solo-queue games.
- Responsibilities of being a pro player.
- The types of behavior found in

solo-queue games and how to deal with them correctly and smartly.

- Pro Player Direct Reporting Form

SOCIAL MEDIA GUIDANCE

- Building a presence
- Type of content to post
- Consistency
- Account security
- Do's and Don'ts - no drama or toxicity, keeping private life private

INTERVIEW ADVICE

General best practices and tips for giving both live and pre-recorded pre/post game interviews.

PLAYER RELATIONS & FEEDBACK

Riot offers several feedback platforms across its games to improve the relationship between esports Rioters and those competing in sanctioned competitions.

GIVING PLAYERS A VOICE

The Player Council Summit was first held in 2020 for League of Legends players, and has been held once per split since. Pros provide feedback on the various areas of the League that impacts them - such as regulations, scheduling, format, gameplay, etc.

In 2022, the VALORANT game team also increased the frequency of surveys provided to VCT and Game Changers players, which help gather feedback and inform game balance.

EXAMPLES OF PAST DISCUSSION TOPICS:

- ...scheduling, including the timing of LEC "Superweeks" and season breaks.
- ...game remake issues, and when a redraft of champions is necessary.
- ...equipment (e.g. monitors), matching player peripherals to those in studio.
- ...post-game interviews, and if there should be "losing team interviews."
- ...game balance, and sharing feedback from pro players to game development team.

KEY 2022 DISCUSSIONS

Player Agent Regulations

The future recognition of agents in the LoL Europe ecosystem was discussed, as well as educational resources for ERL TOs or new players.

Champion Disable Timings

Currently, new champions in League of Legends are disabled for esports play until at least two weeks, but some players expressed a desire for longer disable times, and that these align with global competitions (like the World Championship).

EMEA Champions Queue

Introduced in North American League of Legends, the Champions Queue is an invite-only, highly-competitive environment. This has been requested for EMEA, for not only LEC competitors but also Accredited ERL starters and eligible substitutes and ex-professional players.



Players have an important voice off the Rift to help improve competitive relations



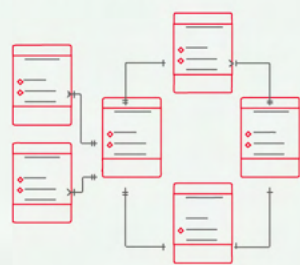
INTERNAL SYSTEMS

PLAYER CONTRACT DATABASES

From managing player movement across regions to ensuring a high standard of professional conduct, Riot has developed industry standard tools for its top competitions.

GLOBAL CONTRACT DATABASE (GCD)

Players and coaches abruptly dissolving their contracts mid season creates a chaotic environment and undermines the stability of the competitive ecosystem. An integral part of Riot Games' Interregional Movement Policy, the GCD helps facilitate fair contracts, legitimate communication, and competitive play that is free of distraction or temptation for players to perform less than their best.



All players competing in a Riot-sanctioned league are registered in a publicly viewable database.

ERL PLAYER DATABASE (EPD)

Players competing in non-accredited European Regional Leagues (ERLs) are not registered to the GCD, so in 2022 we created a regional equivalent for the ERLs. It is mainly for visibility and roster tracking, helping to prevent irregular transfers and loans of players. Additionally, we created a Team Member registration form to be filled by the player prior to their introduction to the EPD.



Lists player's league, team, summoner name, main role, legal names, contract end date, and residency.

VAL EMEA PRO PLAYER DATABASE (VPD)

This database was created to monitor participants across our tier 1 (VCT) and tier 2 (VRL) VALORANT competitions. It enables internal stakeholders and TO partners to quickly identify whether players are eligible to compete in amateur competitions such as Regional Circuits (VRC). The secondary purpose is to act as a roster tracking tool for our pro leagues, setting us up for a future transition to a full GCD system.



Each team has an assigned contact (usually a head coach or manager), who is the only person who may be inquired about the status of a player (e.g. for transfer deals), unless the player has permission to field offers directly.

TEAM MEMBER VETTING

Prior to a team member (e.g. a player or coach) participating in a sanctioned league, they must submit details of all Riot game accounts used in the last six months. The team member vetting process will analyze the player or coach's behavior record on the live servers and determine whether or not they are in line with the standards we expect from players in Riot-sanctioned competitions.



Coaches as well as players are subject to account vetting

If a team member is deemed ineligible, a report containing information on why they did not pass vetting will be compiled. League Officials may share this report with the team member upon receiving their written permission (they may then choose to share it with another party).

A team member deemed eligible may still be subject to official sanctions such as warnings, suspensions and/or fines based on the results of the behavior check.

As of 2022, account vetting is now also carried out for team members across the 1st division of all the ERLs, VCT Challengers, and VRLs.

WHAT DOES TEAM MEMBER VETTING INCLUDE?

Rank

All team members competing in a Riot-sanctioned competition must hold a minimum peak rating (e.g. Diamond III in LoL, Immortal 1 for VALORANT) to compete.

Temporary Suspensions

Any verified instance of inappropriate in-game behavior on the live server can result in a temporary suspension. The account vetting process flags any restrictions that might have been placed on the player's accounts.

Toxicity Evaluation

The team member vetting process takes into account any inappropriate in-game behavior and assigns a toxicity evaluation. Of course, everyone can have a bad day, and not every instance of an audited word/expression is going to result in a toxic rating. Best judgment and any instances of repeated bad behavior are used when making an evaluation.



REFEREE TOOLS

CHRONOBREAKING

Chronobreak is the deterministic disaster recovery tool used in LoL esports competitions, allowing league officials to “rewind” games to a specific point in time.

Every game played on esports game servers records the inputs, match settings, and configurations used to play the game. These recordings can play back the game server to a point in time chosen by esports officials.

This tool, known as “chronobreaking,” ensures that bugs and other severe technical issues do not overly prolong a match broadcast, but more importantly, do not create competitive integrity issues.

When encountering an issue, players are instructed to pause the game if they have a problem, and the referees will not interact with the players unless the game is stopped.

While each incident will bring its own considerations, here are some of the considerations to determine if chronobreaking can and should be used*:



When encountering an issue, players must first inform referees that they wish to pause the game

If a bug does not significantly alter the competitive integrity of the game: If a bug did not lead to an advantage for player/team, or it can be avoided through other in-game means, then it will not lead to a Chronobreak or Remake.

In the case of a critical bug: League officials must determine (i) whether Chronobreak can restore the game; and (ii) whether reverting the game to an earlier state will fix the bug or avoid its trigger condition.

If Chronobreaking is not possible or will not resolve the issue (Terminal Situation): The game is remade. If a Game of Record** is reached, then no settings (e.g. champion picks/bans) will be retained.

*These are only ever guidelines, and all decisions are at League official's discretion.
**A Game of Record is a game which has progressed to a point of meaningful interaction between opposing teams.



Chronobreak is named after the ultimate ability of Ekko, a champion in LoL who can manipulate time

TOURNAMENT REALMS

To facilitate player management and practice at highest-tiers, Riot created specific game servers with which to provide qualified players with esports-exclusive accounts.

Tournament Realms are private game servers used exclusively for high level esports matches. Originally introduced for the regional League of Legends leagues, they are now routinely used at the ERL level, in VALORANT, and in other Riot-sanctioned esports competitions.

Players are provided Tournament Realm Accounts at the beginning of a competition period (e.g. the Spring or Summer season in LoL), which they can adjust to their preferences.

There are a number of advantages and use cases for having specific accounts for esports play, as opposed to simply having players use their live server accounts.

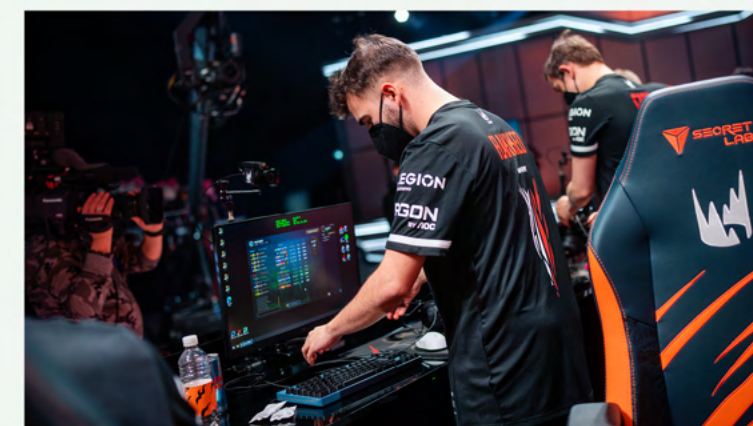
Patch Cycling - As detailed in the rulebooks for each of our competitions, players may only compete at the current live version (or patch) of the game after a sufficient testing period has occurred. Tournament realms allow esports competitions to cycle through the patches in a scheduled and uniform manner.

Higher quality connection - Connection and latency issues must be minimized in esports competitions. The Tournament Realm allows for near instantaneous reaction times and uninterrupted play.

Practicing/Skimming - The Tournament Realms help simulate stage-like conditions with low ping, and also let pros practice apart from the players on ranked ladder. Teams use the server in the days before matches to

practice (or “scrim”) with each other.

Live stats integration - By having the in-game stats of a top player's entire esports career centralized in a single game account, it is far easier to draw useful statistics. These can be utilized by the broadcast team during matches to compare player/team performances, for all-time record keeping, and for commercial data purposes.



Player performance data is auto-recorded after games



THE LEC STUDIO VISUALIZED

The majority of the annual LEC season takes place in a dedicated studio in Adlershof, Berlin. As well as providing an optimized esports broadcast experience, the setup of the studio allows for a high degree of competitive integrity. A LAN environment like this allows league officials to monitor player actions, equipment, and communications.

COACHES

Only coaches on stage can speak with their team during the pick/ban phase. During games, they must remain backstage and cannot communicate with their team. They may watch via monitor, and listen to real-time team audio (to help identify communication gaps and tactical errors).



PLAYER EQUIPMENT

Teams must supply mice, keyboards, mouse mats and cord holders to league officials for approval. For integrity reasons, these peripherals are kept locked up in the studio when not in use.



LIVE AUDIENCE

The LEC studio seats a maximum of 170 people, who provide crowd noise and atmosphere similar to a TV broadcast. In order to avoid crowd noise signaling enemy movements, players wear noise canceling headphones filled with white noise.

REFEREES

Players verbally confirm their readiness with referees prior to a game. In addition, all in-game voice communications between players are monitored and recorded by league officials. League officials observe the individual monitors for all players live during a game.

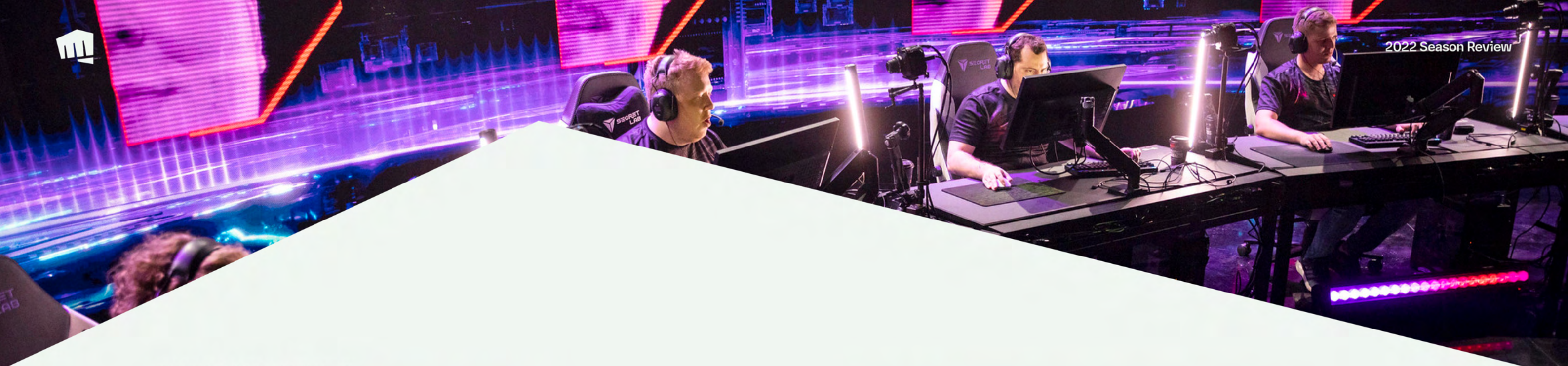




2022 SEASON REVIEW

RULES & GOVERNANCE

Highlighting key competitive policies, regulations, and integrity safeguards and their evolution.



2022 SEASON REVIEW

MAJOR POLICY UPDATES

EMEA esports largely retained the status quo of last year, with geopolitical events and emerging tech business trends encouraging the most significant changes.

IMPACT OF UKRAINE WAR

Esports is not immune to the economic and industrial impact brought on by the current conflict in Ukraine. The ever evolving disruptions affect teams and players from the concerned regions, with knock-on effects on various competitive operations.

was canceled, however players could continue competing in a different group.

TRAVEL ISSUES AND ROSTER REQUIREMENTS

The war hindered several players from Russia and Ukraine from acquiring visas for Riot-official competitions, most notably the VCT Masters 1 tournament in Iceland.

To help support team attendance, a set of emergency rule changes were introduced:

- The pre-scheduled roster lock was delayed, to give teams time to find suitable substitutes.
- Teams may be granted an exception to add a player after the roster lock. This is already standard, but ordinarily not for players that competed on a team in an immediately prior phase of the competition. This was waived on a case by case basis.
- An emergency, temporary player loan regulation was

introduced. Teams may have up to two loaned players, provided they meet the qualification requirements of the competition, and that the loan does not extend beyond the competition.

RESTRICTIONS ON SANCTIONED TEAM ORGS

In response to the war, several sports governing bodies banned Russian teams and athletes from their competitions, and/or they must compete under a neutral flag. Riot Esports has always committed to ensuring that our esports ecosystem is welcoming to and inclusive of players from all over the world – even when the world is in crisis. Unlike traditional sports, esports is cross-territorial, and nationalities usually don't play a central role. However, as a result of the ongoing conflict, Riot was obliged to seize business with esports organizations with direct ties to any companies or individuals under sanctions.

COMPETITION POSTPONEMENTS

- The League of Legends Continental League (LCL) ended play after its second week of Spring. As a result, the CIS region has been unable to send a team for MSI or the World Championship.
- The VRL for the CIS region, titled Milestone, was cancelled after week two of its regular season. Thus, no team could qualify for Challengers promotion or VRL final. Its future Challenger league successor is still being reviewed.
- The CIS group of the Wild Rift EMEA Championship (WREC)



The LEC started its 2022 season with a remote start before eventually letting players compete on-site

CONTINUED COVID-19 POLICIES

In response to the COVID-19 pandemic, Riot Esports introduced a rigid set of additional tournament protocols to provide a consistent and safe playing environment for players, teams, fans and our own staff. This included a cancellation of roadshows, a shift to online play for studio broadcasts, and a gradual return to in-person play.

By the end of the 2022 LEC season, we were again able to invite all ten teams to compete over LAN. However, on top of

local German regulations, specific protocol rules were put in place.

These included:

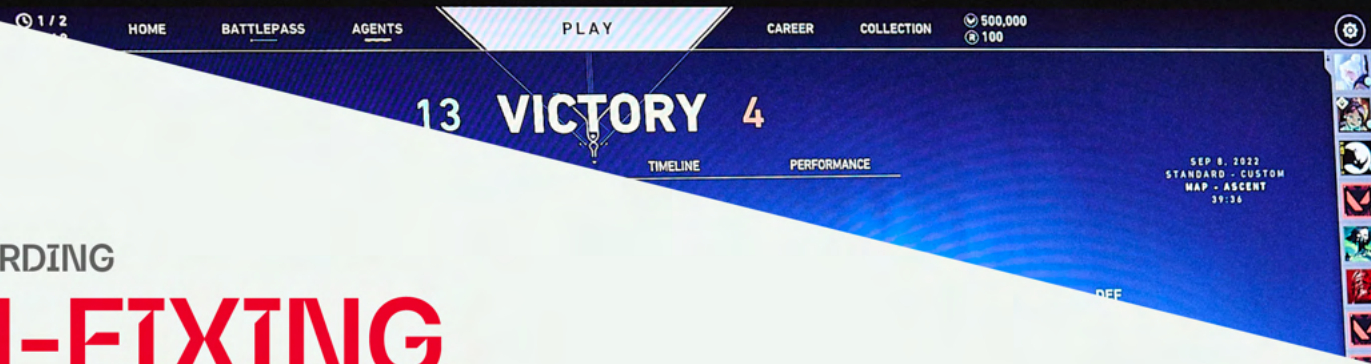
- Wearing a mask at all times (including arrival and departure to the studios), except while competing. Failure to follow masking and hygiene rules can result in penalties.
- If one or more players test positive for COVID-19, their team must compete remotely. The opposing team will compete from the LEC studio, backstage.

EXPANDED SPONSORSHIP CATEGORIES

To help build and promote sustainability in our EMEA ecosystem, our business operations team investigated whether we could open previously prohibited sponsorship categories such as alcohol, cryptocurrency exchanges, and blockchain technology companies for 2022.

In collaboration with Riot Esports' global legal team, we tasked external legal counsel to understand the local legal risks with advertising in these categories within the 26 core EMEA territories. After aligning internally, we allowed the majority of our partners to explore deals in 2022 with select brands in this area, subject to ongoing conditions - now known as Conditional Sponsorships.

These conditions include regulating appearances on broadcast, the type of activations allowed, and the age of participants. So far, we have seen Superliga and Prime League with beer sponsors, and VRL: Turkiye and teams such as Team Vitality, Fnatic, and G2 Esports signing an approved cryptocurrency related sponsorship over the last few months since inception.



INTEGRITY SAFEGUARDING

MATCH-FIXING PREVENTION

With match-fixing still one of the most pressing esports integrity risks, Riot and Sportradar remain committed to working together - ensuring fair play and safe competition.

Sportradar has decades worth of experience preventing fraud, doping and match fixing within sports. After extensively surveying the increase in betting popularity around esports, the company signed an industry-first partnership with Riot Games in 2019. The global agreement began with bet monitoring of League of Legends, but has since grown to include the VALORANT Champions Tour and Wild Rift competitions.

"From the moment we started discussions with Riot Games about a potential partnership it was clear they shared the same vision as us in wanting to do all they could to protect their competitions and install a world class and industry leading integrity program" says Sportradar's Director of Global Partnerships Integrity Services, Andy Cunningham.

UNDERSTANDING THE ISSUE

There are parallels to be drawn between match-fixing in esports, and traditional sports such as soccer and basketball. Players in any organized, commercial sport may fall under the influence of organized crime syndicates or have financial issues, and begin fixing to mitigate their losses.

This could lead to intentionally

losing a match or engaging in spot-fixing (in esports this could mean deliberately throwing a map or individual objectives, like "first blood"). Like sports, match-fixing in esports also tends to manifest itself in lower levels of competition where players are more vulnerable to corrupt approaches.

Unique to esports however, is the prevalence of hacking and cheating to obtain fraudulent betting profits. While, say, a basketball player must underperform to manipulate the game for betting purposes, in an esports match the performance parameters can be changed using hacks and mods (particularly in online tournaments without robust anti-cheat mechanisms) allowing players to fix matches for betting profits and win simultaneously.

"We have seen a large increase in match-fixing across esports since the beginning of 2020, so it's important to follow the trends within this space and educate all stakeholders on what to look for," says Cunningham. "Esports stakeholders need to install robust integrity programs, processes and protections such as what Riot Games are currently doing."

UNIVERSAL FRAUD DETECTION SYSTEM (UFDS)

The esports community often has a keen eye for match-fixing, calling it out on social media. However, it is not enough to build suspicions on what a player does on stream or strong betting movements alone - there needs to be robust accompanying data and sophisticated technology involved.

The UFDS, used by more than 160 sporting bodies globally, uses advanced technology to monitor global betting markets from over 600 betting operators, including access to individual betting stakes, to help identify irregular betting patterns which could signify suspicious activity. This Bet Monitoring and Detection process also includes market intelligence directly from bookmakers from the recently launched Sportradar Integrity Exchange.

Sportradar's team of integrity analysts, who specialize in both esports and betting, review data from the markets, along with match footage, and report suspicious activity to Riot Games.



Sportradar and Riot Games' partnership covers all tiers of competition, including the ERLs and Wild Rift leagues

INTELLIGENCE AND INVESTIGATIONS

It's worth reiterating that placing bets on League of Legends (or any global esports tournament or event), and any attempt to unduly influence or manipulate the outcome of matches is strictly against the rules in any Riot sanctioned competition.

Sportradar's highly specialized Intelligence and Investigations unit supports Riot Games to gather evidence, investigate and prosecute suspected match-fixing and betting related cases, around the world.

CASE STUDY: TURKISH ACADEMY LEAGUE (TAL)

At the end of the TAL Spring Split 2022, Riot was made aware of potential suspicious betting

activities related to matches that had taken place during the split. Upon receiving the complaints, Riot immediately appointed Sportradar to further look into the matter in detail and interview persons of interest associated with the matches in question.

After conducting a thorough investigation over several months, while providing the implicated players the right to be heard, Riot was made aware of additional evidence about allegations of betting and ringing for monetary gain against additional players from the Summer Split connected to the Spring Split case.

Riot identified 14 players from the TAL who engaged in match-fixing, betting and/or ringing activities. As part of this scheme,

they actively engaged other players, which also included ringing matches for monetary gains during both the Spring and Summer Split of 2022.

Some of the players in question face suspensions for these activities according to the TCL Rulebook and are banned from participating in all Riot-affiliated competitions for a set period of time, the length of which will be dependent on the severity of the breaches they have committed, ranging from five months to five years. This was the largest match-fixing investigation that we have concluded to date in EMEA.





THOUGHT LEADERSHIP

EXTERNAL AFFAIRS

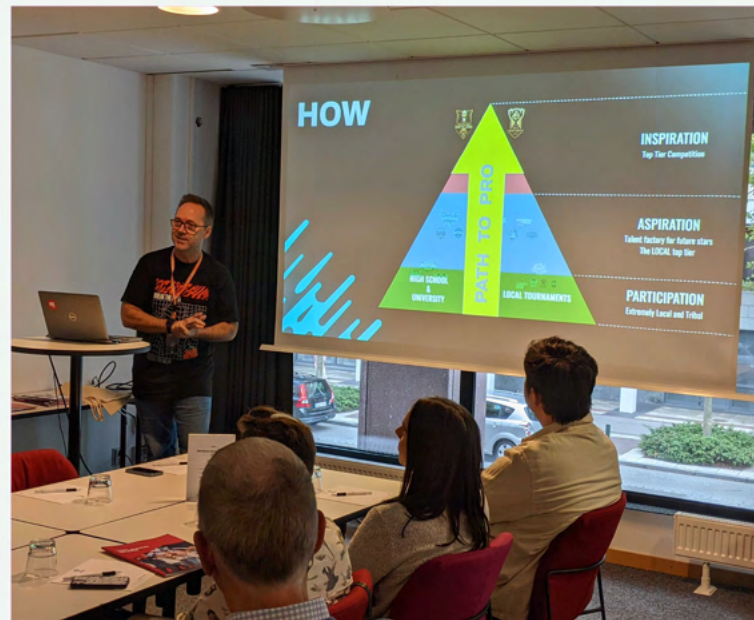
Riot Games is engaged in the topic of esports regulation, to ensure player safety and wellbeing, alongside integrity and fair play, are protected.

SHAPING THE FUTURE OF ESPORTS POLICY

The regulatory status of esports is complex. While there is the same competitive drive and fan passion as in traditional sports, the borderless nature of online gameplay, the use of intellectual property, and reliance on IT infrastructure are unique to esports. This makes it difficult to apply existing national sport laws to competitive video gaming, without fracturing or fragmenting the sector, and necessitates the creation of esports-specific legislation and policies.

Our external affairs efforts aim to ensure government action on esports benefits the sector and community as a whole. We familiarize government and industry stakeholders with Riot Games' esports ecosystem, the unique integrity challenges of gaming, and how to improve industry wide standards.

In Europe, Riot Games engages European policy makers in collaboration with video game trade associations. We are a member of the Interactive Software Federation of Europe (ISFE) and its esports branch, alongside other game publishers and rights holders. Riot is also a member of the video game trade associations for Germany, the UK, Italy, and Spain.



Riot Games EMEA senior esports director Alberto Guerrero is also co-chairman of ISFE Esports



POLICY OUTREACH

With the return of live esports events this year, Riot Games invited policy makers to see competitive gaming in action!

We want the passion of our fans and community to resonate with policy makers who will help shape the future of esports. This is why in 2022 we invited political representatives who are already engaged in the gaming industry to our live events.

In September, we welcomed members of the European Parliament (MEPs) to the LEC Summer finals in Malmö, Sweden to not only watch the matches, but get a behind-the-scenes production tour. This was ahead of a crucial vote by the Committee on Culture and Education that could see the introduction of esports-specific visas and funding for infrastructure.

During the VALORANT Game Changers tournament in November, members of the Berlin house of representatives and staff for members of the Bundestag visited Riot's offices to see the increasing importance of diversity in esports. This was in cooperation with the German video game association, and media:net berlinbrandenburg.



Members of the European Parliament were invited to watch the 2022 LEC Summer Finals in Malmö, Sweden



Representatives of the Berlin and German federal government visited Riot's offices in Adlershof, Berlin



INTERVIEW

VALÉRIE HORYNIA

Rules & Compliance Manager, EMEA Esports

With a seasoned background in sports law, Valérie joined Riot's competitive operations team in Berlin in 2022. She shares her insights on how best to regulate and govern Riot's esports scene.

“ AS IN ANY OTHER SPORT, MY GOAL IS TO SAFEGUARD THE INTEGRITY OF RIOT'S ESPORTS ECOSYSTEM AND MITIGATE ITS RISKS AS BEST AS POSSIBLE, TO PREVENT JEOPARDIZING THE PLAYERS AS WELL AS THE ESPORTS ITSELF

Could you give an overview of your background in sports?

I'm a sports lawyer for 12 years, having worked mainly at international sports governing bodies. Eight years within FIFA, working in dispute resolution and disciplinary and as Deputy Head of the Ethics department. I worked at the International Hockey Federation, as the Senior Legal Council, where I handled daily governance and legal issues of the Federation and set up Policies. Also, I've been involved as an arbitrator for independent bodies of the International Equestrian Federation, Gymnastics Ethics Foundation and the International Weightlifting Federation over the past years. Before joining Riot, I had my own consulting company where I consulted Federations and Athletes on these kinds of topics.

What was your overall impression of esports - its organization and growth?

Esports is growing really fast, from a competitive level, which is very impressive and therefore the regulatory space has to catch up to safeguard the integrity standards. However esports is not bound to the traditional sports structure, so you can involve players and teams much more, to hear their voices. In traditional sports, changing rules or procedures can often take years. In esports, we are able to dynamically adapt and react to the ever changing needs of the

ecosystem, which is a big positive aspect of this young industry. Generally, the sustainability of an esports is highly dependent on its publisher, and how well they govern their ecosystem.

What goals and ambitions did you have joining Riot Games?

To improve the governance framework in a way that makes the most sense for our esports ecosystem. That means harmonizing regulations, and simplifying certain aspects from an integrity perspective. Also, doing it from a realistic standpoint; where are the biggest integrity risks at the moment, and what should we tackle first? I also believe that prevention through awareness programmes for the Tournament Organizers, players and teams will be implemented to bring education on certain risks. My goal is to apply my experience from all these years in traditional sports and mold it into this new ecosystem where you are actually flexible to improve certain things so that we can provide a safe space for our players. As in any other sport, my goal is to safeguard the integrity of Riot's esports ecosystem and mitigate its risks as best as possible, to prevent jeopardizing the players as well as the esports itself.

What have some of your key priorities been in 2022?

I first needed to gain an overview of what's in place, from the

regulatory aspects, policies, and rules, but also, as to our disciplinary case handling. How well the teams and players are aware of our rulesets, and about the integrity threats. Then, to analyze what should be the priorities in linking them. For example, to align the rulebooks across all games into a code of conduct, to streamline certain disciplinary case handling aspects internally and externally. One of the biggest priorities for 2023 is to also provide more compliance tools to our partnered tournament organizers, to empower them in a better way, so they are better equipped and can work more independently within their own Leagues.

Compared to international sports federations, how does the disciplinary process within Riot Esports compare?

Overall, I would say that I was very positively surprised about the maturity and sophistication of some of the already existing esports integrity related procedures as well as regulations. However, this is a space that traditional sports has been paying a lot of attention to in recent years and of course is already much older than esports. They were looking at different models; should it be a completely independent body from the sports federation to guarantee independence? Or would that mean that you lose the in-house knowledge? That, and how to improve cooperation with government agencies, like INTERPOL, EUROPOL, and national police, when it comes to criminal cases such as match fixing, illegal betting, or safeguarding harassment and abuse. Within Riot Games we have had Sportradar as a partner for many years for match-fixing and betting investigations, but the rest of integrity matters need to receive more attention from a preventive as well as a disciplinary aspect, which will be a focus in the coming years.



2022 SEASON REVIEW

LEAGUE OF LEGENDS

An overview of the EMEA ecosystem, and results for LEC, European Masters, ERLs, TCL, LCL.



LEAGUE OF LEGENDS

THE LOL ESPORTS LANDSCAPE IN EU

Played across the continent for over ten years, League of Legends boasts a multi-tier esports ecosystem with pathways for aspiring pros. Here is an overview of the 2022 structure.



LEAGUE OF LEGENDS EUROPEAN CHAMPIONSHIP (LEC)

The LEC is one of 11 regional competitions, and has since 2013 been the continent's top tier league. Ten teams compete across a Spring and Summer season; with matches broadcasted live from the LEC studios in Berlin. The Summer finals take place as part of a roadshow arena event. Season winners get a lion share of the prizepool, their name etched on the LEC trophy, and can qualify as top seed for international events.



EUROPEAN REGIONAL LEAGUES (ERLs)

Each of these 11 separate competitions is sanctioned by Riot Games, and run by a partner tournament organizer focused on that region (which may cover single or multiple countries). As of 2022, each ERL features multiple divisions with relegation and promotion competitions, a ProAM tournament, and standardized rulesets. While all competitions are part of the European region, there is a separate set of regulations covering player movement across the ERLs, based on player nationality and time spent competing in their respective ERL. Organizations competing in the LEC can also run ERL teams.



EUROPEAN MASTERS

A twice-annual showcase tournament, both European Masters even in 2022 invited 28 teams from across the ERLs. The highest level of play below the LEC, the European Masters not only gives each ERL the chance to earn prize money and bragging rights, but reaching the playoffs and taking home the trophy has proven the most reliable pathway for new League of Legends talent to be scouted and signed to the LEC. Though the LEC academy teams are often favorites to win, esports organizations across Europe also use this event as a chance to shine.

LOL ESPORTS

GLOBAL COMPETITIONS

The World Championship and its Summoner's Cup remain the ultimate aspiration for LoL Esports players. The 2022 edition invited 24 teams, and its Grand Finals saw the biggest audience outside of China with 5.19M peak viewers and a 2.9M average minute audience (AMA). Riot's Global esports team also hosts the Mid-Season Invitational tournament, as well as All-Stars; an end-of-year exhibition competition.

REGIONAL LEAGUES

Riot Games oversees all professional international competition for LoL Esports. Connected through 12 regional leagues from around the globe, more than 40 countries are represented. All regional leagues adhere to a similar regular season format, with each annual season divided into a first and second split. Splits conclude with a play off tournament between the top teams. Teams earn prize money and their placement in playoffs can qualify them for Worlds.





LOL ESPORTS GLOBAL COMPETITIVE MAP 2022

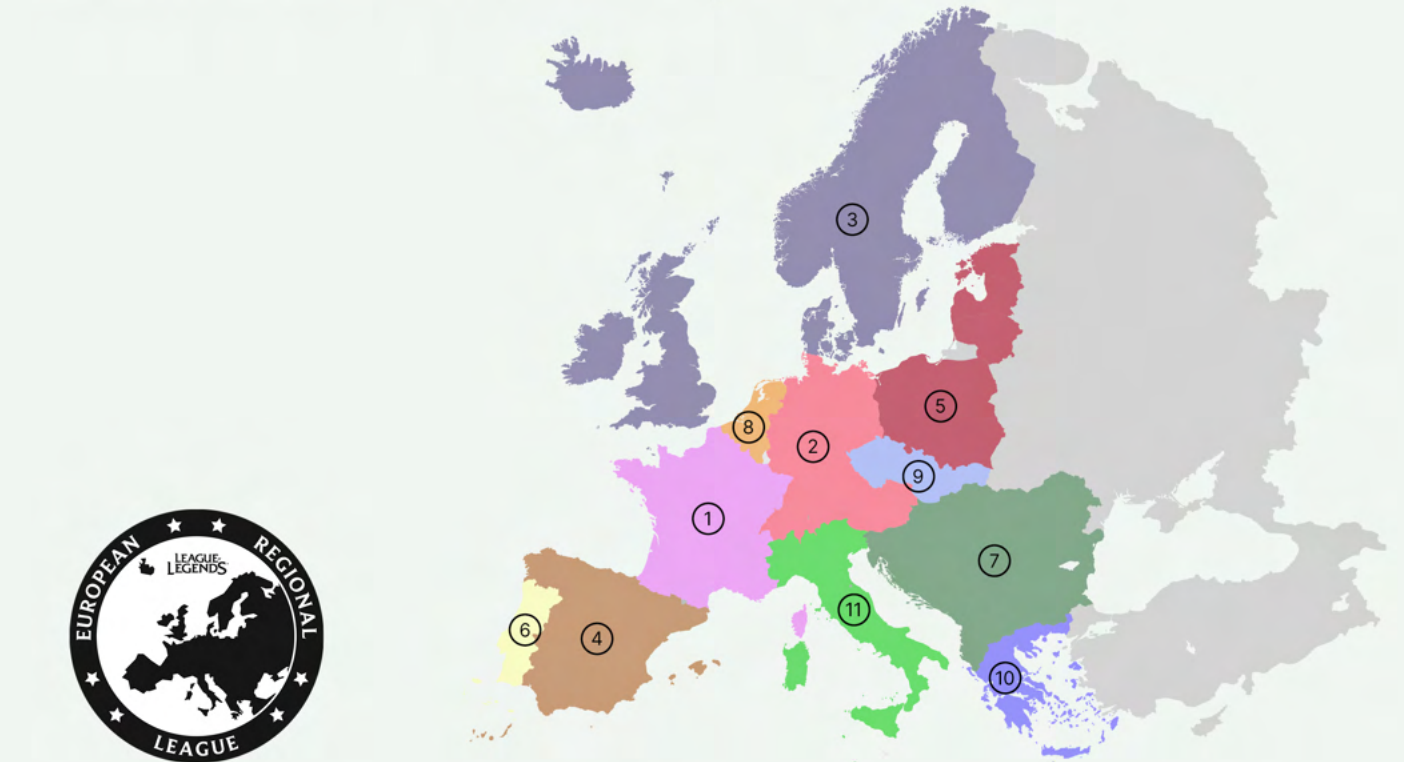


- The majority of regional leagues are directly operated and administered by Riot Games.
- North America, Europe, Korea, and China are designated “major regions,” and can qualify multiple teams directly to the main event of the World Championship.
- Historically, all leagues were relegation-promotion based. Today, the majority feature partnership structures whereby teams acquire slots (the terms of which differ region to region).
- Each league is bound to residency rules that limit the number of import players on a team*.

1. League Championship Series NORTH AMERICA (US, Canada) LoL Championship Series (LCS)	7. CBLOL BRAZIL Brazilian LoL Championship (CBLOL)
2. LEAGUE OF LEGENDS EUROPEAN CHAMPIONSHIP EUROPE LoL European Championship (LEC)	8. CIS LoL Continental League (LCL)
3. LCK KOREA League Champions Korea (LCK)	9. LJL JAPAN LoL Japan League (LJL)
4. LPL CHINA (Mainland) LoL Pro League (LPL)	10. LLA LATIN AMERICA liga latinoamérica(LLA)
5. PACIFIC CHAMPIONSHIP SERIES TAIWAN, HONG KONG, MACAU, SEA (and Vietnam) Pacific Championship Series (PCS)	11. LCO OCEANIA LoL Circuit Oceania (LCO)
6. VIETNAM CHAMPIONSHIP SERIES VIETNAM Vietnam Championship Series (VCS)	12. SAMPİYONLUK LİGİ TURKEY Turkish Championship League (TCL)

*One exception is Oceania, where players are also considered part of the North America region.

LOL ESPORTS EUROPEAN COMPETITIVE MAP 2022



- All European Regional Leagues (ERLs) are operated by partner tournament organizers, and sanctioned by Riot Games.
- The majority of ERL competition is played online. The LFL, Prime League, NLC, Superliga, and Ultraliga are known as “accredited leagues,” and host a minimum of one live final per year.
- Accredited leagues also feature 10 competing teams, and specific formats for their regular season and playoffs.
- Each ERL player is considered a Locally-Trained Representative (LTRs) of their respective ERL. This is determined by a number of factors, including legal residency, and time spent competing in an ERL.

1. LFL FRANCE Webedia	7. EBL BALKANS Fortuna
2. PRIME LEAGUE GERMANY, AUSTRIA, SWITZERLAND Freaks 4U Gaming	8. BENELUX Meta
3. NLC NORDICS, UK, IRELAND Freaks 4U Gaming	9. HITPOINT MASTERS CZECHIA, SLOVAKIA Hitpoint
4. SUPERLIGA SPAIN LVP	10. GREECE, CYPRUS PVP Media
5. POLAND, BALTIC STATES Polstat/Frenzy	11. ITALY PG Esports
6. LPLOL PORTUGAL Inygon	



LEC 2022 RECAP

THE YEAR IN REVIEW

The LEC in 2022 saw the return of live crowds and some of the fiercest rivalries in esports, and delivered one of the closest competitive seasons in the league's history.

The tenth year of LEC competition launched upon cascading fan expectation. Alongside the annual excitement of seeing new rosters, player pairings, and team leadership, the 2022 season introduced a new challenger, Team BDS, and brought the competition back on the road for the first time in three years. The preseason storylines included the return of Luka "Perkz" Perković; one of the LEC's all-time greatest midlanders (after a year in North America), G2 Esports' biggest roster rebuild in three years, and whether MAD Lions would continue the momentum of their back-to-back champions from 2021.

SPRING: G2 ESPORTS RECLAIMS THEIR CROWN

After Europe's meddling performance at the last World Championships, fans were eager to start their predictions for who would build the best chance for success in 2022. MAD Lions, the only team to get out of groups at Worlds, underdelivered in Spring by missing out on the LEC playoffs entirely. Team Vitality continued to make the case against superteams, as their star studded roster dropped out in the lower bracket. In positive surprises, Excel made their first ever playoffs appearance, a feat they would repeat in Summer. G2 Esports, meanwhile, keen to make up for last year, delivered a stunning lower bracket run to deny Rogue a championship win.



G2 added another notch to their legacy with an 8th LEC title

RESULTS

LEC 2022 Spring Standings

TEAM	GAMES	PLAYOFFS
1 Rogue	14-4	RGE 3
2 Fnatic	13-5	FNC 2
3 Misfits Gaming	12-6	
4 G2 Esports	11-7	
5 Excel	9-9	
6 Team Vitality	9-9	
7 MAD Lions	8-10	
8 SK Gaming	7-11	
9 Team BDS	4-14	
10 Astralis	3-15	

RGE	3
FNC	2
RGE	0
G2	3
FNC	0
G2	3

SUMMER: ROGUE'S PATIENCE FINALLY PAYS OFF

Fans and analysts will agree that LEC Summer 2022 had the closest team parity in years; in the final regular season week, only MAD Lions had a guaranteed playoffs slot. Team Vitality scraped into sixth place, but were knocked out in a prolonged five-game bout with Fnatic; who attempted to repeat their exceptional lower bracket run from Summer 2021, but were denied a spot in the finals by Rogue. Having made finals twice before, Rogue surprised all by flipping G2 Esports' 3-0 meme on its head. Having chosen to retain the same coaching staff and key players since 2019, Rogue's dedication delivered with an undisputed stomp in the finals.

THOUSANDS OF FANS CHEER THE RETURN OF THE LEC

The pandemic gave Riot's production team an opportunity to create some highly memorable finals broadcasts within the LEC studio in Berlin, but it was clear that nothing could compare to the roar of the roadshow. An opportunity for ardent fans to cheer on both their favorite teams and the region as a whole, the finals event in Malmö Arena was sold out, with a total 10,100 fans cheering Rogue and G2 Esports.

A study commissioned by the city estimates that the finals generated 50 million SEK (€4.5 million EUR) in local tourism revenue! In addition, over half the audience were international visitors, with representatives from 30 different countries.



After coming up short in two finals, Rogue won their first championship

RESULTS

LEC 2022 Summer Standings

TEAM	GAMES	PLAYOFFS
1 G2 Esports	12-6	G2 3
2 MAD Lions	12-6	RGE 0
3 Rogue	11-7	
4 Misfits Gaming	10-8	
5 Fnatic	10-8	
6 Excel	9-9	
7 Team Vitality	9-9	
8 SK Gaming	7-11	
9 Astralis	7-11	
10 Team BDS	3-15	

G2	3
RGE	0
G2	0
RGE	3
FNC	1



LEAGUE OF LEGENDS

RECAP OF LEC PLAYER AND TEAM TRANSFERS IN 2022

In another dramatic year for player transfers, many organizations tried a super team approach...with mixed results. Others kept the core of their rosters from previous seasons - a long term play that largely paid off.

WHAT YOU NEED TO KNOW ABOUT LEC TRANSFERS:

There are two designated Free Agency periods in the year that players can sign. Following the conclusion of the 2021 LoL Esports season, these were:

- Spring:** November 16th, 2021 - March 1st 2022
- Summer:** May 30th, 2022, - August 9th, 2022

Team Members who have participated in any aspect of a Professional or Semi-Professional League in the most recent season cannot enter into a contractual obligation (written or verbal) with another team after the signing deadlines.

There are some exceptions, such as coaches, who can be signed immediately after the end of the LoL World Championship.

Teams can register up to 20 Team Members across their LEC & ERL rosters. A player cannot be part of both rosters at the same time, except ERL players who are not considered veterans (who can, for example, play as substitute for an LEC roster).



Perkz's return to Europe dominated the off-season news cycle

ROGUE'S CAREFUL ROSTER PLANNING ACHIEVED A CHAMPIONSHIP WIN THAT HAD LONG ELUDED THEM



ASTRALIS

In its quest to join the top LEC teams, Astralis not only altered their roster in the lead up to Spring '22, but made several further adjustments as the season went on. Dajor and Kobbe, who'd only joined in 2021, were joined during the year by LEC veteran Vizicsacsi and LCK import Jeonghoon.

NAME	SUMMER '21	SPRING '22	SUMMER '22
WhiteKnight	Astralis Top Lane	→	KOI Top Lane
Vizicsacsi		Team GO Top Lane	→ Astralis Top Lane
Zanzarah	Astralis Jungle	→	Misfits Premier Jungle
Xerxe	Immortals Jungle	→	Astralis Jungle
Dajor	Astralis Mid Lane	→	
Kobbe	Astralis Bot Lane	→	
promisq	Astralis Support	→	AGO Rogue Support
JeongHoon	Brion Esports Support	→	Astralis Support



EXCEL

A reliance on longtime players nukeduck and Patrik, alongside some highly valued newcomers, helped Excel achieve back-to-back playoffs runs for the first time in 2022. It also marked the return of Finn to Europe, after he left Rogue to play in North America last year.

NAME	SUMMER '21	SPRING '22	SUMMER '22
Finn	CLG Top Lane	→	Excel Top Lane
Markoon	Excel Jungle	→	
nukeduck	Excel Mid Lane	→	
Patrik	Excel Bot Lane	→	
Mikyx	G2 Esports Support	→ Excel Support	→



FNATIC

Keeping only its adc and support duo in 2022, Fnatic brought in Razork, hoping to unlock more of the potential shown by the jungler in the LVP Superliga. They also welcomed Wunder; the top laner's first roster move since joining G2 Esports in 2017.

NAME	SUMMER '21	SPRING '22	SUMMER '22
Wunder	G2 Esports Top Lane	→ Fnatic Top Lane	→
Razork	Misfits Gaming Jungle	→ Fnatic Jungle	→
Humanoid	MAD Lions Mid Lane	→ Fnatic Mid Lane	→
Upset	Fnatic Bot Lane	→	→
Hylissang	Fnatic Support	→	→



...Continued from previous page



G2 ESPORTS

After missing out on Workds, G2 vowed its first major roster rebuild in years. Brokenblade's strong performance in Schalke 04's final LEC outing made him a natural choice, but more surprising was the addition of rookie Flakked, who emerged with just a few years experience in the Spanish ERL. Completing the lineup was Targamas, who had back-to-back European Masters wins.

NAME	SUMMER '21	SPRING '22	SUMMER '22
Broken Blade	Schalke 04 Top Lane	→ G2 Esports Top Lane	→
Jankos	G2 Esports Jungle	→	→
Caps	G2 Esports Mid Lane	→	→
Flakked	MAD Lions Madrid Bot Lane	→ G2 Esports Bot Lane	→
Targamas	Karmine Corp Support	→ G2 Esports Support	→



MAD LIONS

Having traded some of its 2021 stars, MAD turned to the Prime League for rookie talent. Reeker remained for just the Spring season, but UNFORGIVEN helped achieve a second place finish in the LEC regular season. Nisqy joined for the latter half of the year after a season on the bench, completing a roster that scraped a Worlds play-in qualification.

NAME	SUMMER '21	SPRING '22	SUMMER '22
Armut	MAD Lions Top Lane	→	→
Elyoya	MAD Lions Jungler	→	→
Reeker	BIG Mid Lane	→ MAD Lions Mid Lane	→ BDS Academy Mid Lane
Nisqy	Fnatic Mid Lane	→ Fnatic Mid Lane (Sub)	→ MAD Lions Mid Lane
UNFORGIVEN	SK Gaming Prime Bot Lane	→ MAD Lions Bot Lane	→
Kaiser	MAD Lions Support	→	→



MISFITS GAMING

In what would turn out to be its final season in the LEC, Misfits once again were a team with a roster in flux. Vetheo, touted as one of the mid laners in the league in 2021, stayed on for another full season. His teammates, meanwhile, included LFL graduate Mersa, and Neon, who had switched between the LEC and ERLs over the last few seasons.

NAME	SUMMER '21	SPRING '22	SUMMER '22
HiRit	Misfits Gaming Top Lane	→	→
Irrelevant	Wave Esports Top Lane	→ Misfits Premier Top Lane	→ Misfits Gaming Top Lane
Shlatan	Misfits Premier Jungle	→ Misfits Gaming Jungle	→ Misfits Premier Jungle
Zanzarah	Astralis Jungle	→ Misfits Premier Jungle	→ Misfits Gaming Jungle
Vetheo	Misfits Gaming Mid Lane	→	→
Neon	Schalke 04 Bot Lane	→ Misfits Gaming Bot Lane	→
Mersa	GamersOrigin Support	→ Misfits Gaming Support	→



ROGUE

The captain of Rogue, Odamne, had been playing for the org since 2020, and his teammates Larssen, and Trymbi a year longer. Malrang left the bench of DWG KIA to make his European debut, while Comp sought to exceed his debut LEC performance in 2021. The result: Rogue's careful roster planning achieved a championship win

NAME	SUMMER '21	SPRING '22	SUMMER '22
Odamne	Rogue Top Lane	→	→
Malrang	DWG KIA Jungle (Sub)	→ Rogue Jungle	→
Larssen	Rogue Mid Lane	→	→
Comp	Team Vitality Bot Lane (Sub)	→ Rogue Bot Lane	→
Trymbi	Rogue Support	→	→



SK GAMING

Opting to keep Jezu, Treatz, and JNX for yet another year, SK Gaming's new roster included former Schalke 04 star Gilius, and the debut LEC appearance of mid laner Sertuss. At the start of the year, SK brought Gadget into its Prime League academy team, and bumped him up for one week of play as a temporary substitute in week three of Summer.

NAME	SUMMER '21	SPRING '22	SUMMER '22
JNX	SK Gaming Top Lane	→	→
Gilius	Schalke 04 Jungle (Sub)	→	→
Sertuss	Misfits Premier Mid Lane	→ SK Gaming Mid Lane	→
Jezu	SK Gaming Bot Lane	→	→
Gadget	MOUZ Bot Lane	→ SK Gaming Prime Bot Lane	→ SK Gaming Bot Lane (Temp Sub)
Treatz	SK Gaming Jungle	→ SK Gaming Support	→ SK Gaming Jungle



TEAM BDS

The inaugural season for BDS was rough. This was despite having some strong up and coming talent, including three European Masters champions: Adam, Cinkrof, and xMatty. During the regular summer season, BDS swapped out support player LIMIT temporarily for one of its academy players, Erdote, with Adam also moving to play in the LFL during Summer.

NAME	SUMMER '21	SPRING '22	SUMMER '22
Adam	Fnatic Top Lane	→ Team BDS Top Lane	→ Team BDS Academy Top Lane
Agresivoo	Misfits Academy Top Lane	→ Team BDS Academy Top Lane	→ Team BDS Top Lane
Cinkrof	Karmine Corp Jungle	→ Team BDS Jungle	→
NUCLEARINT	Schalke 04 Mid Lane	→ Team BDS Mid Lane	→
xMatty	Karmine Corp Bot Lane	→ Team BDS Bot Lane	→
LIMIT	Schalke 04 Support	→ Team BDS Support	→ Team BDS Inactive
Erdote	Team BDS Support	→ Team BDS Academy Support	→ Team BDS Support



TEAM VITALITY

The super team assembled by Vitality for 2022 set social media ablaze. Bringing Perkz (known for his G2 tenure) back to Europe after a year in North America was huge on its own, but teaming him up with another returnee to Europe, Alphari, plus Selfmade and Carzzy, made their middling performance this year all the more surprising.

NAME	SUMMER '21	SPRING '22	SUMMER '22
Alphari	Team Liquid Top Lane	→ Team Vitality Top Laner	→
Selfmade	Team Vitality Jungle	→	→ Team Vitality Inactive
Haru	→	X7 Esports Jungle	→ Team Vitality Jungle
Perkz	Cloud9 Mid Lane	→ Team Vitality Mid Lane	→
Carzzy	MAD Lions Bot Lane	→ Team Vitality Bot Lane	→
Labrov	Team Vitality Support	→ Team Vitality Support	→



RESULTS RECAP



EUROPEAN REGIONAL LEAGUES 2022

At the national level, European League of Legends brought back live events and deep rivalries for one of the continent's most exciting years to date. Here is a full list of all league results across Spring and Summer.

NLC

NLC 2022 RESULTS

The Northern League of Legends Championship features top teams from the UK, Ireland, and Nordic countries. In Spring, Isle of Man-based org X7 Esports took its first NLC title, while in Summer Iceland-based Dusty triumphed. The latter feat would be repeated in the league's first Pro-Am



Spring Winners



1ST Place: X7 Esports

Summer Winners



1ST Place: Dusty



LFL 2022 RESULTS

LDLC OL mimicked their 2019 LFL season by once again taking both Spring and Summer championships (bringing their total to four). In their first year as an academy team, BDS achieved their best LFL results to date, reaching both finals and forming a fierce new rivalry against LDLC OL.



Spring Winners



1ST Place: LDLC OL

Summer Winners



1ST Place: LDLC OL



PRIME LEAGUE 2022 RESULTS

In 2022 the Prime League's top division saw first time champions for both Spring and Summer. GamerLegion overcame Eintracht Spandau, the team org of popular German streamer "HandOfBlood" with a decisive 3-0 match. Later in the year, Unicorns of Love Sexy Edition finally took the trophy with a rematch of 2020's grand



Spring Winners



1ST Place: Gamer Legion

Summer Winners



1ST Place: UoL Sexy Edition

ULTRALIGA

ULTRALIGA 2022 RESULTS

2022 was huge for Rogue; as well as an LEC championship and commendable Worlds performance, its academy roster won a fifth Ultraliga title. Serbian organization Zero Tenacity switched over from the EBI, and beat AGO Rogue in an upset final that included last minute substitutions and a back-and-forth final game.



Spring Winners



1ST Place: AGO Rogue

Summer Winners



1ST Place: Zero Tenacity



LVP SUPERLIGA 2022 RESULTS

Spain's top flight League of Legends competition welcomed high-profile entrants in 2022, including the esports team of FC Barcelona, and KOI - founded by mega streamer Ibai and footballer Gerard Piqué. Fnatic's academy roster won its first ever trophy, as did future LEC competitor Heretics.

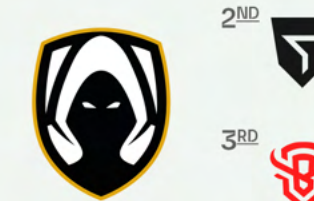


Spring Winners



1ST Place: Fnatic TQ

Summer Winners



1ST Place: Team Heretics



...Continued from previous page

HITPOINT MASTERS

HM 2022 RESULTS

Czech esports organization Entropiq's fast growth and acquisition of experienced players paid off with their inaugural Hitpoint Masters trophy. The following season, eSuba denied them a back-to-back trophy with a two game comeback in the Summer grand finals.

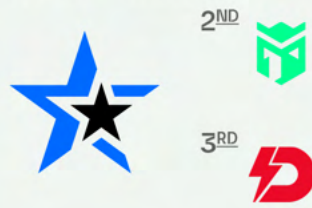


Spring Winners



1ST Place: Entropiq

Summer Winners



1ST Place: eSuba



ELITE SERIES 2022 RESULTS

The Benelux's top League of Legends competition witnessed the first championship win for the esports division of the K.R.C. Genk football club. In Summer, Dutch esports org Echo Zulu rebranded to The Agency and took home its first ERL victory.



Spring Winners



1ST Place: KRC Genk Esports

Summer Winners



1ST Place: The Agency



GLL 2022 RESULTS

After multiple playoff runs, the spookily branded Team Phantasma won its first Greek Legends League trophy after a hard fight against We Love Gaming. Later in the year, the esports division of Cypriot sports team Anorthosis Famagusta FC rose up and took its second consecutive Summer championship.



Spring Winners



1ST Place: Team Phantasma

Summer Winners



1ST Place: Anorthosis Famagusta



EBL 2022 RESULTS

Serbian team organization Crvena zvezda is a familiar sight to see in EBL playoffs, and in 2022 finally grabbed its first trophy. Their final opponent, Croatia's Valiance, exacted revenge in the Summer playoffs in a close, tit-for-tat 3-2 grand finals.



Spring Winners



1ST Place: Crvena zvezda

Summer Winners



1ST Place: Valiance



LPLOL 2022 RESULTS

For the Win Esports distinguished itself as one of only two ERL teams to win both Spring and Summer, and the only team to also win both its regular seasons. In European Masters, the team just narrowly missed out on qualifying for the main event.



Spring Winners



1ST Place: For the Win Esports

Summer Winners



1ST Place: For the Win Esports



PG NATIONALS 2022 RESULTS

In its first season after promotion from the PG Proving Grounds, Atleta Esports delivered a surprising denial of a third consecutive title for Macko Esports. However, Macko would remerge in Summer, and reclaim its place as both regular season and playoffs champion.



Spring Winners



1ST Place: Atleta Esports

Summer Winners



1ST Place: Macko Esports

RESULTS RECAP



EUROPEAN MASTERS 2022

The European Masters (EM) has become known as a proving ground for young League of Legends players, with the best players from across the European Regional Leagues often receiving attention from the top-flight teams. Here's what went down.

SPRING: KARMINE CORP REPEAT HISTORY...AGAIN!

The Spring EU Masters event belonged to the LFL! While 2020 Summer winners AGO Rogue fought hard to the semi-finals, all remaining teams hailed from France. Vitality.Bee's hopes at a first time EM trophy were dashed, leaving two teams that most expected would go the furthest. Retaining the core of their two-time winning roster, Karmine Corp's addition of European star bot laner Martin "Rekkles" Larsson brought them a decisive back-to-back-to-back trophy.

PLAYER HIGHLIGHT: SAKEN

A young but experienced Mid Laner of the French scene, Lucas "Saken" Fayard came up through Vitality's academy squad, while also playing as their LEC temporary substitute. Joining K Corp at the end of 2020, several of Saken's stunning Azir plays helped his team emerge victorious in EU Masters.



Rekkles triumphed with Karmine Corp, taking the trophy in EM Spring

RESULTS

European Masters Spring 2022 Main Event Standings

GROUP A	GAMES	GROUP B	GAMES	PLAYOFFS
1 Vitality.Bee	5-1	1 Karmine Corp	5-1	LDLC 3
2 AGO Rogue	4-2	2 X7 Esports	5-1	RGO 0
3 Eintracht Spandau	3-3	3 GamerLegion	2-4	
4 Crvena zvezda	0-6	4 Team Phantasma	0-6	

GROUP C	GAMES	GROUP D	GAMES	PLAYOFFS
1 Bifrost	5-1	1 LDLC OL	6-0	LDLC 1
2 Fnatic TQ	4-2	2 UoL Sexy Edition	4-2	KC 3
3 Team BDS Academy	2-4	3 Atleta Esport	1-5	VITB 2
4 Team ESCA Gaming	1-5	4 BISON'S ECLUB	1-5	

SUMMER: TEAM HERETICS OUTSHINE EXPECTATIONS

Despite shortcomings in their debut LEC year, Team BDS's academy roster slew tier-two League of Legends last summer; coming second in the LFL and making it to the European Masters finals. Once again, three teams from the French league made the top four, though it was the darkhorse LVP Superliga Summer representative (and incoming LEC team) Heretics who took the trophy in their first ever EM appearance. With the transition to EMEA Masters next year, will the Turkish and MENA teams shake up the status quo? And will playing in front of live crowds push new teams to thrive under pressure?

PLAYER HIGHLIGHT: BLUERZOR

Having played in several ERLs, Hungarian jungler Subicz "bluerzor" Dániel spent 2021 in the LEC with BDS, before joining Heretics. He was named MVP of the EM finals series, and next year will return to the top league as Heretics first ever starting jungler.



Will 2022 mark the final year of online-only European Masters finals?

RESULTS

European Masters Summer 2022 Main Event Standings

GROUP A	GAMES	GROUP B	GAMES	PLAYOFFS
1 UoL Sexy Edition	5-1	1 LDLC OL	5-1	HRT 3
2 Vitality.Bee	4-2	2 X7 Esports	5-1	LDLC 1
3 Giants	3-3	3 AGO Rogue	1-5	
4 Zero Tenacity	0-6	4 AFE	1-5	

GROUP C	GAMES	GROUP D	GAMES	PLAYOFFS
1 Team BDS Academy	6-0	1 Gameward	6-0	BDS.A 3
2 Team Heretics	4-2	2 Dusty	4-2	BDS.A 2
3 SK Gaming Prime	1-5	3 Schalke 04	1-5	
4 Vailance	1-5	4 Macko Esports	1-5	GW 0



RESULTS RECAP

TURKISH CHAMPIONSHIP LEAGUE (TCL)

The TCL has, since 2013, been the top League of Legends competition for all of Türkiye. This year saw the return of live finals events, bringing the region's all-time best teams to reignite their long held rivalries.

Winter Results


1ST Place: Istanbul Wildcats

The Winter season of the TCL took place entirely online (as had been the case during COVID), and marked the competition's tenth overall year. Istanbul Wildcats, who finally claimed their first league title in 2021, topped the league table and handily took the title again with 3-0 wins across the playoffs bracket.

In Summer, the competition concluded with a live final at the Izmir Kültürpark Open Air Theatre. Despite just scraping into playoffs, Fenerbahçe Esports fought hard through the bracket with hopes to claim their first title since 2020. In the finals they met their match in Istanbul Wildcats, who triumphed with a 3-2 result to claim their first ever back-to-back trophy.

Summer Results


1ST Place: Istanbul Wildcats



Istanbul Wildcats lifted the TCL trophy at its first live finals events since 2019



RESULTS RECAP

LOL CONTINENTAL LEAGUE (LCL)

The League of Legends Continental League (LCL) is the top competition in the CIS region. 2022 would have been its seventh full year of competition, however the Russian-Ukraine war led to its indefinite suspension.

We include the results of the two weeks of games that were played out in Spring out of respect to the teams and Riot Games staff in the region.

LCL 2022 RECAP
LEC 2022 Spring Standings

TEAM	GAMES
1 One Breath Gaming	4-0
2 Team Spirit	4-0
3 Black Star Gaming	3-1
4 Unicorns of Love	3-1
5 CrowdCrowd	1-3
6 Dragon Army	1-3
7 CTRL PLAY	0-4
8 Vega Squadron	0-4



UoL's Fabian "Sheepy" Mallant now competes in the Prime League

FROM EUROPE TO EMEA

2023 will see a significant change to the European League of Legends region, as well as those immediately neighboring it. The E in EU will expand to include Türkiye, the CIS, and MENA countries. In practice, this means that the TCL and newly renamed Arabian League (AL) will be part of the 11 EMEA Regional Leagues (ERLs).

Both these competitions can qualify teams into the newly rebranded EMEA Masters, turning this showcase tournament into a truly intercontinental competition. In addition, players across EMEA will

be able to compete in the LEC as resident players, and will not be subject to the Interregional Movement policy when participating.

The result is a united competitive region for League of Legends esports. That said, the LCL will remain suspended until further notice, but may be included in this ecosystem structure in the future. However, CIS players will be offered the same residency status as any other players in EMEA. Details on where each country will compete are on the next page.

EVOLVING THE 'E' IN EUROPE

Whether you've been with us for ten years or one, we're determined to bring you a bigger, better, bolder vision of LoL Esports in the region.

In 2023, we're broadening what the E stands for in the LEC by merging the existing European region with Türkiye, the CIS, and MENA to become EMEA – a united competitive region.



LEAGUE OF LEGENDS

DEVELOPMENTS FOR 2023

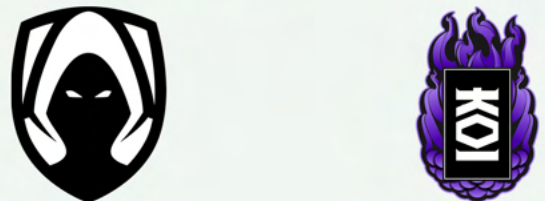
As we enter the second decade of LoL Esports competitions in Europe, we will be expanding the region to cover more territories and players, with many competition changes in tow.

NEW NAME AND BRANDING FOR THE EMEA MASTERS

EMEA Masters will continue to be the proving ground for up and coming talent in EMEA. The key change for 2023 is that 13 ERLs will now be contending, with the addition of the Turkish Champions League (TCL) and Arabian League (AL). The best performing teams will qualify either for play-ins or the main event, depending on the ERL.



NEW LEC TEAMS IN 2023



Team Heretics

Misfits Gaming will be exiting the LEC in 2023. While saying goodbye to this team was hard, an exciting new competitor is acquiring their spot. Team Heretics was founded in 2016, and hails from Spain. Competing in a number of game titles, this org only joined the LVP Superliga in 2022, but quickly rose to the very top with a spectacular European Masters win in Summer.

KOI

After their stunning victory in LEC Summer, Rogue (and its parent company Infinite Reality) have decided to join forces with one of the most electrifying organizations in Spanish esports. Starting in 2023, Rogue will compete as KOI, the esports club founded by former LVP caster and Twitch star Ibai Llanos, and professional football star Gerard Piqué. KOI debuted in 2022 in the LVP Superliga.

2023 OVERVIEW OF ERLS

ACCREDITED ERLS



SUPERLIGA
Spain, Andorra



LA LIGUE FRANÇAISE
France, Monaco



PRIME LEAGUE
Germany, Austria, Liechtenstein, Switzerland



ULTRALIGA
Estonia, Georgia, Latvia, Lithuania, Poland, Ukraine, Israel



NEW: TCL (TÜRKİYE CHAMPIONSHIP LEAGUE)
Türkiye, Azerbaijan, Mongolia, Tajikistan, Turkmenistan, Uzbekistan

NON-ACCREDITED ERLS



NORTHERN LEAGUE OF LEGENDS CHAMPIONSHIP
UK, Ireland, Sweden, Finland, Denmark, Norway, Malta, Iceland



PG NATIONALS
Italy: Holy See (the), San Marino



EBL
Albania, Bosnia and Herzegovina, Bulgaria, Croatia, Hungary, Montenegro, North Macedonia, Romania, Serbia, Slovenia, Kosovo, Moldova



GREEK LEGENDS LEAGUE
Greece, Cyprus



ELITE SERIES
Belgium, Netherlands, Luxembourg, (incl. Caribbean Dutch Islands, Aruba, Curacao)



HITPOINT MASTERS
Czech Republic, Slovakia



LIGA PORTUGUESA DE LEAGUE OF LEGENDS
Portugal



NEW: ARABIAN LEAGUE
Algeria, Bahrain, Egypt, Iraq, Jordan, Kuwait, Lebanon, Libya, Morocco, Oman, Palestine, Qatar, Saudi Arabia, Tunisia, United Arab Emirates



2022 SEASON REVIEW

VALORANT

Introducing the global and EMEA VALORANT ecosystems, and results for Challengers, VRLS, and Game Changers.



VALORANT ESPORTS IS AN ENTIRELY OPEN CIRCUIT. IT IS POSSIBLE FOR A TEAM TO QUALIFY ALL THE WAY UP TO CHAMPIONS

VCT OVERVIEW

THE VALORANT EMEA ECOSYSTEM

The VALORANT Champions Tour (VCT) is an annual circuit of competitions split across three regions: Americas, EMEA, and APAC. Here's how it breaks down:

INTERNATIONAL EVENTS

The culmination of the VCT season is Champions; the game's ultimate contest. To qualify, teams earn points throughout the year in their respective regions by performing well in Challengers events. More points are earned by qualifying and succeeding at Masters; international tournaments held twice a year. There are also Last Chance Qualifiers (LCQ) to Champions within each region.

VCT CHALLENGERS

The highest tier of regional play, Challengers, is split across multiple stages; each qualifying teams into the next Masters event. In 2022, the EMEA Challengers followed a league format; the initial stage featured the best teams of 2021, as well as winners from open qualifiers for Europe, Türkiye, and the CIS. Subsequent stages followed a relegation and promotion format; the two bottom teams from Challengers would play against



In just two years, Champions became one of the most coveted esports trophies

the winners from each VRL for a chance to play on in the following stage.

VALORANT REGIONAL LEAGUES (VRLS)

Taking inspiration from the European Regional Leagues in League of Legends, EMEA

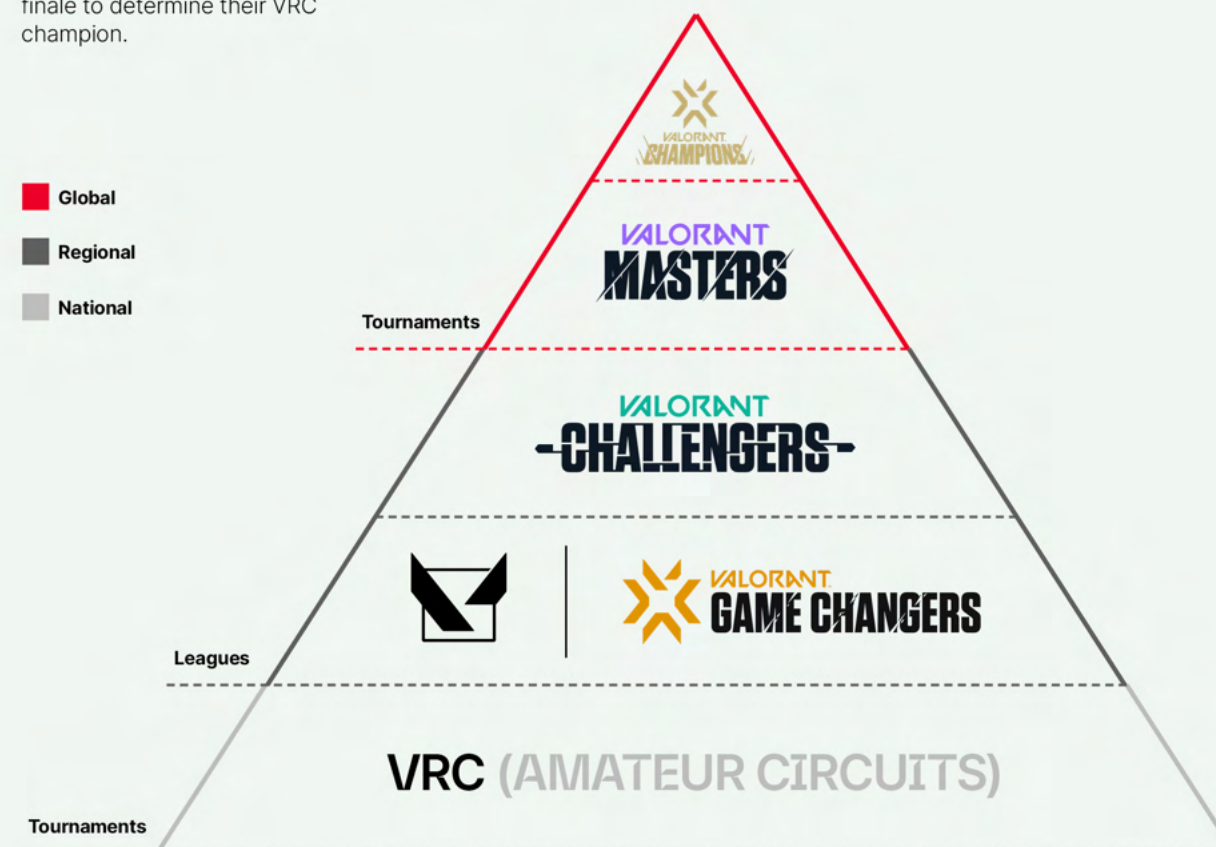
features a set of tier-two regional leagues combining various countries from Europe, Türkiye, and MENA. Each competition is run in partnership with a local tournament organizer, and at the end of the year, the best performing teams contest each other in the VRL Finals.

VALORANT REGIONAL CIRCUITS (VRCS)

Representing the amateur and grassroots layer of the ecosystem, the VRCS are an EMEA exclusive initiative. These competitions give local players the chance to compete in organized, Riot-sanctioned competitions, with participants earning points for their respective teams during the course of a season. The highest ranked teams will face off in the finale to determine their VRC champion.

VCT GAME CHANGERS

Held across all regions of VALORANT esports, VCT Game Changers supplements the competitive season by creating new opportunities and exposure for women in VALORANT esports. The regional Game Changers events award its own circuit points, with the top earners qualifying for the global championship.





VCT OVERVIEW



The VCT covers three "super regions," though China is not yet included

Unlike League of Legends, which has 11 separate regions, the VALORANT/VCT ecosystem comprises three "super regions:" EMEA, Americas, and Asia. Each has their own organization of Challengers tournaments - either covering a single country or a collection of territories. In 2022, EMEA was the only region that qualified teams to international events via one Challengers league.

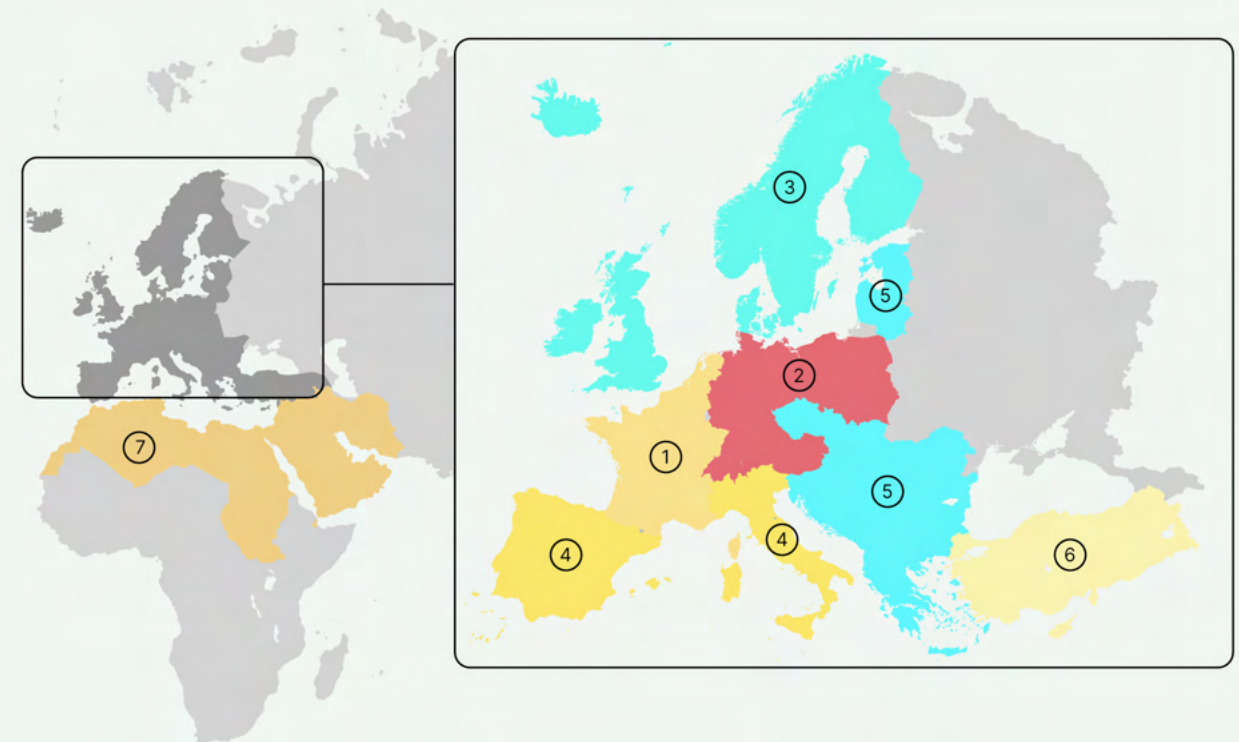
In order to maintain the regional identity of teams that compete in the VCT and to encourage the type of regional identification that is important to fans and sponsors, each team will be required to have a minimum of three residents on their starting roster, and a minimum of four residents on their team. For example, a resident of EMEA could be a citizen or lawful resident of an EMEA country.

In 2022, the vast majority of Challengers group stages, playoffs, and finals were played out online. The Masters events were held in person in Reykjavik, Iceland and Copenhagen, Denmark, with Champions taking place in Istanbul, Türkiye. The 2023 International Leagues (detailed later) will be held live in the cities showcased above.



All VCT qualified teams earn champion points throughout the year

VRL REGIONAL OVERVIEW



- 1. **VRL FRANCE** (Resolution) FRANCE, BENELUX
Freaks 4U Gaming
- 2. **VRL DACH** (Evolution) GERMANY, AUSTRIA, SWITZERLAND
Freaks 4U Gaming
- 3. **VRL NORTHERN EUROPE** (Valkyrie) NORDICS, UK, IRELAND
Promod Esports
- 4. **VRL SPAIN** (Rising) SPAIN, PORTUGAL, ITALY
LVP
- 5. **VRL EAST** (Surge) POLAND, EASTERN EUROPE
Frenzy
- 6. **VRL TÜRKIYE** (Sivuk) TURKEY
ESA Esports
- 7. **VRL MENA** (Resonance) MENA
Calyx

- The VALORANT REGIONAL LEAGUES (VRLs) are run with partner tournament organizers across EMEA. Competition is played primarily online, with offline finals in certain regions.
- During 2022, the top performing VRL teams earned a chance to qualify for VCT Challengers EMEA.
- At the end of the season, the best VRL teams competed against each other in the VRL Finals event.



RESULTS RECAP

VCT CHALLENGERS EMEA 2022

In its first year as a full, region-wide league, EMEA Challengers saw many of its strongest teams return, while others surpassed their 2021 performances and made history for the region.

Series 1 Results



1ST Place: FunPlus Phoenix

Series 2 Results



1ST Place: Fnatic

EMEA CIRCUIT POINT STANDINGS

RANKING/TEAM	TOTAL POINTS
1 FunPlus Phoenix	1200
2 Fnatic	525
3 G2 Esports	305
4 Guild Esports	300
5 Team Liquid	265
6 M3 Champions	125
7 Acend	105
8 BBL Esports	100
9 Natus Vincere	90
10 OG LDN UTD	85

Qualified for Champions
Qualified for Champions
Qualified for Champions (via LCQ)

FunPlus Phoenix were indisputably the best performing team from EMEA for the 2022 VCT season. Although visa issues prevented them from competing in Masters Reykjavik as winners of Challengers Stage 1, the team pressed on to take the runner-up spot in June.

Despite winning the inaugural Champions event in 2021, Acend could not find comparable success this season. However Fnatic, one of the most storied esports orgs in Europe, added to its legacy in the FPS genre with a top three finish in Challengers 1, and the grand prize in Stage 2.

In the Last Chance Qualifiers (LCQ), Guild Esports and G2 Esports attempted to cap their impressive 2022 runs with a ticket to Istanbul, but each fell short in the lower bracket. Team Liquid, the LCQ EMEA winners of 2021, seem to like keeping their fans in suspense as they won the competition for a second year running.

HOW DID EMEA PERFORM GLOBALLY?

After winning two global events in 2021, including the world championships, EMEA took on even tougher competition in the second full year of VALORANT esports.

2021 saw an all EMEA team final at Champions, setting the stage for another strong year for the region. In all three global VCT events, there was always one EMEA team placing at minimum in the top six. For the first Masters event, Team Liquid, Fnatic, and G2 Esports returned to Reykjavik, with G2 going the furthest before being sent home in the second round of the lower bracket.

Masters 2 was the first ever VCT global event with a live audience. For the occasion, FPX delivered several show stopping plays for the local Danish crowd. In the finals, they challenged the eccentric Southeast Asian team organization Paper Rex. Despite their domination of the top bracket, Rex would fall in a 2-3 loss against FPX, with SUYGETSU delivering a jaw dropping



Fnatic competed in all three global VCT competitions in 2022



After missing out on Masters 1, FunPlus Phoenix triumphed in a memorable finals in Copenhagen last July

quadra-kill in the final round for good measure.

While EMEA couldn't claim a repeat victory in 2022 Champions, the region took three top eight places - more than any other region. Korean team DRX turned out to be EMEA's ultimate rival; after Fnatic were forced to send fellow EMEA rep Team Liquid home, they were then knocked out by DRX, who also not only knocked FPX to the lower bracket, but later rematched and bested them in the quarter finals. Nevertheless, EMEA (and Europe especially) have set a strong foundation as we move into the 2023 season.



RESULTS RECAP

VALORANT REGIONAL LEAGUES (VRLS) 2022

- All VRLs in 2022 were played out online remotely. Each featured two stages of competition, with teams either invited or from open and closed qualifiers.
- Most VRLs feature eight teams, a group stage, and double-elimination playoffs. Some VRLs relegated their bottom two teams to a respective VRC.
- VRL Stage 1 winners qualified for the VCT Challengers EMEA promotion tournament. Stage 2 winners qualify for the VRL Finals, featuring teams across EMEA.



Stage 1 Winners:
Surreal Esports



Stage 2 Winners:
FUT Esports



BİRLİK RESULTS
In the VRL for Türkiye. Surreal Esports went neck-and-neck with Fire Flux Esports in the Stage 1 regular season, before toppling them in the finals. FUT Esports won Stage 2, and would go on to win the VRL Finals event.



Stage 1 Winners:
FOKUS



Stage 2 Winners:
Angry Titans



EVOLUTION RESULTS
German organization FOKUS not only won the VRL Dach Stage 1, but went on to win the VCT Challengers EMEA promotion tournament. Angry Titans won Stage 2, with an undefeated upper bracket run.



Stage 1 Winners:
EXCEL



Stage 2 Winners:
EXCEL



POLARIS RESULTS
Excel were the only European based team to win both stages of their VRL. In Stage 1 the UK based org won through the lower bracket, while in Stage 2 they topped the regular season and upper bracket.



Stage 1 Winners:
Team Falcons



Stage 2 Winners:
Team Falcons



RESILIENCE RESULTS
One of the largest esports organizations in MENA, Team Falcons were almost unstoppable in their local VRL (for teams in the GCC and Iraq), and similarly dominant in Grand Final events for both Stage 1 and 2.



Stage 1 Winners:
Sector One



Stage 2 Winners:
Team Vitality



REVOLUTION RESULTS
Belgium based team organization Sector One toppled Team BDS' VALORANT team in Stage 1 of their VRL. In Stage 2, Team Vitality took first place, and would end up as the runner-up in the VRL Finals tournament.



Stage 1 Winners:
Rebels Gaming



Stage 2 Winners:
Case Esports



RISING RESULTS
Rebels Gaming made a surprising lower bracket run to victory in the first stage of the VRL Rising competition. In Stage 2, Case Esports won both the regular season and grand finals against UCAM Esports Club.



Stage 1 Winners:
Anonymo Esports



Stage 2 Winners:
TENSTAR



SURGE RESULTS
The VRL for Eastern European territories saw Anonymo Esports emerge victorious from the lower bracket in Stage 1. TENSTAR would drop only five matches in their upper bracket victory lap in Stage 2.



RESULTS RECAP

GAME CHANGERS EMEA 2022

Year two of Game Changers featured the region's finest women VALORANT teams, G2 Gozen clearly claiming the crown of 2022.

Series 1 Results



1ST Place: G2 Gozen

Series 2 Results



1ST Place: G2 Gozen

Series 3 Results



1ST Place: Guild X

After its successful launch in 2021, VCT Game Changers has continued as an industry pioneer for developing diversity and inclusion in competition. For 2022's EMEA region, the undisputed success story was G2 Gozen. The team, which consists of several FPS veterans, performed well in their first year, but the current roster left no room for doubt. In the first two Game Changers series of the year, G2 Gozen didn't lose a single game, and dropped only one map (against Guild X in the grand finals of Series 1). These easily gave them enough circuit points to qualify them as EMEA's first seed in the Global championship.

Guild X were also nothing less than consistent; reaching all three Game Changers finals. In the third, they finally handed Gozen a loss, allowing Guild X to secure the other EMEA spot in the Championship event. This sets up a friendly rivalry for the region as Game Changers EMEA expands into a 16 team structure for 2023.



Guild X were another strong EMEA contender

G2 GOZEN SLAY THE GLOBAL COMPETITION

The first Game Changers Championship highlighted just how fierce the scene's competition is growing internationally.

After two years of regional play and ground building, it was finally time to bring together the world's best Game Changers teams for some unforgettable matchups. Taking place in Berlin in November, the Game Changers Championships welcomed eight teams from North America, Brazil, Latin America, EMEA, East Asia, and the Asia Pacific; all vying for the lion's share of a \$500,000 prize pool.

Teams qualified either through circuit points earned throughout the year, or by winning a regional final. They were then seeded into a double elimination bracket. Guild X, the second representative from EMEA, were immediately dropped to the lower bracket after a loss against North America's Shopify Rebellion GC. Though they fought back and eliminated Japanese org FENNEL Female, they weren't able to overcome Cloud9 White, the first seed from North America. This left G2 Gozen with lofty expectations for their region, and they did not fail to deliver. The team dropped only one map in their upper bracket journey to the Grand Finals. Their last and toughest opponent was Shopy Rebellion GC. The match was the only one of the tournament to



G2 Gozen gallavanted to their first global Game Changers trophy

reach a full five games, with G2 Gozen managing to pull off an impressive reverse sweep and claim the series, and Championship trophy, 3-2.

The finals of the Game Changers Championship reached a peak viewership of over 230,000, making it one of the most watched women's tournaments in esports history. By also being a LAN event with a live audience, it allowed many players to showcase their now viral

personalities on stage. More global events are planned for 2023, while regionally, Game Changers EMEA will include a secondary Contenders competition, and regional qualifying circuit.

VCT DEVELOPMENTS FOR 2023

The last two years of VALORANT esports have been unforgettable; but this was only a warm-up for the next level of competition. Here's what to expect:



NEW INTERNATIONAL LEAGUE FOR EMEA

In 2023 the top professional tier of the VCT will evolve into three international leagues: representing the Americas, EMEA, and Asia Pacific. These will be the only way for teams to qualify for Masters tournaments and Champions. The EMEA teams will

compete from Berlin, the same home as the League of Legends: European Championship.

TEN PARTNER TEAMS

As seen in League of Legends, a formal relationship with teams has enabled us to collaborate closely, while players have benefited from larger salaries and

teams have been able to plan multiple years into the future. Each of the VCT International Leagues chose just 10 teams out of an overwhelming number of applicants. The successful teams were chosen based on shared values, fan connection, and long-term sustainability.

There will be no upfront cost, however teams will be making a significant commitment in terms of team infrastructure, marketing, etc. In return, Riot will provide a financial stipend and in-game merchandise.

The teams competing in VCT EMEA next year are as follows:

- Team Vitality
- Team Liquid
- Team Heretics
- Fnatic
- BBL Esports
- Navi
- Karmine Corp
- Giants
- FUT Esports
- KOI



The VALORANT Champions Tour EMEA region is highlighted here, with teams competing from all over the region

VCT CHALLENGERS AND ASCENSION TOURNAMENT

In EMEA, Challengers competitions will take the place of the VRLs, surfacing up-and-coming talent critical for the long-term success of VALORANT. Of the 20 Challengers leagues worldwide, eight of them will be located in EMEA, each beginning in 2023 with open qualifiers.

The best performing teams from each Challengers league will qualify for a new event series that will crown the best of their territory: the Ascension tournament. Teams who secure victory will then qualify for their International League for a two year period; receiving similar benefits as partner teams. This will continue on a yearly basis, with two teams able to qualify to international leagues starting 2026, leading to a cap of 14 total teams per league starting 2027.

VCT GAME CHANGERS

Last year, more than 40 Game Changers events provided opportunities for women in VALORANT esports. In 2023, we're heavily investing in Game Changers by leveling up tournaments worldwide, providing more training sessions, and continuing the World Championship. Our ultimate goal is to see all genders represented across every level of VALORANT competition.

IN-GAME COMPETITIVE MODE

We believe that the path to Champions should begin directly within VALORANT. The VALORANT dev team is focused on ensuring the core experience meets the expectations of players at scale. We have huge ambitions for integrating this system directly into the VCT. Looking ahead to 2024, the top teams emerging from this system will get a chance to qualify directly from the game into Challengers.



Teams that compete in Challengers can work their way to the top level of competition



INTERVIEW

DANIEL RINGLAND

Head of VALORANT Esports, EMEA

After seven years at Riot's Sydney office, Daniel Ringland moved to Berlin in 2020 to lead and develop VALORANT's regional strategy for EMEA, from amateur all the way to pro.

“ VALORANT HAS BEEN DESIGNED AS A GLOBAL ESPORT FROM THE BEGINNING

How was the VALORANT esports ecosystem designed, in contrast to League of Legends?

The main difference is that VALORANT has been designed as a consistent global ecosystem from the beginning, whereas LoL was initially built as independent leagues around the world, which layered up into a global system. Each approach definitely has its strengths, and caters to their audiences differently. With VALORANT, all layers of the ecosystem are designed to interconnect in very international ways.

What was Riot's approach to the second full year of VCT?

When I joined in 2020 we were already making plans, having conversations and asking ourselves what does the long term vision for VALORANT esports look like? We had grand plans and realized quickly that it would take a few years to put them in place. Once we decided that the partnership model would start in 2023, we needed a bridge year in 2022.

What were some of the key challenges in scaling a new sport in two years?

VALORANT has constantly surprised us with how much players love it. The demand for esports has been there since the beginning, and as we did more esports, fans wanted more and they'd had high expectations, rightfully so meeting demand has been one of those good problems to have.

With the International Leagues, what are some of the advantages of one league covering so many different territories?

The advantages will be around

the stories of the players who will be competing. We've got players joining our league from many different countries, all with unique cultural backgrounds, and there's some great stories to be told. We're also seeing that the meta is not stale, there are lots of different playstyles, and lots of upsets. EMEA is so vast and so wide, we have players coming out of nowhere that no one's heard of, and performing really well.

Having bigger regions offers more opportunities for surprises and richer storytelling opportunities.

How do you reflect on your experience speaking to so many teams, and making the decision on who enters the league?

It was a truly humbling experience. The reaction from teams when we announced this program was overwhelming.

We had so many fantastic organizations who do great things in other esports that all wanted to be involved in VALORANT esports.

For us, that process of taking such a huge list of awesome teams and turning it into only 10 was as exciting and humbling as it was difficult to whittle it down.

What is the strategy for ensuring there is a consistent pipeline of new VALORANT talent entering the scene?

When we sat down to design the VALORANT esports ecosystem, it was important that there was a pathway from grassroots competitions all the way to the highest level of play.

Through our regional circuit program, which is essentially our amateur ecosystem in EMEA, teams can get promoted to the national (Challenger) leagues, and from there is a pathway for

the top team to get a guest slot in the international league.

Riot will also soon be releasing an in-game tournament platform which will also feed into our Challenger leagues, making it even easier for everyone to get involved. This means an aspirational young up and coming player competing in an amateur tournament has a direct pathway that they can dream about and work towards to get from where they are to holding that trophy on the world stage one day.

What is the core value of the Game Changers program?

We know that there are many women throughout the VALORANT ecosystem who have just as much potential as their male counterparts. But, for various reasons, there are no female players in elite top tier VALORANT. Through our research we've been able to identify a number of barriers that exist, and the Game Changers program is designed to create a safe space and remove those barriers, so female players who want to go pro can follow their dreams and live up to their full potential.

The first Game Changers global event has just concluded and some of the skill on show there was truly amazing.

What is your biggest aspiration for the EMEA region specifically, in the next year?

We've been operating VALORANT esports for a few years now, and the ecosystem has evolved.

One of the challenges we've had with an open ecosystem is there's so many teams that were coming and going that it was hard for fans to build an affinity.

Now that we have our partnership teams and national leagues, what we want is for more people to not just tune in on Twitch, but follow the stories, watch all the content, and truly evolve from viewers into fans.



2022 SEASON REVIEW

FUTURE DEVELOPMENT

A look into Riot's evolving esports game titles, league circuits, and developing competitive regions.



RESULTS RECAP

WILD RIFT ESPORTS 2022

The first full season of League of Legends: Wild Rift esports featured one of the largest mobile esports competitions ever seen in the EMEA region.

RE-ENTERING THE RIFT

Wild Rift, first released in open beta in 2020, is an adaptation of League of Legends designed specifically for mobile devices. It takes the familiar gameplay of the PC version, but with a reduced map size and shorter respawn times resulting in matches that typically last 15 minutes; ideal for gaming on the go. By the end of 2022, the game has over 40 playable champions, and is available in over 85 countries.

THE STRUCTURE OF EMEA

In 2022, the Wild Rift Championship EMEA (WREC) launched as the game's top tier competition in the region. Open qualifiers for Europe, Turkey, and CIS* ran in February, with the best teams competing in regional tournaments for one of just five spots in the WREC main event (and two more in a play-off round). The final stage was an in-person event in Barcelona, with teams fighting over a €208,000 prize pool.

TEAM QUESO RETAIN THEIR CROWN

In the WREC live finals, Turkish team organization Parla Esports surpassed expectations with a respectable fourth place finish. Despite stronger group stage finishes, both Rix.GG and Game-Lord were unable to overcome last year's Origin Series winner Team Queso, who brushed off their initial loss to Rix.GG in the finals for an eventual 4-1 victory.



Spanish mobile organization Team Queso triumphed at the WREC live finals in Barcelona

*Due to the Russia-Ukraine war, the CIS regional league was cancelled, with players from the region able to compete in a different group.

WREC 2022 Season Results



1ST Place: Team Queso

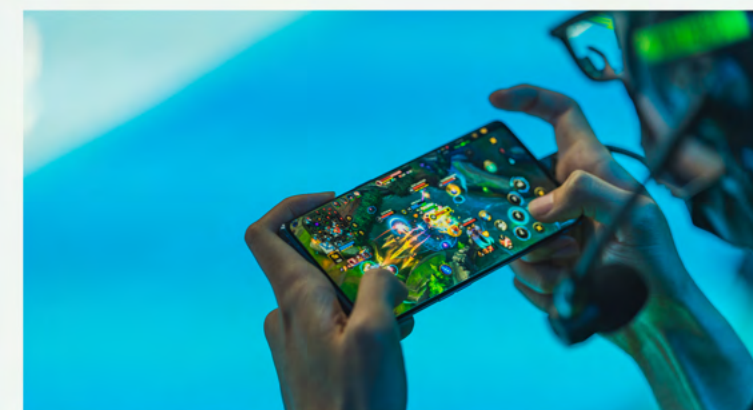


STEPPING ONTO THE WORLD STAGE

The Horizon Cup kicked off the global Wild Rift scene in 2021, and the following year 24 teams from around the world met in Singapore to claim their share of a \$2 million prize pool. The Icons Global Championship mirrored the League of Legends Worlds format with a main Group Stage (mainly featuring the regional champions) and a Play-In stage (comprised of runners-ups and last-chance qualifiers winners). Those that survived groups would play in a single elimination bracket.

THE PLIGHT OF EMEA

China, Vietnam, and the Philippines are among the largest mobile gaming markets in the world. Taking on teams from these countries was never going to be easy, and sadly EMEA's three representatives were unable to prevail.



Wild Rift is played on a touchscreen, with "virtual" joysticks

Both EMEA play-ins teams Rix.GG and Game-Lord were able to secure a win in their groups, but not enough to advance. Team Queso met a similar fate as last year's Horizon Cup, losing all its group matches and missing out on playoffs. The trophy and lion's share of the prize money would go to Hong Kong org Nova Esports.

WILD CIRCUIT AND A NEW DIRECTION FOR 2023

With Icons wrapped up, the latter half of 2022 saw more Wild Rift action in the form of the Wild Circuit. This consolidated competition series across all eight regions saw Riot work with third-party organizers to host officially sanctioned events (featuring not only pro teams but competitors at all skill levels) during the off-season. In EMEA this included an expansion of the Game Changers brand - the first all-women Wild Rift event.

While WREC will be returning in 2023 for another season, these third-party tournaments will play a key role. The next year will focus heavily on organized play and open participation circuits, helping to strengthen the foundation of Wild Rift esports.



In the Icons main event, EMEA's top team were outmatched by some of the best Wild Rift teams in Asia



TEAMFIGHT TACTICS RECAP

GIZMOS AND GADGETS CHAMPIONSHIP

The League of Legends derived autobattler, Teamfight Tactics (TFT) returned with two global competition circuits in 2022.

In case you need a quick refresher: TFT is an eight person free-for-all League of Legends strategy game. Players tactically place an army of characters on a grid-shaped game board for a last-player-standing automated battle. The game has welcomed over 100M players globally since its launch, providing a fun and deep chess-like gameplay experience.

The game's championships correspond to the current new set available for the game. Between December and May, tournaments revolved around the sixth set, Gizmos and Gadgets. This featured the new Hextech Augments mechanic, and the ability to play in duos. For the upcoming global championship, Riot Games introduced the new Rising Legends EMEA circuit, in partnership with GGTech Entertainment. Featuring a €43,000 prize pool, the competition allows players to earn points and qualify for the finals through ranked matches in-game, or through the Golden Spatula Cups.

There are also local tournaments, culminating in the Rising Legends Superbrawl, a regional nation-based event. The EMEA finals would award only the top five players spots in the global TFT tournament.

France has historically had a strong history in TFT, but even



The Golden Spatula is the most coveted trophy in TFT

we were surprised to see the top four players all hailing from the same country! The winner, Double61, is signed to Karmine Corp and previously won the Galaxies world championship in 2020. He clinched first place after back-to-back winning games on the final day of competition.

Rising Legends: Gizmos & Gadgets Grand Finals Standings (Top 8)

TEAM	PLACEMENT	POINTS
1 Double61		38
2 Voltariux		32
3 L3S Coco		29
4 Un33d		29
5 Zbrojson		27
6 Ging		26
7 Szati		25
8 Lelouch		10



DRAGONLANDS CHAMPIONSHIP

The 7th TFT set featured ancient dragons, untold riches, and another global championship with a higher than ever prize pool.

The Dragonlands set was released in June, and soon after, the next Rising Legends circuit was underway. Like earlier in the year, open qualifier tournaments (featuring 512 players and played out over three days) would allow players entry to the Golden Spatula Cups (GSCs), as would Challenger ranked ladder players. The Superbrawl also returned, however now players compete individually, rather than as a team.

The Rising Legends Dragonlands final featured 32 contestants, including GSC winners, the Superbrawl top three, and those who performed consistently in ladder play. Lelouch, who narrowly missed out on the Gizmos and Gadgets Global event, took first place in the grand finals. Despite not winning any games on the final day of competition, his consistently high placement narrowly pushed him ahead of Noel.

The Dragonlands global championship featured a record \$400,000 prize pool, with \$150,000 earmarked for the winner. EMEA's hopes were once again placed on five players.



Dragonlands was the first global TFT production hosted by EMEA

The format this time featured a two day group stage, and after ten rounds of play, sadly no EMEA contestants remained (Lelouch came the furthest, finishing 10th). The Golden Spatula would ultimately go to Xunge, making him the third Chinese player in a row to win TFT's highest level tournament.

Rising Legends: Dragonlands Grand Finals Standings (Top 8)

TEAM	PLACEMENT	POINTS
1 Lelouch		35
2 Noel		34
3 Double61		31
4 L3S Coco		27
5 Deisik		26
6 Salvyyy		23
7 Briks		20
8 Sologesang		20



REGIONAL DEVELOPMENT

A LOOK BACK AT RIOT ESPORTS IN TÜRKIYE

As we celebrate ten years of League of Legends in Türkiye, let's revisit the country's vibrant history of esports.

2022 marked ten years since the local game servers for League of Legends first came online in Türkiye. The region, its player base, and fans remain as passionate as ever, with a Riot's office in Istanbul continuing to cultivate local gaming communities, and develop the esports ecosystem. Let's rewind the clock and see how Riot's competitive titles have grown throughout the last decade...

HISTORY OF THE TCL

The Turkish Championship League (TCL) (or in Turkish, the Şampiyonluk Ligi), began in 2013. This means the competition has been running just as long as the top leagues of Europe, North America, China, and Korea. The two original finalist teams, Dark Passage and HWA Gaming, have stayed in the league all these years (the latter rebranding to Istanbul Wildcats).

Like its EU counterpart, the TCL historically ran with a Challenger league and relegation-promotion system. It adopted its own partnership system in 2019, expanding to ten teams, introducing an academy league in tier-two, and for a time also played out games in a 900-capacity esports venue. A Turkish team first qualified for the World Championships in 2014, and received a dedicated play-in stage spot since 2017.



The Turkish esports community are well known for their hardcore fan excitement at events



The TCL 2022 finals were a celebration of the last decade of play

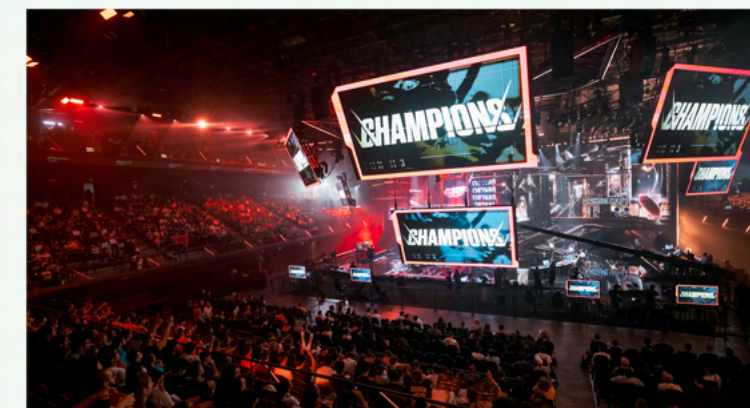
UNDERSTANDING TÜRKIYE'S GAMING COMMUNITY

Türkiye has one of the most experienced PC cafe cultures across EMEA. Players to this day at the amateur level play at LAN cafes to show off, and potentially to be scouted to semi-pro and pro teams. While some of the explanation behind this is financial, the result is an intense grassroots fanbase that can be seen at every live event. For example, the last TCL final (2018) before the COVID-19 pandemic was held at a 10,000 capacity venue, and almost sold out.

National pride is also a hallmark of the country's region. Across multiple esports, Turkish teams often compete with all players of one country; and while that may be partly explained by language, it has led to rich rivalries with similarly impassioned, wild card regions like Brazil and Latin America.

Türkiye also has a long held love of FPS titles. The local

playerbase took immediately to VALORANT, with the regional qualifying VCT competitions in Türkiye being among the leaders in viewership. Local fans were happy to see the inclusion of a Turkish agent, Fade, in 2022, and even more blown away to learn that the game's biggest esports tournament, Champions, would come to Istanbul.



The passion of VALORANT's Turkish community helped bring the 2022 Champions tournament to Istanbul

THE NEXT STEPS FOR TÜRKIYE

As explained in the "League of Legends Developments for 2023" chapter, Türkiye will officially join the EMEA region for LoL Esports. While this means the territory won't have an annual spot at Worlds, it will continue the region's long legacy as a proving ground for top talent. Players who've lifted the TCL trophy have gone on to do the same for other competitions, such as Armut (LEC), 113 (European Masters), and Closer (LCS). Next year the TCL will be able to qualify multiple teams to EMEA Masters, and Turkish players will be able to play in both the LEC and ERLs as residents. This could be a big win for talent development within Türkiye, and be beneficial for the EMEA region as a whole.

REGIONAL DEVELOPMENT

THE PATH AHEAD FOR ESPORTS IN MENA

Next year the Middle East and North Africa will join Riot's wider esports ecosystem. Here's a deep dive into the region and the path that brought us here.

The Middle East and North Africa (MENA) region has a long if not understated history in gaming, and its journey in esports is just getting started. Riot Games arrived in 2018, and now has a dedicated office in Dubai. The first major event was the Nexus in 2019; while not strictly esports on a competitive level, it was a huge League of Legends tournament in Riyadh for influencers and grassroots players.

This laid the groundwork for the Intel Arabian Cup (IAC), which will develop into an ERL in 2023, with the VRL MENA Resilience league having officially brought Riot Esports into MENA Last year.

A REGION WITH HIGH GROWTH POTENTIAL

MENA and the 15 countries that comprise it may be new in Riot Esports, but there is already a history of competitive gaming culture. Some of the best Dota 2 players, including Miracle-, YapzOr, and GH originate from the territory. Mossad "MsDossary" Aldossary, an accomplished pro

FIFA player, established Team Falcons which is now one of the strongest VALORANT teams in MENA. The Intel Arabian Cup allowed Riot to tap into the grassroots and create a demand for pro play, and for teams to sign talent.

While international representation is a long term aspiration, the current focus is education for players, and help them develop the tools they need to compete outside of MENA.

UNDERSTANDING THE COUNTRY DYNAMICS

Arabic is a shared language across MENA, but it is a gaming region with different servers, cultures, and power spend. While the GCC is financially strong and has a business maturity in esports, North Africa - particularly Egypt and Morocco - are used to large gaming events and attending en masse!

League of Legends and VALORANT are among the most popular PC games, but the region is above all a console and mobile market. Egyptian gamers, for



Team Falcons player Alvar was named MVP of the MENA VRL

example, took to Wild Rift in a big way.

The first year of the IAC was national in its approach; 15 tournaments, one in each country. In the second year, this

switched to a sub-regional approach: North Africa, GCC, and the Levant. This better suited the scale of the competition, and the particular needs and resources of individual territories. For 2022, the qualification system grew became more sophisticated:

- The Prestige qualifiers are open to all players above Diamond 2 rank, and qualifies two teams to meet the top eight from 2021's IAC.
- IAC Playground is an amateur tournament open to all classifications and teams, divided into three sub-regions (GCC, Levant, and North Africa).
- The IAC Grand Finals represents the highest level of League of Legends competition in MENA, and will offer pathways to EMEA Masters qualification in 2023.

Among the MENA countries, Morocco, Tunisia, Egypt, Saudi, UAE, and Bahrain are among the more active in terms of

tournament organizers. In order to meet the growing demand for esports competition, Riot Esports will empower local TOs more to grow their local markets, and automatically lead more talent into our competitions within the region.

WHAT WILL THE FIRST YEAR IN EMEA ESPORTS BRING?

2023 is looking to be an onboarding year for MENA in Riot's ecosystem. For the first time, League of Legends players from the region can qualify for the EMEA Masters tournament, and compete with Europe. The path to the top will be steep, but will also provide teams with key learnings as their ecosystem develops. By the same token, a dedicated VALORANT Challengers league in MENA offers an entryway into the Ascension tournament and, for one extraordinary team, the chance to compete at the game's highest level.



Burj Khalifa, the world's tallest building, was lit up to promote the Netflix series Arcane



Arabian Cup



The Prestige qualifiers are open to all players above Diamond 2 rank, and qualifies two teams to meet the top eight from 2021's IAC



IAC Playground is an open amateur tournament open to all classifications and teams, divided into three sub-regions (GCC, Levant, and North Africa)



The IAC Grand Finals represents the highest level of League of Legends competition in MENA, and will offer pathways to EMEA Masters qualification in 2023



A NEW CHAPTER FOR ESPORTS

VALORANT Champions 2022 set the stage for a thrilling conclusion to the 2022 VALORANT Champions Tour, which was held in İstanbul, Türkiye. 16 teams descended upon the EMEA region for the VCT finale, where Brazilian team LOUD took the title.





2022 SEASON REVIEW

PARTNERS

From commercial sponsors to Tournament Organizers, here is an overview of the companies supporting Riot Esports in EMEA.

PARTNERS

PARTNER TEAMS AND TOURNAMENT ORGANIZERS

In EMEA we've developed top tier esports competitions by working with team organizations and tournament organizers (TOs) that are among the best in the region.

Each team organization participating in the League of Legends European Championship (LEC) is a long term partner, with a fixed spot in each season of the competition.

In return for their financial commitment to the LEC, teams receive shares of league revenue, and minimum guarantees regarding content and presence in broadcast.

Team organizations may sell their spot, with the league retaining the right to veto applicants, based on internal evaluations of various aspects (including business plan and values).

LEC TEAMS



Astralis



Team BDS



Fnatic



G2 Esports



Excel



MAD Lions



Misfits Gaming



Rogue



SK Gaming



Team Vitality

TOURNAMENT ORGANISERS



Calyx Gaming
(VRL MENA: Resilience)



ESA Esports
(VRL Türkiye: Birlik)



Fortuna Esports
(Esports Balkan League)



Freaks 4U Gaming
(Prime League, NCL, VRL DACH: Evolution, & VRL France: Revolution)



Hitpoint
(Hitpoint Masters)



Inygon
(LPLOL)



LVP
(LVP Superliga, VRL Spain: Rising, Wild Rift EMEA Championship)



META
(Elite Series)



PG Esports
(PG Nationals)



Frenzy Esports
(Ultraliga, VRL East: Surge)



Promod Esports
(VRL Northern Europe: Polaris)



PVP Media
(Greek Legends League)



GGTech Entertainment
(TFT Dragonlands Championship)



Webedia
(LFL)



#PricelessT...
official partner
LEC
LEC 2022 Summer Finals, Malmö

PARTNERS

EMEA COMMERCIAL PARTNERS 2022

Riot would like to thank its various commercial partners who supported our esports competitions and fans in 2022!

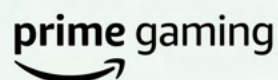
LEC PARTNERS

LG UltraGear™



Main Partners

LG UltraGear, KitKat, KIA, Santander



Official Suppliers

Secretlab, Logitech G, Red Bull, Prime Gaming



Summer Finals Suppliers

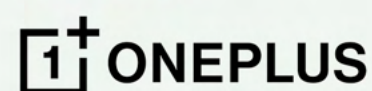
Mastercard



Music Partners

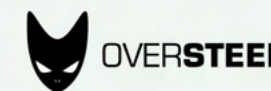
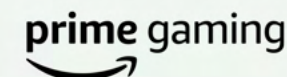
Warner Music Central Europe

EM PARTNERS



Presenting Partner

OnePlus



Official Suppliers

Razer, Prime Gaming, KitKat, Oversteel



Event Partner

Secretlab



Music Partners

Warner Music Central Europe

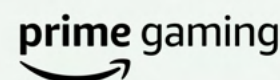
VCT PARTNERS



WREC PARTNERS



Coca-Cola



Red Bull, Aim Lab, Prime Gaming

TFT PARTNERS



RYZEN | RADEON

AMD ADVANTAGE

AMD



PARTNERS

DATA AND INTEGRITY PARTNERS

To ensure commercial stability and competition integrity, Riot Games works globally with various data and technology companies across its esports titles.

VCT DATA PARTNER



Based in Berlin, GRID is a data platform working with publishers, tournaments, and teams to leverage official data assets in esports. GRID places itself at the center of the data ecosystem within esports, creating exciting products and initiatives tailored towards making the very most of the rights held data it has available
GRID's core business works

with server data, which is rich, granular, and fast. As Riot's partner for VALORANT, GRID has exclusive access to data from all of the title's main global and regional tournaments.
This includes a range of in-game statistics for individual players and teams, in addition to data for specific matches that have taken place.



Competitive success has been possible with the help of our data and integrity partners

LOL ESPORTS DATA PARTNER



Bayes Esports is a Berlin based, world leading esports data supplier. They have built an unmatched, diverse ecosystem of 450+ data consumers, covering all relevant use cases from media, to service providers, analytic companies to betting operators and community partners.
With BEDEX, their global, best-in-class data platform, Bayes provides the fastest, most reliable and accurate esports

data on the market.
Since 2019, Bayes has been Riot Games' exclusive data distribution partner for virtually all League of Legends esports competitions.
In 2022 Bayes and Riot Games launched the LoL Esports Data Portal (LDP) which serves professional esports teams, Riot Games' partners and the wider esports community.
The portal grants more than

150 teams and partners access to LoL data via UI and API integrations. Teams can use the data to improve pre-match preparation and post-match analysis.

GLOBAL INTEGRITY PARTNER



Sportradar is a leading global sports technology company. A trusted partner of more than 1,700 customers in over 120 countries, they are an official partner of the NBA, NHL, MLB, NASCAR, FIFA and UEFA. The company also safeguards the sports themselves through its Integrity Services division and advocacy for an integrity-driven environment for all involved.
Since 2019, Sportradar has

been Riot Games' integrity services partner. As part of the ongoing agreement, Sportradar monitors the global betting activity taking place with relation to domestic and international Riot sanctioned esports competitions for League of Legends, VALORANT, and Wild Rift, and reports any potential integrity issues to the company. Sportradar Integrity Services is also providing Riot Games with

access, as needed, to its specialized Intelligence and Investigation Services unit, with the two companies working together to review in-house integrity policies, procedures, and future educational programs for professional esports competitors.



SOLD OUT

The LEC Summer Finals in Malmö, Sweden showcased the true power of esports fans, as over 10,000 fans from 30 countries descended upon the sold out Malmö Arena, resulting in an estimated 50 million SEK (€4.5 million) generated in local tourism revenue.





2022 SEASON REVIEW

CLOSING WORD



Alberto Guerrero
Sr. Director of Esports,
EMEA, Riot Games
Co-chairman, ISFE Esports

For Riot
Esports External Affairs Manager
Graham Ashton

For Project N
Key Marketing Account Manager
Jon Partridge
Design
Nicola Grossman & Ian Miller

Esports is fast-moving and prone to change, but our purpose for Riot Esports EMEA remains the same year-over-year: we make it better to be an esports fan. We set a high bar for broadcast and production quality, but are also building a pathway so that anyone watching at home, or just starting their playing career, can journey upwards to the peak of our competitive ecosystem - regardless of background.

2022's League of Legends European Championship (LEC) season saw the closest skill parity between teams in years. Despite almost a decade of play and major changes to the league's structure, there remains a drive and a hunger to claim what is still one of the most coveted esports trophies on the continent.

Also, the fact that five of the ten LEC grand finalists in 2022 were also graduates of European Regional Leagues (ERLs) shows the continued importance of developing and standardizing each tier of the competitive ecosystem. This year in particular

saw the rise of several homegrown esports teams whose success in their local ERL has already made them household names in their regions.

That local fan passion played heavily in our selection process for the ten partner teams who will compete in the VALORANT Champions Tour (VCT) EMEA international league, launching in 2023. In just two years, the VCT has served strong rivalries, with EMEA hosting some of the world's best teams and players. This includes the first ever global Game Changers champions, highlighting the diversity of the community and our commitment to professional growth for women's competitions.

2023 will be pivotal for our esports competitions in EMEA, as we merge our League of Legends region and expand the VALORANT esports landscape. We will however always remain focused on celebrating the diversity of our region, and uniting fans through the love of our games.



