

EMEA ESPORTS

2021 SEASON REVIEW





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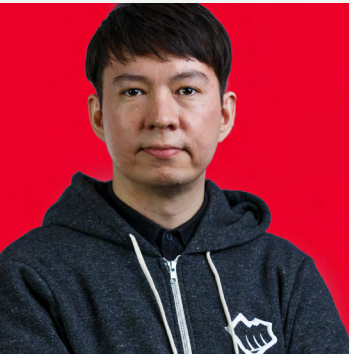


EMEA ESPORTS

2021 SEASON REVIEW

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FOREWORD



Marc Schnell, Head of Competitive Operations EMEA

The 2021 season marked a monumental milestone in the evolution of esports at Riot Games. League of Legends esports completed its 11th season, while our newcomers, VALORANT and Wild Rift esports had their inaugural seasons of competitive play.

Entering into this new era of esports at Riot Games, our historic competitive regions of Europe, Turkey, CIS & Russia, and MENA territories have now united under the umbrella of EMEA esports, managed centrally from our hub in Berlin, Germany.

Scaling our team and operations to launch two entirely new esports ecosystems, while at the same time continuing to mature our flagship League of Legends competitions, LEC and European Masters, was a historic challenge in and of itself. Adding on top of that the numerous complexities and challenges presented by the ongoing COVID-19 pandemic made 2021 a season to reflect on, to learn from, and to be proud.

To mark the occasion, we have compiled our very first EMEA Esports Season Review. The aim of this publication is to take a look back at this past year season of esports in EMEA, relive its most important moments, memorialize the results of our competitions, and to appreciate all the teams and players that gave it their all in the pursuit of victory.

Furthermore, as our esports grow and mature, so do our governance systems, competitive operations, and rules & regulations. This season review shall also serve as a vehicle to keep track of key developments in the regulatory landscape and the continued evolution of our competitive ecosystems in EMEA esports.

We hope you will find the content of this first ever EMEA Esports Season Review helpful and interesting, and likewise hope for this to be the first iteration of many more future season reviews to come.

Thank you



RIOT GAMES

PUBLISHER, DEVELOPER, AND ENTERTAINMENT COMPANY

Riot Games was established in 2006 to develop, publish, and support the most player-focused games in the world.

During the early 2000s, Marc Merrill and Brandon Beck were students at the University of Southern California.

Sharing an entrepreneurial spirit and a passion for video games, they were inspired by player-made modifications for some of their favorite games, like the Aeon of Strife mod for StarCraft and later the Defense of the Ancients mod for Warcraft III, which began to grow in popularity early on in the new millennium.

Impressed and inspired, the two friends decided to create their own game - but with a product twist that would set itself to virtually all other titles in the western market: a competitive game with no up-front cost, that charged for additional perks but still offered a level playing field for everyone.

PLAYER-FIRST

Riot Games launched League of Legends in 2009. Over the past

12 years, it's become one of the most popular PC games of all time, with an ever-growing competitive scene, and a fanbase that exists as its own subculture in gaming.

Today led by CEO Nicolò Laurent, Riot is headquartered in Los Angeles, California, and staffs over 3,000 Rioters in more than 20 offices worldwide.

A TIMELINE OF THE LAST DECADE

2012

Riot Games holds the first League of Legends World Championship at Dreamhack. It was one of the first streaming events to attract over one million viewers.

2017

The finals for the League of Legends World Championship play out in Beijing National Stadium to 45,000 live fans. The opening ceremony also won a Sports Emmy for its "Elder Dragon" virtual production.

2020

VALORANT (previously known as Project A) is released as Riot's first title in the FPS genre and first game set outside of the League of Legends universe.

2014

League of Legends becomes the most popular PC game, with 67 million monthly active users, more than double its 2012 audience of 32 million monthly players.

2019

The League of Legends 10th year anniversary includes reveals of brand new game titles; including VALORANT, and card game and fighting game spin-offs for League of Legends.

2021

Arcane, the first ever animated series for League of Legends, debuts on Netflix to critical acclaim and popularity; with 34 million hours watched in its first week and 1.8 million concurrent viewers for the first episode's premiere on Twitch.

“OUR CORE PHILOSOPHY IS TO PROVIDE AN EQUAL PLAYING FIELD WHERE COMPETITIVE ADVANTAGE CANNOT BE PAID FOR

RIOT ESPORTS

FOR THE FANS, FOR THE PLAYERS

Setting the standard for competitive esports across the globe.

In late 2021, Riot Games elevated its esports operations into its own division within the company. This follows a decade of internally run and sanctioned tournaments, leagues, and championship moments that have been etched into competitive gaming history.

With League of Legends, we set a standard for how a game's esports scene could develop. It's played on the professional level nearly all year round, across 11 leagues, all of which have their own multi-tier systems of challenger, academy, or regional competitions. Over the years we've sought to improve the sustainability of the ecosystem, with minimum guaranteed player salaries, team revenue sharing, and greater transparency in decision making.

AN ENTITY OF ITS OWN

Although esports can be an effective marketing tool for many long existing and new games, within Riot we see esports as a community, and an ecosystem in of itself. Each competition features its own local players, teams, commentators and analysts, sponsors, and journalists to name a few. To make this ecosystem shine, the scene needs to develop in a way in which all stakeholders can win.

All of Riot Games titles to date are competitive. Our philosophy is to provide an equal playing field

in which game advantage cannot be paid for. These are designed to allow players to showcase their skill and strategies, with the games themselves periodically updated to improve balance and to account for skill differentiation.

As well as being a game publisher and developer, within esports Riot Games wears multiple hats: event organizer, production company, and

governing authority for our competitions. All professional and semi-professional competitions are bound to a set of global standardized policies and rules that must be applied consistently. These regulations accompany the rules of our games, and include global anti-poaching/tampering standards and domestic operational procedures.

RIOT GAMES TITLES

- **League of Legends** - A top-down strategy game in the Multiplayer Online Battle Arena (MOBA) genre
- **VALORANT** - A 5v5 tactical first person shooter, and Riot's first original IP (outside of the League of Legends universe).
- **League of Legends: Wild Rift** - A newly developed version of the original game for mobile devices.
- **Teamfight Tactics** - A League of Legends spin-off that is part of the auto battler (also known as auto chess) genre.
- **Legends of Runeterra** - A League of Legends spin-off and digital strategy card game.

VALUES

- **Player Experience First** - We believe our laser focus on players inspires the most meaningful and lasting game experiences.
- **Dare to Dream** - We believe the courage to chase bold ideas will make impossible dreams come true for players.
- **Thrive Together** - We believe we're stronger when we respect each other, invest in each other, and success as one team.
- **Execute with Excellence** - We believe operational excellence will unlock us to deliver better experiences for the long run
- **Stay Hungry; Stay Humble** - We believe there is always more to learn from each other, from players, and from the world.



LEAGUE OF LEGENDS

WELCOME TO SUMMONER'S RIFT

A team-based game with over 150 champions to make epic plays with - here's your guide to the game that rapidly became the world's most popular esports.

The first title from Riot Games remains one of the most-played PC video games worldwide. Every star player in our esports competitions began their career like everyone else: by logging on, learning to play, and rising up through the online ranks.

ORIGINS OF THE MOBA

League of Legends belongs to the multiplayer online battle arena (MOBA) genre, which remains one of the most popular in online gaming. MOBAs originated in the early 2000s as a modification of the Real-time Strategy (RTS) game. Instead of building up bases and armies, MOBA games have the player control and power up a single character, however they cannot carry their team to victory alone. They must work with teammates to break down their opponents defences and destroy their base.

In 2006, several people who worked on Defense of the Ancients (the mod that inspired the MOBA genre) joined Riot Games. The idea was to create a game that would be supported over a significantly longer period than cyclical release games. A demonstration of League of Legends was first shown at the 2007 Game Developers Conference, with the closed beta launching in April 2009.

The MOBA genre's popularity lies in how it combines RTS mechanics with those seen in role-playing games; such as leveling up a hero, acquiring gold to buy items, and working with allies to overcome foes. It all

combines into a highly engrossing form of competition, with a format that lends itself well to constant adjustments, including new characters and items.

HOW LEAGUE OF LEGENDS IS PLAYED

All professional esports competitions are played on Summoner's Rift, which is divided into three distinct lanes, with a jungle and two opposing bases.

Two teams of five players compete to destroy the opposing team's "Nexus", which is guarded by the enemy champions and defensive structures known as "turrets".

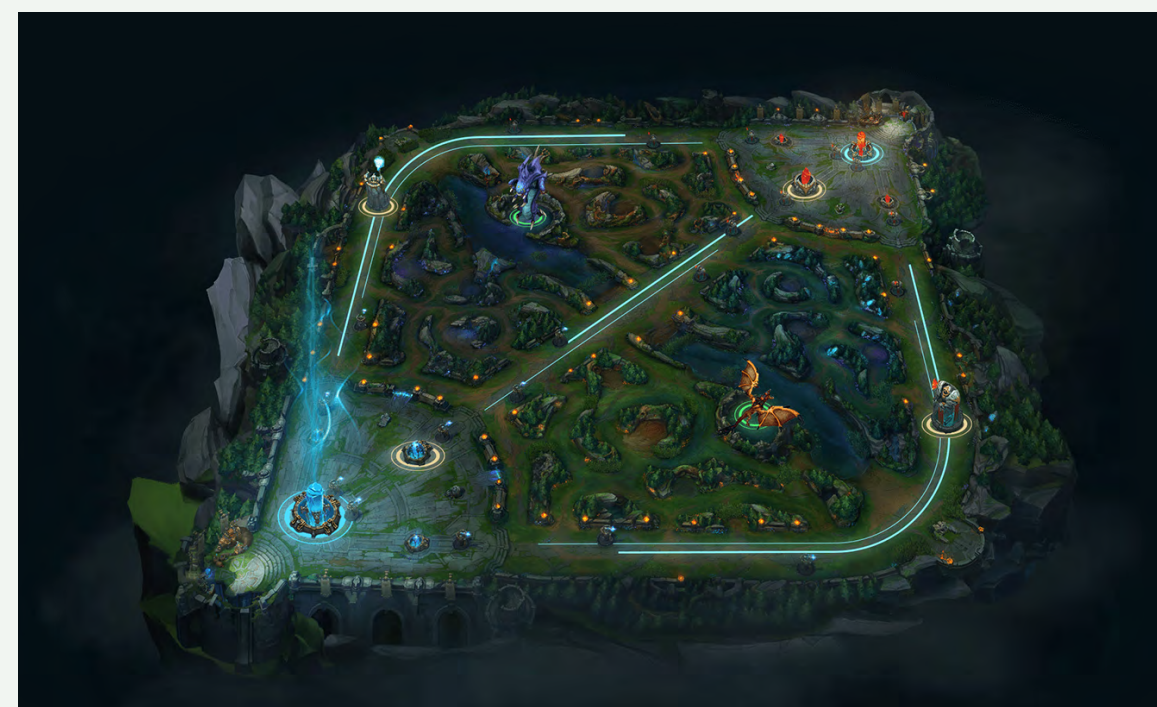
The 160 champions in League of Legends belong to a large range of classes, such as Mages, Fighters, and Marksmen. However, each team member takes a distinct role on the Rift:

- Top Lane - The most isolated part of the Rift, champions in this role need to have high survivability, high damage, or engages.
- Jungle - This role needs to be able to clear jungle camps without much difficulty and ambush other champions in lane.
- Mid Lane - The core of any team, champions here need to have high burst damage.
- Bottom Lane - Champions here are usually the most vulnerable, and have to acquire as much gold as possible to purchase key items that will greatly increase their fighting potential.
- Support - Joins the Bot Laner, and assists them in the early stage of the game. This role best suits champions with either utility, disengage or high base damage.



Ashe, the Frost Archer, is just one of over 150 champions

“IT ALL COMBINES INTO A HIGHLY ENGROSSING FORM OF COMPETITION



Summoner's Rift is the main gameplay map, used for all esports competition

ITEMS: THE KEY TO SUCCESS

Both teams have an item shop that can only be accessed from their base. Items are a modular enhancement that the player can equip in-game, usually purchasable for gold. Some items provide buffs to champions, while others provide other types of benefits, such as weakening enemy champions.

The sheer quantity of items, as well as their endless combinations means that a standout League of Legends player (or coach) is one who has a vast knowledge of the item system and how it can be utilized for strategic effect.

EVERGROWING OPTIONS FOR CUSTOMIZATION

As well as giving you hundreds of Champions to choose from, there are a vast array of in-game collectibles to personalize your gameplay experience. Advantage cannot be bought in any Riot Games titles, however in League of Legends players can spend money to customize a particular Champion, who each have a variety of costumes, or "skins." These skins reimagine the character in a different context (e.g. sci-fi, comedic), and many are only available for a limited time.

THE SETTING

League of Legends is set in the broader universe of Runeterra. Combining classical fantasy with Lovecraftian and steampunk inspired aesthetics, this setting features its own timeline, species, and an encyclopedia worth of individual character backstories. The evolving story has been told largely through the characters, while major developments are explored through in-game events, digitally published short stories, and cinematic shorts. In recent years, the storytelling mediums have expanded to spin-off games, comic books, and an original animated series, Arcane.



LOL ESPORTS

A MULTI-GENERATIONAL COMPETITIVE ECOSYSTEM

From filling out stadiums to crafting multiple competitive legacies, League of Legends remains one of the longest running and industry-defining esports.

League of Legends esports found its humble beginnings at a Swedish gaming festival, in 2011. Less than a decade later, the World Championships have welcomed tens of thousands of fans to some of the world's largest arenas. What was once a small competitive community blossomed into 11 fully professional leagues across the globe, with ever increasing sustainability and pathways for new talent. Our ecosystem today encompasses over 100 professional esports teams and over 860 players. It is accessible around the globe on 30+ TV and digital platforms, with daily matches played throughout most of the year.

LoL Esports is owned and operated by Riot Games, with an ecosystem that has thrived thanks to the collaboration with our local publishing partners, regional competition organizers, and an increasing number of committed, partner teams. The quality of production and fan experiences in our marquee events have become industry standard, as has our rigorous level for safeguarding esports competition and maintaining fairplay.

LEAGUE OF LEGENDS ESPORTS GLOBAL BREAKDOWN:

Riot has maintained a consistent global ecosystem for LoL Esports

over the last ten years. Its structure can be a bit daunting for newcomers, so here's a simple overview:

Similar to football or basketball, each country has its own major league. For LoL esports these leagues are based around the specific regions our game is available. Some cover a single country, like China or Brazil, or an entire continent, like Europe or North America.

Every league has its own slightly differing rules and structure, but virtually all* follow the same basic format: a separate Spring and Summer season, featuring a regular season of group play followed by a playoffs tournament.

*The North American league introduced a one-season-per-year system in 2021, featuring a mid-year tournament and a post-regular season championship.

The best performing teams for each season qualify for international competitions. Regardless of whether they are competing at home or abroad, teams always play under their own brand, while simultaneously representing their league and region.



The World Championship is the goal for any team competing in League of Legends



TOP OF THE PYRAMID
Connected through 11 regional leagues from around the globe, more than 40 countries are represented in the highest level of LoL Esports competition. All regional leagues adhere to a similar regular season format, with each annual season divided into a Spring and Summer competition

HERE ARE THE MOST IMPORTANT COMPETITIONS IN LEAGUE OF LEGENDS ESPORTS:

The World Championship

The "Summoner's Cup" is the most coveted prize in all of League of Legends. To win it, teams must first qualify as champion of their respective Summer Season (in more developed regions, the runners-up also qualify). To date there have been 11 champions, with 22 teams qualifying for the 2021 event.

Mid-Season Invitational

Teams qualify for this international mid-year tournament by winning their respective Spring Split. The competition gives an insight into which teams are in the running for the Summoner's Cup, and also determines the seeding for the World Championship.

All-Star Event

An exhibition-style event that includes pro players and members of the League Partner Program—a community of streamers and content creators.

Regional Leagues

Top level, professional competitions can be found in each of the 12 regions: China, Europe, North America, South Korea, Brazil, CIS, Japan, Latin America, Oceania*, Southeast Asia, Turkey, and Vietnam. *Oceania qualifies teams for international events through a local tournament circuit, rather than a league, and its players are also considered part of the North America region.

A GLOBALLY GOVERNED ESPORT

Riot Games oversees the full vertical of broadcasting, commercialization, and competitive operations for League of Legends Esports. The latter is of utmost importance; even if the competition is not directly operated by Riot Games, it is still bound by global policies and final disciplinary decisions. All competitors at the professional and semi-professional level are bound to a number of regulations, including:



Ownership Policies

Riot's global esports policies forbid any one individual or organization from owning, controlling, or influencing two separate teams.



Interregional Movement

While players are free to move between competitive regions, teams must ensure the majority of their roster hails from their home region.



Global Contract Database

Teams are subject to strict anti-poaching and tampering rules. Players from all 12 regions registered in a publicly viewable Global Contract Database.



Regional Rulebooks

As well as following Global Policies, all international, regional, and domestic leagues/tournaments feature their own rules and regulations. These include competition formats, team restrictions, and rules for both in-studio and online play.



Codes of Conduct

Competing players must agree to a code of conduct to safeguard competitive integrity. This warns against collusion, hacking, and interference, as well as unacceptable behaviour that might be considered harassing or prejudicial.



Global Penalty Index

Major rule violations, including but not limited to match fixing, using cheat software, or manipulating online rankings players can incur penalties such as forfeits, fines, suspension, or even expulsion from play.



43 COUNTRIES

ONE EUROPEAN LEAGUE OF LEGENDS CONTINENT

Europe is home to some of the most well known teams, players, and moments in League of Legends history.



The wall of champions is a monument to European League of Legends' history

The first League of Legends Championship took place in Sweden, and featured an all European final. As the game quickly became a global phenomenon, Europe remained a highly competitive region; producing some of the most famous players of all time and consistently performing well overseas.

Its ecosystem appropriately reflects the amalgam of cultures, dialects, and audiences within the continent.

THE LEAGUE OF LEGENDS EUROPEAN CHAMPIONSHIP

The League of Legends European Championship (LEC) represents the highest level of LoL Esports

talent in the region.

Established in 2013, and featuring 10 teams from across Europe, getting signed by and competing for an LEC team is the aspiration of any serious League of Legends competitor.

Many stalwart names of the LEC have gone on to play for and coach teams internationally, and some have even developed their own team organizations.

With the exception of some touring events, all LEC games are played live at Riot Games' studio in Adlershof, Berlin, Germany.

In addition to a small studio audience, all games are streamed live in several languages on Twitch and YouTube, with broadcasts regularly attracting

KEY LEC FACTS AND FIGURES:

- G2 Esports has won the most LEC titles (eight), having first joined the competition in 2016. Fnatic, which has played since the inception of the league, is second (seven).
- Since the launch of the EU LCS (which later became the LEC) over 250 players have competed in the league, collectively belonging to 32 different team brands.
- Sweden was the most represented country in the LEC in 2021, with seven players, followed by Germany and Poland, with six.
- The longest competing player is Martin "Rekkles" Larsson, who was also the first player to surpass 2000 kills. Luka "Perkz" Perković has the most titles.

over 300,000 viewers.

CURRENT LEAGUE FORMAT

Both the Spring and Summer season feature a regular season, in which all ten teams play each other in a double round robin format over eight weeks, including tiebreakers (if necessary). All matches are best-of-ones.

The top six teams advance to the playoffs, which uses a double elimination bracket. The top four in the winners' bracket, and 5th and 6th playing in the losers' bracket. All playoff matches are best of five.

The playoffs feature a €200,000 prize pool. The winning team gets 40%, their name

LEC BROADCASTS
REGULARLY ATTRACT
OVER 300,000 VIEWERS



Caps is one of the most recognisable esports stars in Europe

engraved on the LEC trophy, and qualification to international events.

ADDITIONAL NOTES ABOUT THE LEC:

Team names and brands are not owned by the league and can be found in other esports.

Though the teams are collectively headquartered across nine cities, all teams compete in Berlin (with most living in the city during the season).

Players are employed by teams, with all contracts adhering to regulations provided by Riot Games.

The league has gone through several branding and format changes; the most significant

being right before the 2019 season. Not only was the LEC name adopted, but the structure of the league was realigned for long term sustainability and commercial growth. Teams could apply for one of ten slots for €8 million (€10.5 million for new entering teams). The final ten selected were based on the strength of their business, brand, fanbase, and competitive resources.

For the majority of its history, LEC teams have risen and fallen through a promotion-relegation system (with an accompanying Challenger Series competition below). Today all teams compete as long term partners. They cannot be relegated, however

they may risk losing their place after consistent poor performance over several seasons. Teams also gained the possibility to create academy teams throughout second-tier European competitions, and the chance to showcase their team brand and sponsors at live roadshow events (regardless of whether they qualify for a finals or not).

The long term financial commitment from these teams is coupled with obligations for press, content, team facilities/ healthcare and financial forecasts/statements. In return, teams are entitled to revenue sharing, guaranteed minimum salaries for players, and a part in league decision making through a new Owners Governance Council.

The LEC is produced and administered by Riot Games, working with additional partners for non-competition needs such as production, press and PR, etc. For competitive operations, the league has a dedicated team of referees and officials who employ a rigorous set of regulations against cheating and collusion.

Teams and their members are required to follow all global competition policies, plus an official LEC rulebook and code of conduct. Team managers are responsible for ensuring all players are eligible to compete, and to abide by regulations related to transfers and buyouts.



“WINNING AN EM TROPHY HAS
BECOME ONE OF THE MOST
RELIABLE PATHS TO PRO

ERLS & EUROPEAN MASTERS

BUILDING A PATHWAY INTO THE LEC

The LEC is supported by an additional tier of professional play at the national level designed to assist with scouting and developing talent across Europe.

While Riot Games solely manages the LEC, the European scene for League of Legends has, since the beginning, featured a sprawling list of independent competitions—each with their own histories and star players.

Unlike some other LoL Esports regions like North America or Korea, which built separate academy leagues for their partner teams, we utilize already established tournaments to create an engaging and highly competitive tier-two environment, one which has already yielded dozens of future esports legends.

THE EUROPEAN REGIONAL LEAGUES (ERLS)

The ERLs are 13 separate leagues across Europe. Each league is sanctioned by Riot Games, and run by a partner league organizer specifically for that region. Said regions can encompass a single country (Spain, France), or multiple (Germany, Austria, and Switzerland).

On top of its own rulebook, each ERL is subject to a Riot Games written rulebook specifying regionality of players, roster modification, and match process. Most ERLs are multi-tiered with a form of relegation/promotion, with some minor differences. For example, some directly invited teams for their inaugural season, while others hold regular promotion tournaments.

DIVERSITY OF A CONTINENT

These competitions also reflect the diversity of Europe, with 24 languages in the European Union alone. While English is a widely spoken language among gamers, there would be a lost opportunity in not having high-level competitions that reflect the characteristics and local culture of each European country.

In addition, it offers LEC teams a chance to build a stronger bond with their home markets, such as MAD Lions in Spain or SK Gaming in Germany.

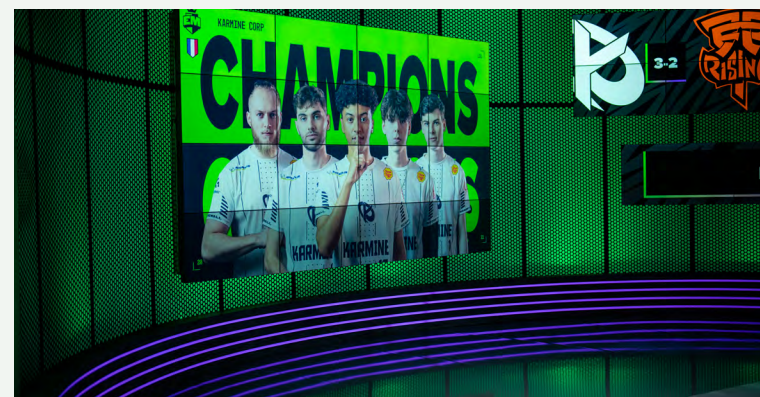
No ERL solely features players from its respective region, and some even feature players from outside the European region. Aspiring pros from anywhere can move between different leagues, although there are specific team requirements (similar to the import rules at the tier one level),

which limit player movement based on how long they've lived and competed in one ERL territory.

RAISING THE BAR

Several of the ERLs have an additional status as “Accredited ERLs.” Based on specific criteria (e.g. audience), these leagues can already be described as fully professional, and the calibre of their players rivals that of tier one leagues in other regions.

Players signed to an Accredited ERL team will be added to the Global Contract Database (GCD), and all are expected to host one offline finals event per year - whereas non-accredited ERLs can host the entirety of their seasons online.



European Masters champions often move straight to the LEC



Simply qualifying for European Masters is a key goal for many ERL teams

THE EUROPEAN MASTERS (EM)

EM is a twice-annual tournament that brings together the best performing teams from the ERL Spring and Summer seasons.

The competition principally serves two purposes: to give all the qualified teams a chance at winning the EM trophy (and associated bragging rights), and for the future superstars of the continent to showcase their skills.

EUROPE'S FINEST

EM's format is similar to that of the World Championship, with both a group and play-in stage. All 13 ERLs can qualify at least one team to the tournament. Some can qualify a team (their season champion) directly to the group stage, others to the play-ins.

First launched in 2018, the EM grand finals typically take place after the Spring and Summer seasons of the LEC. While the tournament keeps fans engaged in the gap before the international events, EM has become popular in its own right.

The regionalized nature of the ERLs, where fans and players share a common language and culture, has allowed the EM to develop interregional rivalries and storylines. Though the LEC academy teams typically perform well, it is also a great chance for other esports organizations across the European League of Legends landscape to shine.

A VIABLE PATH TO PRO

Winning an EM trophy, or even just making it to the grand finals, has become one of the most

reliable pathways for a player to sign with an LEC team.

Seven out of the 10 players who competed in the LEC 2021 Spring Finals have played in EU Masters before.

The highly competitive nature of the tournament has dramatically pushed the standard for tier-two players; allowing young prodigies to go from a regional league to international stardom within as little as a year.

The LEC, ERLs, and EM only represent the professional and semi-professional top of the European League of Legends pyramid.

This joins a wider ecosystem of amateur, grassroots, and organized play competitions, all starting from ranked play in the game client.



2021 SEASON REVIEW

EUROPE AND MENA OVERVIEW

Breaking down the changes throughout Europe during
this competitive year

2021 SEASON REVIEW

MAINTAINING INTEGRITY IN A COMPETITIVE ENVIRONMENT

When scaling an esports competition, fans must be reassured that competition is fair and safe. Here's an overview of the rigorous regulations Riot maintains across its ecosystem.

Since rules are 'hardcoded' into video games, esports has a slight edge when it comes to competitive integrity.

A player can't typically perform an action outside of the game's programming, but that doesn't mean that it's impossible to cheat—far from it. Software, hacks, and in-game bugs can all be exploited to undermine the fairness of the competition, as can match fixing and other forms of soft play.

As Riot invests in improved technical production and commercial potential of its esports leagues, it also employs staff and develops tools focused on ensuring competitive integrity, and taking disciplinary action against violations of its rules and regulations.

The following is an overview of referee and operational processes that stand as the benchmark for the wider esports industry.

DISCIPLINARY PENALTIES

The best way to deal with potential rule-breaking is to deter it from the outset.

Whether they're a veteran LEC player or a newcomer to VALORANT, we always want there to be consequences for trying to undermine play, and for all participants to be aware.

As stated in all our rulebooks: "Any person found to have engaged in or attempted to engage in any act that the League believes, in its sole and absolute discretion, constitutes unfair play, will be subject to penalty."

Offences and prohibited behaviours can roughly be divided into three categories:

CHEATING

Includes hacking (modification of the game client), exploits (intentionally using an in-game bug), looking at spectator monitors, and ringing (using another player's account).

COLLUSION

Includes all forms of soft play, pre-arrangements between teams to split prize money, and deliberately losing games for compensation.

BEHAVIOUR

Using language that is obscene, foul, vulgar, insulting, etc., any actions or gestures that are insulting, mocking, disruptive, or antagonistic, any abuse of league officials, opposing team members, or audience.

Naturally, different offences carry a different weight of penalty, especially if it's a first time offence.

Regardless, any of the following potential penalties are possible:

- Verbal Warning
- Loss of Side Selection for current or future Game(s)
- Loss of Ban(s) for Current or Future Game(s)
- Fine(s) and/or Prize Forfeiture(s)
- Game and/or Match Forfeiture(s)
- Suspension(s)
- Disqualification(s)

REFEREE OPERATIONS

A typical match-day for a Riot Games competition features up to four working referees and one head referee (up to five for international events). This is alongside the various regional and global competitive operations staff working behind the scenes.

Their roles can range from ensuring players arrive (and stay) on stage for the duration of the match, to examining any in-game issue (whether it be a technical fault or even just a player with a numb leg), to reviewing post-game footage as part of an investigation.

MATCH PROCESS

As detailed in each Riot (or Riot-sanctioned) rulebook, competitions have specific protocols on when and how

players can communicate, and ensuring that both competing teams are ready by the start of the game. Once they enter the match area, they are not allowed to leave without permission by a league official or referee.

League of Legends has a number of specific protocols before the players are on "Summoner's Rift."

For example, coaches are granted on-stage access and are allowed to communicate with players (via headset) during the Pick-&-Ban phase, but must remain backstage during the game itself.

Players may only pause after an unintentional disconnect, hardware/software malfunction, or physical interference, as well as a major illness or medical emergency.

EQUIPMENT CHECKS

When players are competing in a live LAN environment, all PC equipment needs to be approved for use by league officials. Gaming PCs, monitors, and headsets are owned and provided by Riot Games. These are part of ongoing sponsorship deals, and are specially calibrated for live play and broadcasts.

Players are prohibited from installing programs on PCs, and have time prior to their Match to ensure they are properly prepared (e.g. ensuring quality of equipment, adjusting in-game settings). Riot Tech is pre-provided a list of peripherals for all competing teams, and ensures the correct drivers are pre-installed.

PC keyboards, mice, mouse mats, and cord holders are provided by teams/players to league officials for approval. This equipment remains with League officials. It is prohibited to

connect any other equipment to league-provided computers unless explicitly allowed by a League Official.

Note that these regulations only apply to offline play. The section on how COVID impacted Riot esports operations lists regulations for online play.

TOOLS AND DEVELOPER COMMUNICATION

Riot Esports has created a number of tools designed for improved play at the esports level, and to ensure minimal disruption to games during key competition moments:

PATCH CYCLES

The rules in online games can be constantly adjusted to keep them fun and entertaining for the players.

An update to the game is known as a patch. Some weeks it could be as minor as balancing a few character abilities or adding new looks, and other times it could add an entirely new character.

Competing teams use a separate "esports patch," which is only updated to the current patch a week after it's been available on the live server, in order to identify and resolve any issues. New champions will be restricted for esports play until at least two weeks have passed since their introduction.

BUGS AND EXPLOITS

A bug is an error, flaw or fault in the game that causes it to produce an incorrect or unexpected result, or to behave in unintended ways.

"Exploiting" is intentionally using any known in-game bug to gain an advantage, and is considered a form of cheating. It's a unique consideration in esports

league management, but can be mitigated with clear and effective communication with teams.

All teams are periodically provided a list of known bugs and exploits, for both domestic and international competition. It includes minor bugs that players should avoid, and exploits which are strictly prohibited.

TOURNAMENT REALMS

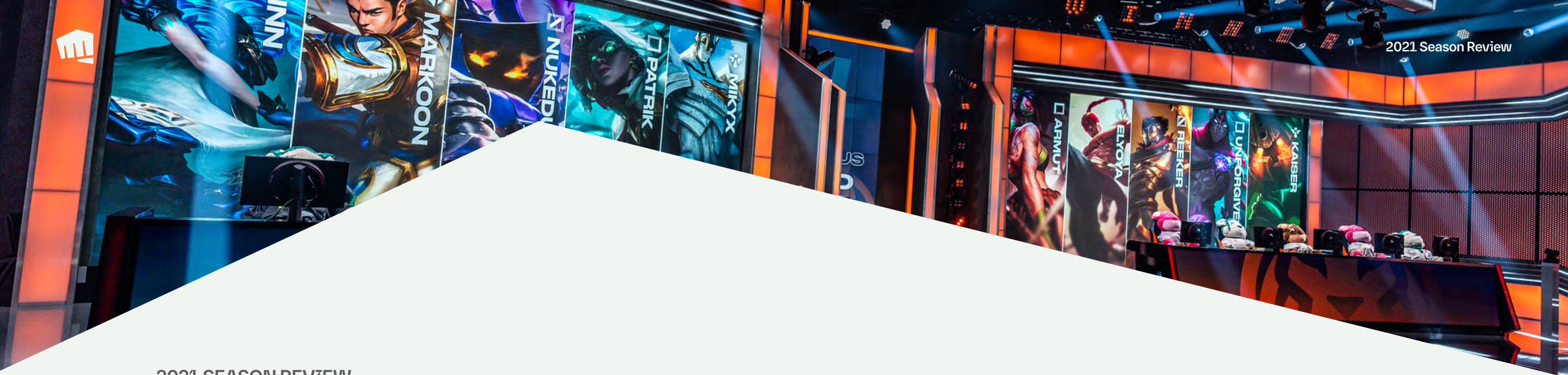
These are private game servers used exclusively for top tier competitive esports matches. As well as ensuring a high-quality connection during play, Tournament Realms help with cycling through patches over the course of an esports season, and allow top tier teams the chance to practice (scrim) outside of game days.

CHRONOBREAKING

Chronobreak is the deterministic disaster recovery tool used in League of Legends competitions. Every game played on esports game servers is recorded (the inputs, match settings, etc.), so it's possible to "recreate" a live game to a specific point in time, if needed.

If either team is significantly disadvantaged by an in-game bug's effect, they will have the chance to use a chronobreak, and remake the game to the nearest appropriate "dead-ball" state, before continuing.

There are times when a game reaches a terminal state where a chronobreak isn't possible, or it won't resolve the issue. In these cases, either the game must be entirely restarted or postponed, or victory is awarded to the leading team (if a team cannot avoid defeat to a degree of reasonable certainty e.g. significant gold difference or remaining Nexus turrets).



2021 SEASON REVIEW

MAJOR POLICY UPDATES

The dynamism of esports requires constant adjustment of competition regulations. The following are the most significant changes* made for 2021-22:

THIRD PARTY INFLUENCING (IN LEAGUE OF LEGENDS)

In recent years, player transfers and associated transfer fees have become an essential part of a team's business, especially in the League of Legends space on the LEC level. Transfer agreements between teams have become increasingly complex, and teams have started to include clauses to maximize protection of their economic and competitive interests. For example, a team could look to prevent a player they have sold from in the future transferring to a competitor team, however this could negatively impact the integrity of the transfer market and unduly influence a player's future opportunities.

To ensure that such clauses do not negatively impact the integrity of the competition as

well as the transfer market overall, we introduced measures that prevent teams (or third parties) from unduly influencing the freedom of a given team to make decisions regarding the transfer or performance of a player on their roster. Specifically, two rules under the "Non-Competitive Language" of the LEC ruleset. These rules came into effect for the 2021/2022 off-season.

**3.2.1. Teams may not enter into any agreements, arrangements or conduct that have as their object or effect any non-compete, right of first refusal or other similar provision that restricts the Team Member from joining another esports team, organization, or company after the expiration or termination of*

the Team Member Services Agreement.

3.2.2. Teams may not enter into an agreement with another team or other third party that results in any party acquiring the ability to influence in employment, performance, or Team Member transfer related matters the independence of any team.

We will monitor the efficacy and practical application of above rules throughout the upcoming season(s) to evolve them as necessary. At the same time, we are actively exploring the formalization of so-called 'sell-on' clauses in transfer agreements, which can be effective to compensate selling teams who have helped develop a talented player while reducing risk of the buying team.

STANDARDIZATION OF THE LEC AND ERLS

For a number of years now, ERL rulesets have been based on a standardized ruleset provided by Riot Games. However, it has often been the case that individual ERL rules were adapted to local preferences, regarding language and details of certain rules. In order to ensure consistency across the ecosystem, to improve administrative efficacy, and to guarantee consistent standards in important areas (such as player protection or team business regulations) apply everywhere, we have now introduced a standard Riot Games ERL ruleset, which is in effect for the 2022 season.

KEY ELEMENTS INCLUDE:

- Official ruleset language is English (Local language versions are optionally provided)
- This ruleset may not be locally adapted, unless required by local law.
- Minimum prize money and team stipends.
- Unified competition formats and related rules (i.e. tiebreakers, forfeiture)
- Standardization of core operational procedures, e.g. investigations and disciplinary action, roster modifications, team jerseys regulations, player behavior checks.

We will continue to work together with our ERL partners on these rulesets throughout the 2022 season.

CHANGES TO ACADEMY TEAM POLICY FOR LEC ORGS

When designing the LEC in 2018/19, it was determined that every team should commit to a local ERL by fielding a branded academy team in that league. Over the past years, the brand and organizational strategies of the teams have changed, so much so that the given region did not match the parent team brand anymore. For example, Origen originally competed in the Spanish ERL, but after their rebrand to Astralis they are now focused on the Nordic region.

With this in mind, the requirements have been loosened, so now teams have a

regulated process in which they can apply to change ERL region. \ In addition, we removed the requirement that LEC orgs must run a secondary team.

To have an academy roster is now a matter of choice - while we believe player development is essential, different teams may pursue different strategies, such as partnering with an existing ERL organization (such as Fnatic co-branding a team with Team Queso for the LVP Superliga). Both these changes were approved by vote from the League Governors Council.

ALL GAMES: UPDATES TO SPONSORSHIP REGULATIONS

At the most basic level there are two categories of sponsors that are available to Riot Games and teams. Those are permitted and prohibited sponsors, i.e. those Riot chooses not to engage due to legal and reputational issues.

With the 2022 season we have introduced a new category of 'conditional' sponsorships. These categories, while permissible, are subject to strict regulation when it comes to vetting approval and the way in which they can be activated. This is to ensure that arriving teams can manage

potential legal/business risks from these categories.

Within this new category of conditional sponsors we have introduced certain alcoholic beverages, cryptocurrency exchanges, and blockchain technologies. This means that no sponsor under the conditional category will be automatically permitted (as is the case with permitted sponsors), but has to undergo a review by league officials.

*Note: policies are specific to the EMEA region, and do not apply to Global competitions or those of other regions.



LEC AND COVID IN 2021:

HIGHLIGHTS AND ACHIEVEMENTS

Despite continued challenges to the esports industry and community, last year we hit a number of milestones and records for our European competitions.



PEAK VIEWERS,
SPRING FINALS: **831,198**

PEAK VIEWERS,
SUMMER FINALS: **846,491**

LEC GAMES: **247**

IN-STUDIO: **87**

Viewership continues to climb for the LEC, with strong audience turnouts for both season finals. In addition, the total hours watched for 2021 was 77,472,621, up 6.28% year-over-year!

Following a full year of online-only competition, we welcomed back the players (safely) to the LEC studio for 35% of the total games played in 2021. Each game is a significant undertaking from a production perspective, even without the pressures of a global pandemic.



LEC MVP (REKKLES & INSPIRED)

The LEC Kia MVP is decided via a broad panel of experts. Martin "Rekkles" Larsson taking the Spring award was hardly a surprise given his performance, but Kacper "Inspired" Stoma made history in Summer as one of the youngest and first non-G2 players to win MVP since the league's rebranding to LEC.



BEST KDA SPRING:
15.25 (REKKLES)

BEST KDA SUMMER:
9.15 (UPSET)

MOST KILLS IN A GAME:
14 (UPSET & CARZZY)

Rounding out the player achievements, Elias "Upset" and Matyas "Carzzy" Orsag tied for most kills in a single game.

ACROSS EUROPE AND OTHER GAMES



RECORD **15** PLAYERS
DEBUTING IN THE 2021 LEC
SEASON

5 EUROPEAN MASTERS
WINNERS SIGNED TO LEC
TEAMS

Out of the players nominated for both Spring and Summer rookie of the season award, most naturally rose up from the European Regional Leagues, with five having spent time on LEC academy squads. Special highlight goes to **Adam "Adam" Maanane**, who won a European Masters Spring trophy, and found himself representing Europe at Worlds just five months later!



ADMINISTERED **OVER 60**
COMPETITIONS ...ACROSS **26**
ESPORTS PROPERTIES

OVER 2000 BROADCASTED
MATCHES

2021 saw the biggest influx to date of new competition properties, to match Riot Games' five competitive titles. The competitions listed above include multiple league seasons, open and regional qualifiers, and connected international events.



61 COMPETITIVE RULINGS*
(LEC, TCL, VCT & WILD RIFT)

*Official warnings, fines, and suspensions

TWO NEW HEAD REFEREES
TRAINED

The scope of EMEA competitions expanded dramatically last year, and so has our referee capabilities. As well as domestic competitions, our EMEA referee team also oversaw the League of Legends World Championship and Mid-Season Invitational competitions in 2021, along with VALORANT Masters 2.



583 UNIQUE TEAMS...

...AND **3448** PLAYERS
COMPETING IN THE WILD
RIFT ORIGIN SERIES

The first official League of Legends: Wild Rift competition in EMEA saw teams sign up for open qualifiers by the thousands. Split across four sub-regions, the competition laid a strong foundation for the first full year of Wild Rift esports.



3700+ TEAMS SIGNED UP
ACROSS ALL VCT 2021
STAGES

600+ TEAMS ON AVERAGE
PARTICIPATED EACH WEEK
OF VCT CHALLENGERS

OVER 3000 PLAYERS
PARTICIPATING EACH WEEK

VALORANT represented one of the largest esports expansions in Riot Games history. The EMEA region hosted 39 VCT competitions, plus 34 Strike Arabia events across the Middle East and North Africa. The next generation of women competitors shined in three separate VALORANT Game Changers tournaments, with many more partner-run amateur, grassroots, and showcase events like Spike Nations and Twitch Rivals.



LEAGUE OF LEGENDS
**EUROPEAN
CHAMPIONSHIP**

L E C

2021 SEASON REVIEW

LEC RECAP

From the highlights of the League of Legends European Championship 2021 season, to the storylines of the year, player transfers and an overview on how COVID affected LEC operations



LEC 2021 RECAP

THE YEAR IN REVIEW

After a year that saw one of Europe’s super teams fall short and a young squad utterly dominate the competition, the League of Legends European Championship 2021 season has wrapped up. Join us as we take a look back at the year.

SPRING SKIRMISHES

Going into the Spring Season, all eyes were on G2 Esports, the reigning LEC champions. G2 are home to some of esports’ biggest names – the likes of Martin “Wunder” Hansen, Marcin “Jankos” Jankowski, and Rasmus “Caps” Winther, all of whom had remained with the team from the previous season, while star botlaner Luka “Perkz” Perković had departed to join North American team Cloud9. Replacing Perkz for 2021, the team had added Martin “Rekkles” Larsson – rival team Fnatic’s own star botlaner – to their roster, making them look simply unstoppable.

SWIFT STARTS

It was a dominant start for G2. The all-star team quickly rose to the top of the leaderboard in Spring, closely followed by Rogue and MAD Lions, who had something to prove after an early exit from the 2020 World Championship as Splyce. FC Schalke 04 Esports also performed respectably, finishing fourth. Fnatic, on the other hand, struggled. Traditionally one of the top teams in Europe, Fnatic only managed a fifth-place finish. Rekkles unsurprisingly won the Spring MVP title, posting a huge kill, deaths, and assists ratio of 12.6 across G2’s 18 games. The Spring Playoffs were a



MAD Lions took their first LEC trophy in Spring

rather different story, though. G2 beat Schalke without too much trouble, but in the semi-finals, MAD Lions pulled off a spectacular victory, sending G2 down to the lower bracket to battle it out with Rogue. In the

end, it was Rogue who would face MAD Lions in the Spring Playoffs Final, the first ever Playoffs final to not feature either G2 or Fnatic. Ultimately, MAD emerged victorious to take their first LEC trophy.

RESULTS

LEC 2021 Spring Standings

TEAM	GAMES	PLAYOFFS
1 G2 Esports	14-4	G2 1 MAD 3
2 Rogue	14-4	
3 MAD Lions	10-8	MAD 3 RGE 2
4 FC Schalke 04	9-9	
5 Fnatic	9-9	G2 1 RGE 3
6 SK Gaming	8-10	
7 Misfits Gaming	8-10	MAD 3 FNC 1
8 Excel Esports	7-11	
9 Astralis	6-12	RGE 0 FNC 3
10 Team Vitality	5-13	

SUMMER SCRAPES

With their first piece of silverware in tow, MAD Lions had proved themselves one of the finest teams in Europe. Their new additions İrfan “Armut” Tükek and Javier “Elyoya” Batalla had both stood out as world-class talents – the latter earned Spring’s ‘Rookie of the Season’ award. MAD even had an impressive showing at the Mid-Season Invitational, making it to the semi-finals and pushing previous Worlds champions DWG KIA to five games before being knocked out – an incredible feat for such a young team.

A RACE TO THE TOP

After an early winning streak for Misfits Gaming, the season quickly became a race between Rogue, G2, MAD Lions, and Misfits to grab the top spot. In the end, it was the ever-consistent Rogue who clinched it, with the other three teams posting identical records of 12 wins to six losses. Rogue’s jungler Kacper “Inspired” Stoma won the MVP award, thanks to his incredible early-game plays.

But while there was plenty of contention for the Regular Season top spot, the Summer Playoffs belonged entirely to MAD Lions. After taking down G2 with an impressive 3-1 win in Round 1, MAD Lions swept Rogue, demolishing them 3-0. Meanwhile, Fnatic had been on a tear in the lower bracket, taking down Team Vitality and going on to beat every opponent sent to face them. But in the Final, they couldn’t resist the power of MAD Lions. MAD became back-to-back champions, heading to Worlds as Europe’s top seed.



MAD Lions followed Spring with a win in Summer

RESULTS

LEC 2021 Summer Standings

TEAM	GAMES	PLAYOFFS
1 Rogue	13-5	RGE 0 MAD 3
2 G2 Esports	12-6	
3 MAD Lions	12-6	MAD 3 FNC 1
4 Misfits Gaming	12-6	
5 Fnatic	11-7	RGE 0 FNC 3
6 Team Vitality	8-10	
7 Astralis	7-11	MAD 3 FNC 1
8 Excel	7-11	
9 SK Gaming	5-13	RGE 0 FNC 3
10 FC Schalke 04	3-15	



LEC 2021 RECAP

THE STORIES THAT DEFINED THE YEAR

With the 2021's League of Legends season now finished, we've picked out a few of the key stories that defined the year.

Another electrifying year of League of Legends has concluded, and there was no shortage of shocking moments and standout plays for fans to sink their teeth into this time around. With the dust settled, we've picked out some of the most important storylines that unfolded over the last two seasons of the League of Legends European Championship (LEC).

THE UNSTOPPABLE RISE OF MAD LIONS

While several European teams showed strong performances, there can be no denying that this year belonged to one team – MAD Lions. After an energising debut of their all-new roster in 2020, the young squad surpassed even their fans' lofty expectations.

The additions of LVP SuperLiga upstart jungler Javier "Elyoya" Batalla and Turkish Championship League winning top laner İrfan "Armut" Tükek seemed to be just what the team needed to become Europe's number one team. MAD Lions ended up winning the Spring and Summer seasons back-to-back (only the third organisation in its history to do so) and went the furthest of all of Europe's teams at the World Championship. Both LEC finals brought in record viewer counts,

with the latter's thrilling victory reaching a peak of 831,000 viewers.

G2 MISSES OUT ON WORLDS

Possibly the most shocking moment of the year came during the Summer Playoffs, when 2020 LEC champions G2 Esports failed to qualify for Worlds. After being sent down to the Lower Bracket by MAD, G2 were then defeated by old rivals Fnatic in an intense five-game series. Not only did this end G2's streak of four LEC championship titles, it was the first time in history that the organization had failed to qualify for Worlds, marking the end of an era of domination.

ROOKIES OF THE YEAR

MAD's Armut and Elyoya brought some much-needed energy to MAD Lions' lineup, with the latter earning the Rookie of the Season award in Spring thanks to his impactful early-game tactics. Fnatic also benefited from some new blood in the form of French toplaner and 2021 European Masters Spring champion Adam "Adam" Manaane, who picked up the Summer Rookie award and helped the squad pull off an incredible Playoffs comeback.

MOST-VALUED PROS

Few were surprised to see G2's new star Martin "Rekkles" Larsson

pick up the Spring MVP title, posting a huge kill-deaths-assists ratio of 12.6 and the highest damage and gold per minute of any player in the league. For the Summer Season, it was Rogue's Kacper "Inspired" Śloma who took the gong. The 19-year-old was instrumental in Rogue taking first place in the Regular Season, as reflected in his team's 2674 average gold difference at 15 minutes for the split.

META MOVES

The LEC's meta-game was a moving target in Spring, constantly evolving over the eight weeks of

competition. Kai'Sa was the most picked champion of the split, owing to her diverse skill set that combines excellent mobility with powerful wave-clear potential. Seraphine and Gragas were popular picks in Spring too, thanks to their flexibility across multiple roles, while Twisted Fate's ability to quickly appear by his jungler's side made him a popular midlane choice.

VIEGO A-GO-GO

LoL's newest skirmisher Viego made a big impact on professional play this year, being the most picked champion of the Summer Season. He was primarily used by junglers like Fnatic's Gabriël "Bwipo" Rau and Rogue's Inspired, who both

made great use of his high-damage, low-cooldown Blade of the Ruined King ability.

A NEW ERA

With G2 knocked off their throne, the time seems right for the league's younger talents to move in and stake their place at the top of the table.

Will MAD Lions continue their reign of domination, or will a dark horse like Misfits Gaming or new addition Team BDS swoop in? With Fnatic on a comeback, will their rivalry

with G2 reignite?

The 2022 season will feature some of the most dramatic roster remakes in recent memory.

The era of two teams dominating the LEC are over, and now anything is possible for the future of the region.

MAD Lions hoisted the LEC trophy in both the Spring and Summer

“MAD LIONS WON THE SPRING AND SUMMER SEASON BACK-TO-BACK



2021

RECAP OF PLAYER AND TEAM TRANSFERS IN 2021

Organizations that fell short in 2020 looked to rebuild entirely, while the top teams kept their rosters surprisingly consistent... except for a couple of league-shaking transfers.

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 2020 League of Legends esports season, these were:

Spring: November 17th, 2020 - March 9th, 2021

Summer: May 24th, 2021 - July 27th, 2021

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 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 substitutes for an LEC roster).



Roster changes are a staple of any competitive season

LEC STAR PLAYER, REKKLES, REJOINED HIS OLD TEAMMATE CAPS IN ONE OF THE MOST TALKED ABOUT ROSTER MOVES OF THE OFFSEASON



ASTRALIS

In its first year as Astralis (previously Origen), the Danish org opted for a full rebuild, minus head coach AoD. All but one of these players were sourced from ERLs, including Summer 2021 European Masters winner Zanzarah. Promisq, who last played as a sub for G2 Esports in 2019, returns to the LEC after success in the Prime League.

NAME	SUMMER '20	SPRING '21	SUMMER '21
Whiteknight	BIG Top Lane	→ Astralis Top Lane	→
Zanzarah	AGO Rogue Jungle	→ Astralis Top Lane	→
MagiFelix	Fnatic Mid Lane (Sub)	→ Astralis Top Lane	→
Jeskla	MOUZ Bot Lane	→ Astralis Top Lane	→
promisq	MOUZ Support	→ Astralis Top Lane	→



EXCEL

After falling just shy of playoffs twice in 2020, Excel revamped its roster, bringing in rookie Kryze from the Prime League, and Patrik (who has competed in the LEC since 2017). Further changes occurred in Summer, with Nukeduck joining his fifth LEC organization to date, and Markoon making his debut in the league.

NAME	SUMMER '20	SPRING '21	SUMMER '21
Kryze	UoL Sexy Edition Top Lane	→ Excel Top Lane	→
Dan	Fnatic Rising Jungle	→ Excel Jungle	→ BT Excel Jungle
Markoon		BT Excel Top Laner	→ Excel Jungle
Czekolad	Astralis Inactive	→ Excel Mid Lane	→ MOUZ Mid Lane
nukeduck		Astralis Mid Lane	→ Excel Mid Lane
Patrik	Astralis Bot Lane	→ Excel Bot Lane	→
Tore	Excel Support	→ Excel Support	→ MAD Lions Madrid Support
Advienne	BT Excel Support	→ BT Excel Support	→ Excel Support



SCHALKE 04 ESPORTS

For its final season in the LEC, Schalke 04 chose to keep several of its "miracle run" players from last year, while adding Neon from its academy roster and LIMIT from SK Gaming. In Summer, Kirei returned to the LEC for the first time since 2019, while NUCLEARINT also got bumped up from Schalke 04 Evolution.

NAME	SUMMER '20	SPRING '21	SUMMER '21
Gilius	Schalke 04 Jungle	→ Schalke 04 Jungle	→ Schalke 04 Substitute
Kirei	Misfits Premier Jungle	→ GamersOrigin Jungle	→ Schalke 04 Jungle
Abbedagge	Schalke 04 Mid Lane	→ Schalke 04 Mid Lane	→
NUCLEARINT		S04 Evolution Mid Lane	→ Schalke 04 Mid Lane
Neon	S04 Evolution Bot Lane	→ Schalke 04 Bot Lane	→
LIMIT	SK Gaming Support	→ Schalke 04 Support	→

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G2 ESPORTS

G2 Esports has retained one of the most consistent rosters in recent years. However, after bot laner Perkz signed with a North American team, the LEC star player, Rekkles, rejoined his old teammate Caps in one of the most talked about roster moves of the offseason.

NAME	SUMMER '20	SPRING '21	SUMMER '21
Wunder	G2 Esports Top Lane		
Jankos	G2 Esports Jungle		
Caps	G2 Esports Mid Lane		
Rekkles	Fnatic Bot Lane	G2 Esports Bot Lane	
Mikyx	G2 Esports Support		



ROGUE

Qualifying for Worlds in only its second LEC year, Rogue has definitively shown the power of a strong talent development system. The organization only made one roster change this year; bringing in Trymbi from its academy ERL team.

NAME	SUMMER '20	SPRING '21	SUMMER '21
Odoamne	Rogue Top Lane		
Inspired	Rogue Jungle		
Larssen	Rogue Mid Lane		
Hans sama	Rogue Bot Lane		
Trymbi	AGO Rogue Support	Rogue Support	



SK GAMING

Jenax and Jesiz were the only two players retained by SK Gaming in 2021, with additions including LEC newcomer TynX, and Blue, who won multiple TCL seasons while part of Fenerbahçe. After a 0-5 start in Summer, SK returned Jesiz to his earlier position as head coach, with Lilipp stepping into the Support role from SK Gaming's academy team.

NAME	SUMMER '20	SPRING '21	SUMMER '21
Jenax	SK Gaming Top Lane		
TynX	LDLC Jungle	SK Gaming Jungle	SK Gaming Substitute
Blue	1907 Fenerbahçe Top Laner	SK Gaming Mid Lane	
twohoysz		ŞAIM SE SuppUp Mid Lane	SK Gaming Mid Lane
Jezu	Misfits Premier Bot Lane	SK Gaming Bot Lane	
Treatz	TSM Substitute	SK Gaming Support	SK Gaming Jungle
Jesiz	SK Gaming Prime Support	SK Gaming Support	SK Gaming Head Coach
Lilipp		SK Gaming Prime Support	SK Gaming Support



MISFITS GAMING

Misfits brought in new coaching staff for 2021, led by Enatron after a successful season in the TCL. He returned to Turkey after Spring, with Candyfloss moving up from assistant to head coach. Misfits also added in several new players from across Europe, including LEC rookie Vetheo and veteran Vander, who first played in the league in 2014.

NAME	SUMMER '20	SPRING '21	SUMMER '21
HiRit		Misfits Gaming Top Lane	
Razork	Misfits Gaming Jungle	Misfits Gaming Jungle	
Vetheo	LDLC OL Top Laner	Misfits Gaming Mid Lane	
Kobbe	Misfits Gaming Bot Lane		
Vander	Rogue Support	Misfits Gaming Support	



FNATIC

For its strong 2021 run, Fnatic retained dependable players Selfmade, Bwipo, and Hylissang, the latter two of which have played for the team since 2018. Joining them was Nisqy after a season in North America, and longtime LEC competitor Upset. Karmine Corp's Adam, who impressed with his victory in the Spring 2021 European Masters, joined in the summer.

NAME	SUMMER '20	SPRING '21	SUMMER '21
Bwipo	Fnatic Top Lane	Fnatic Top Lane	Fnatic Jungle
Adam		Karmine Corp Top Lane	Fnatic Top Lane
Selfmade	Fnatic Jungle	Fnatic Jungle	Team Vitality Jungle
Nisqy	Cloud9 Mid Lane	Fnatic Top Lane	
Upset	Astralis Bot Lane	Fnatic Top Lane	
Hylissang	Fnatic Support	Fnatic Support	



MAD LIONS

Building on back-to-back playoffs appearances, and an appearance at the World Championship, MAD Lions' new roster additions included Turkish league winner Armut, and winner of last year's Spanish LVP Superliga Summer season, Elyoya. These additions helped the team take both LEC Spring and Summer championships for 2021.

NAME	SUMMER '20	SPRING '21	SUMMER '21
Armut	SuperMassive Top Lane	MAD Lions Top Lane	
Elyoya	Movistar Riders Jungle	MAD Lions Jungle	
Humanoid	MAD Lions Mid Lane		
Carzzy	MAD Lions Bot Lane		
Kaiser	MAD Lions Support		



TEAM VITALITY

The Paris-based organization made several changes in both offseasons. Prior to Spring, Szygenda and Skeanz stepped over from Vitality's academy team, with Crownshot stepping into the Bot Lane. A dramatic change in Summer: Fnatic's jungler Selfmade switched over to Vitality, as did two players from the Prime League: SLT and LIDER.

NAME	SUMMER '20	SPRING '21	SUMMER '21
Szygenda	AGO Rogue Top Lane	Astralis Top Laner	
SLT		BIG Top Lane	Team Vitality Top Lane
Skeanz	Vitality.Bee Jungle	Team Vitality Jungle	Vitality.Bee Jungle
Selfmade	Fnatic Jungle	Fnatic Jungle	Team Vitality Jungle
Milica		Team Vitality Mid Lane	Team Vitality Inactive
LIDER		Mousesports Mid Lane	Team Vitality Mid Lane
Comp		Team Vitality Bot Lane	Team Vitality Substitute
Crownshot		Team Vitality Bot Lane	
Labrov		Team Vitality Support	



LEC AND COVID IN 2021:

RETURNING FROM ONLINE ONLY PLAY

Here's how we made the move back to the LEC studio - from the production crew, to the players.

Week Eight of the 2020 LEC Spring Season - The broadcast is counting down to start time, when there's an announcement: the league will be indefinitely suspended for the sake of player and staff safety.

The COVID-19 pandemic had already shifted several long-running esports competitions into online play, something the LEC has, perhaps surprisingly, never done. Aside from the teams, the health and safety risks also concern the full studio and nearly 100 crew members who make the show possible every week.

The rest of the Spring Season was played via a remote broadcast setup; a fleet of

desktop computers were sent to every caster, observer, and member of the broadcast team.

This piece-meal broadcast lasted right through the finals, until testing and hygiene protocols were established. In Summer, production returned to the Berlin studio, albeit with teams continuing to compete from their respective headquarters.

Alongside any and all potential production errors, remote play can bring a number of competitive integrity risks. Here are a few examples of the unique league operations protocols developed during this period of online play:

- Unlike most online esports competitions, all LEC players must compete from the same room as their teammates, except in exceptional circumstances.
- Players must be visible on a live streamed camera, with open microphones set up in the room.
- Screen capture software must be installed on all PCs, with recordings made available if needed.
- The league will conduct spot checks on random players by remotely connecting to their PCs after a game, to ensure nothing has been tampered with.
- Referees are present in voice communication channels, and players are only permitted to communicate during games.
- After champion selection, coaches must watch the game from a separate room. The stream will be delayed by three minutes on broadcast.

The first chance for a return to LAN play were the 2021 Spring LEC playoffs. Featuring just one best-of-three match per day, the reduction of team members and staff compared to regular season days made it possible for players to return to the studio.

This was only achievable alongside rigorous health and safety standards, which inevitably create logistical challenges for a production; figuring out when

both crew and teams will arrive and get tested, figuring out how they can get into the studio and on and off the stage with minimal contact, all while not creating substantial delays that would ruin the show for fans.

Week Five of the 2021 Summer Season saw the return of players for the regular season, but with a caveat. Five games are still played per day, but only matches one, three, and five would feature players in person; the others would be played online. While this could have created a risk for competitive imbalance, a schedule was devised that ensured all teams would play an equal number of matches 'home and away,' so to speak. Perfect parity is almost impossible to achieve in any competition, but in this case, the decision was voted upon and passed by the League Governance Council, which is made up of representatives of all ten teams.

KEEPING CONSISTENCY

Throughout the pandemic, the LEC has opted not to hold live arena roadshows for Spring and Summer Finals, as has been the tradition for several years.

New COVID variants and constantly changing case rates make it difficult to reliably plan safe, larger scale productions, but in addition, the experience gained over the last 18 months has allowed us to elevate the production quality of our studio environment, deliver online play to the highest possible standard of competitive integrity, and deliver 'homegrown' content to fans at a time when it's most needed.

“ THE EXPERIENCE GAINED THROUGHOUT THE PANDEMIC HAS ALLOWED US TO ELEVATE THE PRODUCTION QUALITY OF OUR STUDIO ENVIRONMENT



Competing from a home environment was certainly a different experience for players



The LEC studio was still used to its full extent during broadcast



Teams were excited to compete in the studio again



INTERVIEW

MAXIMILIAN SCHMIDT

Head of League of Legends Esports, EMEA

Overseeing League of Legends Esports across EMEA during a tumultuous year has not been an easy feat, but Maximilian has shown that Rioters are able to deal with almost any situation.

“ WE HAVE CREATED SOMETHING UNIQUE TO ESPORTS, TAILORED TO THE NEEDS OF THE EUROPEAN MARKET

How did you manage the increased responsibility in your new role?

Last year, Riot restructured and reorganized to ensure that, as an organization, we set ourselves up in the best way possible to cater to all the different games and esports that we operate.

I personally transitioned from the Competitive Operations team, focused on the regulatory and operational side, to a managerial and product-focused role touching on a significantly broader scope; interfacing with a lot more teams and expanding beyond the LEC alone. My responsibilities now include the TCL (including Turkey and MENA) and the LCL (Russia and CIS countries). On top of that, I'm also responsible for the underlying League of Legends ecosystem within Europe, which includes all of the European Regional Leagues (ERLs) - which we create with our partners and tournament organizers - as well as European Masters (EM) itself.

Would you say the pandemic represented one of the most difficult challenges to the LEC?

I still remember when we had to cancel the show for the first time in years during the 2020 Spring Season. It was obviously the right decision, but it still hurt us a lot. I'm super happy and proud of how the team transitioned to an online show in less than seven days, and built upon that to include some offline elements over time.

You always need to make sure you have backup plans, and that you are staying on top of all the local regulations to ensure the continued safety of our staff, players and fans. We haven't had a day since then when we had to

completely cancel the show and knock-on-wood, we will continue to do so.

Do you feel we've passed the worst of it?

My honest assessment is that the most challenging part was the very beginning and now that we have protocols in place, we are well equipped to deal with future hurdles. Over a brief period of time, we sat together with all the different teams in the league, to ensure the competitive spirit and integrity are upheld despite the conditions of having to transition to online play. It is important to reiterate that with all the different COVID-19 variants; there is no reason for us to be more relaxed when it comes to safety. It is still a danger to the health and safety of the crew, the staff, and the players, and it is something that we will never compromise on.

2019 onwards marked a period of consolidation for the LEC, ERLs, and European Masters. What has been the impact of this so far?

We re-envisioned and re-established the ecosystem below the LEC in 2019 when we applied the partnership model. One of the primary reasons was to ensure a constant funnel of talent from the grassroots ecosystem up to the LEC as the crown jewel of competition in our region.

We established European Masters as the primary scouting platform for teams to ensure they have visibility on upcoming talent across the European region, and are able to make educated decisions on potentially picking up these players for LEC. We also wanted to ensure that we had a viable "path to pro" in place for

the European region, so that players could see a direct route from amateur to pro play. The system is completely unprecedented; we have created something unique to esports, tailored to the needs of the European market.

What untapped potential do you feel still lies within Europe?

One of the topics that we've been looking into is the standardization of the ERL ecosystem. In the past we have operated on a case-by-case basis throughout, which made it hard for fans to understand and follow what was going on across the region.

There were many different formats across the ERLs, unclear qualification to European Masters, and the broadcasts happened very irregularly, sometimes overlapping with other parts of the ecosystem. Now, there are dedicated days for the ERLs and LEC, and there shouldn't be any overlap. We want to further raise this symbiotic effect to spur viewership transitions from the local level to EM and LEC, but also the other way around.

What do you see as the biggest challenge in expanding the region?

I don't really see a blocker per se, but there is a great opportunity in further working together with our partners, and understanding what things work well and which things do not. The LEC is one of the best, if not the best, esports product in the western world. We continue to learn from the ERLs and our local partners, just as they can interface and learn from each other. They are in touch with their local audiences and markets, and having that regional flair has helped them grow incredibly well over the last few years. We're passionate about building a strong and sustainable European-wide ecosystem, and the open dialogue we have with our partners across the region is how we will continue to grow the ecosystem as a whole, together.



2021 SEASON REVIEW

GUIDE AND RECAP FOR THE EM/ERLS

Breaking down European Masters, the various European Regional Leagues, and how they have all evolved over the years

EVERYTHING THAT HAPPENED AT...



EUROPEAN MASTERS 2021

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.

European Masters takes place twice a year – once in Spring and again in Summer, typically after the LEC finals.

28 teams take part in all – 16 teams battle through the Play-Ins for just four spaces in the Main Event, where they join 12 teams who automatically secured a Main Event spot based on their performance in their home league.

The 16 Main Event teams are whittled down to eight in the Group Stage, who then proceed to the Knockout Stage, eventually leading to the finals which are conducted as a nail-biting best-of-five.

The Main Event Group Stage sees the 16 teams divided into four groups, where they compete in a double round robin format.

A FRESH SPRING

Spring saw Berlin International Gaming and Italian squad Mkers emerge as the winners of Group A, while Misfits Premier, the



European Masters is a melting pot of top talent from across the region

academy team for the LEC org and ŠAIM SE SuppUp advanced from Group B.

UCAM Esports Club and mousesports emerged victorious in Group C, while Group D's BT Excel advanced alongside Karmine Corp, who dominated with a 6-0 record.

A KNOCKOUTS TO REMEMBER

In the Knockouts, La Ligue Française League Of Legends (LFL) champions Karmine Corp smashed SSU and UCAM in a pair of convincing 2-1 victories.

Meanwhile in the lower bracket, the academy team of British org BT Excel unexpectedly sailed ahead with wins over Misfits and

Mouz. Although the UK representatives managed to take the first game of the final, they couldn't stand up to the might of Karmine, who won the following three matches to take the trophy.

It didn't come as a surprise to see Karmine's Adam "Adam" Maanane rise up to the LEC after this dominant performance, joining Fnatic for the Summer Season.

A HEATED SUMMER

The Summer competition saw a similar lineup of teams, with Misfits Premier, UCAM Esports Club, Berlin International Gaming, and Karmine Corp returning to dominate their respective groups. Also advancing to the Knockout Stage were Movistar Riders, PDW, Fnatic Rising, and Vodafone Giants.

Fnatic's academy team excelled in their bracket, defeating Movistar Riders 3-1 before taking on Misfits' own development squad in a five-game thriller that saw them edge out their opponents.

Elsewhere, Karmine Corp continued to dominate, even with a rejigged lineup, beating UCAM



Top teams from across the region hope to lift the European Masters trophy

3-0 before snatching a 3-2 win over BIG. The final match was another five game thriller, as Fnatic Rising took on the might of the LFL's Karmine Corp. FNC.R did well to take it to five games, but ultimately it was Karmine Corp's day, as they cinched the advantage.

RISING UP

The two-time EM winners seem to be going from strength to strength lately, and in one of the most shocking roster moves in

European LoL history, added Fnatic and G2 Esports bot laner Martin "Rekkles" Larsson to their lineup for the 2022 season.

Karmine will likely be gunning for another trophy in 2022, though BT Excel and Fnatic Rising will certainly be returning as well to take another shot at the top spot.

RESULTS

European Masters Spring 2021 Main Event Standings

GROUP A	GAMES	GROUP B	GAMES	PLAYOFFS
1 BIG 2 Mkers 3 Anorthosis Famagusta 4 KICK	6-0 3-3 2-4 1-5	1 Misfits Premier 2 ŠAIM SE SuppUp 3 AGO Rogue 4 G2 Arctic	5-1 3-3 2-4 2-4	UCAM 1 KC 2
GROUP C	GAMES	GROUP D	GAMES	
1 UCAM Esports Club 2 mousesports 3 Macko Esports 4 Illuminar Gaming	6-0 2-4 2-4 2-4	1 Karmine Corp 2 BT Excel 3 Schalke 04 Evolution 4 Cream Real Betis	6-0 3-3 2-4 1-5	KC 3 BTXL 1
				BTXL 2 MOUZ 1

RESULTS

European Masters Summer 2021 Main Event Standings

GROUP A	GAMES	GROUP B	GAMES	PLAYOFFS
1 Misfits Premier 2 UCAM Esports Club 3 AGO Rogue 4 Anorthosis Famagusta	5-1 4-2 2-4 1-5	1 Movistar Riders 2 PDW 3 Tricked Esport 4 PENTA 1860	5-1 5-1 2-4 0-6	KC 3 BIG 2
GROUP C	GAMES	GROUP D	GAMES	
1 BIG 2 Fnatic Rising 3 Illuminar Gaming 4 Zero Tenacity	5-1 4-2 3-3 0-6	1 Karmine Corp 2 Vodafone Giants 3 mousesports 4 Macko Esports	5-1 4-2 3-3 0-6	KC 3 FNC.R 2
				FNC.R 3 MSFP 2



EVERYTHING THAT HAPPENED IN...

THE LFL 2021 SEASON



SPRING SEASON

The Ligue Française League Of Legends (LFL) Spring Season kicked off in January, where ten teams participated in a double round robin of best-of-one matches to qualify for the Playoffs. The 2021 Spring Season marked the third season of the French regional league, with more teams than ever before; notably welcoming top division newcomers Karmine Corp for the first time.

Incredibly, Karmine Corp grew to dominate the competition, especially in the second half of the Regular Season. Their strong performance landed them with a 13-5 record, matched only by Misfits Premier, locking the two in a tiebreaker battle for first place. Karmine Corp ultimately took the win, marking one of the strongest

team debuts in all ERL history. The Playoffs brought the top five teams from the Regular Season – GameWard, Karmine Corp, Misfits Premier, Team BDS, Vitality.Bee – together to battle for the top spot. Each round is a best-of-five, with the loser of each round heading home and the three top teams qualifying for the European Masters Spring, making it very much all to play for.

FRESH DOMINATION
Once again, Karmine Corp dominated, coming first in a landslide final match against Misfits Premier who came second after suffering a 3-0 defeat. Vitality.Bee were the final team to qualify for the EU Masters, having scored two 3-1 victories in a row before being knocked out, with

Team BDS and GameWard coming in fourth and fifth place and heading home. Karmine would go on to win the EU Masters Spring and bring the trophy home to France. Misfits Premier had a solid run through the early season, almost coming first during the Regular Season before the tiebreaker match. The MVP award went to Loïc “toucouille” Dubois, who represented GameWard at this year’s competition, after having moved from rival team GamersOrigin in 2020. One of the stand-out spring players was Adam “Adam” Maanane, playing for Karmine Corp, who was subsequently picked up by Fnatic to play for them in the LEC over the summer. During the spring Season he won two Weekly Awards and helped his team come first in both the Regular Season and Playoffs.

DID YOU KNOW?
The average player age in the LFL is 22.6.
Since the LFL launched in 2019, it has won five out of the seven editions of European Masters (including Spring 2022).

RESULTS

LFL 2021 Spring Standings

TEAM	GAMES	PLAYOFFS
1 Karmine Corp	13-5	
2 Misfits Premier	13-5	
3 Team BDS	12-6	
4 GameWard	11-7	
5 Vitality.Bee	11-7	
6 Solary	9-9	
7 GamersOrigin	7-11	
8 Izi Dream	6-12	
9 LDLC OL	5-13	
10 Team MCES	3-15	

KC

3

MSFP

0

MSFP

3

VITB

1

“ KARMINE CORP MADE AN IMPRESSION IN THEIR DEBUT YEAR



SUMMER SEASON

The Summer Season began in June, welcoming GamersOrigin, GameWard, Izi Dream, LDLC OL, Misfits Premier, Solary, Team BDS, Team MCES, Vitality.Bee, and reigning champions Karmine Corp back to the Rift.

Once again, Karmine Corp proved themselves a strong newcomer to the league, coming in first with a 14-4 record. Misfits Premier seemed to stumble after a consistent Spring Season, but were able to turn things around in time for the Playoffs.

Going into the Summer Season Playoffs, Karmine Corp were expected to dominate once again as first seed, but after an intense final match with Misfits Premier, found themselves runners-up this time. Misfits Premier took the title and locked their EU Masters place after a three-game winning streak, culminating with a 3-1 victory in Monaco.

A SUMMER OF CHANGE
Although Karmine Corp suffered a loss in the LFL finals, they went on to become the first team in history to defend their EU Masters trophy in Summer. Misfits Premier’s Jakub “Jactroll” Skurzyński received the MVP award during the Playoffs, while Karmine Corp’s Lucas “Saken” Fayard took the award in the Regular Season.



The LFL held its 2021 Summer finals as a studio event in Monaco

Although Team BDS did not stand out, the organisation will be moving to the LEC, replacing FC Schalke 04 and going up against Europe’s top talent. Their LFL team, meanwhile, will continue on as an academy team designed to

foster new talent in the region. Meanwhile, all eyes will be on Karmine Corp to see if they can repeat their success in 2022, especially with the addition of G2 Esports and Fnatic legend Martin “Rekkles” Larsson in the bot lane.

RESULTS

LFL 2021 Summer Standings

TEAM	GAMES	PLAYOFFS
1 Karmine Corp	14-4	
2 Vitality.Bee	13-5	
3 Misfits Premier	11-7	
4 Solary	11-7	
5 LDLC OL	10-8	
6 Team BDS	8-10	
7 GamersOrigin	7-11	
8 GameWard	7-11	
9 Team MCES	5-13	
10 Izi Dream	4-14	

KC

1

MSFP

3

VITB

1

MSFP

3



EVERYTHING THAT HAPPENED IN...

THE PRIME LEAGUE 2021 SEASON



SPRING SEASON

The Prime League is the official league for the DACH region, which includes Germany, Austria, and Switzerland. Featuring one of the strongest talent pools among the ERLs, players that compete in this league will often graduate to the League of Legends European Championship if they stand out amongst the competition, so the young players hold nothing back.

HOME TO LEGENDS

Founded in 2020, the Prime League is one of the largest circuits in the esports, with a total of 1,220 teams and over 6,000 players making up its ranks. The Pro Division represents the top level of competition, with internationally recognised teams like Mouz, Berlin International Gaming, and SK Gaming Prime taking part.

RESULTS

Prime League 2021 Spring Standings

TEAM		GAMES	PLAYOFFS	
1	mousesports	14-4	MOUZ	2
2	BIG	14-4	BIG	0
3	GamerLegion	10-8		
4	SK Gaming Prime	9-8		
5	UoL Sexy Edition	9-9		
6	Schalke 04 Evolution	9-8		
7	PENTA 1860	6-11		
8	ad hoc gaming	6-12		
9	E WIE EINFACH	6-12		
10	EURONICS Gaming	5-12		

MOUZ 1

BIG 3

BIG 3

S04E 0

Two of Germany's most recognizable esports team brands, Mouz – then known as mousesports – and BIG dominated the Spring Season, with each team winning 14 of their 18 matches. Mouz benefitted from a fresh lineup of new signings including toplaner Max "Satorius" Günther and botlaner Ilya "Gadget" Makavchuk.

In third and fourth place were Team GamerLegion and SK Gaming Prime – the academy team for LEC side SK Gaming. In fifth place was Unicorns of Love Sexy Edition, followed by FC Schalke 04 Evolution – academy League of Legends team for the German football club and former LEC competitor.

The playoffs were largely a race between Mouz and BIG.

Mouz sent BIG down to the lower bracket to face Schalke, but the academy team were no match for the boys from Berlin.

In the finals, BIG reversed the results of their previous match against Mouz, winning three games in the best-of-five to secure the title. Ultimately, however, Mouz would have the last laugh, going on to take third place at the European Masters Spring 2021 Main Event, knocking BIG out in the quarter-finals on the way.

DID YOU KNOW?

During the Summer season, more former Prime League players (13) were playing for LEC teams than any other ERL.

11 different DACH teams have competed in European Masters, with MOUZ having qualified the most times.

SUMMER SEASON

After finishing in seventh place in Spring, fans were surprised to see the German side PENTA 1860 make a huge comeback in Summer, finishing up top with a record of 13-5.

After signing a new roster at the start of the year, new players Daniel "Scarface" Aitbelkacem and Johannes "FUN k3y" Werner had finally hit their stride, making the team a formidable proposition.

They were closely followed by Mouz – who had recently signed former-LEC midlaner Paweł "Czekolad" Szczepanik – and BIG – who had dropped Enzo "SLT" Gonzales and Karim "Karim kt" Aubineau for Philippe "Akabane" Le and Dawid "Melonik" Ślęczka – with 12 wins apiece.

Despite only coming third in the Group Stage, BIG sailed through the Summer Playoffs, defeating E WIE EINFACH E-SPORTS and SK on the way to another semifinal clash with Mouz. It was another 3-1 victory for BIG, punching their ticket for the Grand Finals.

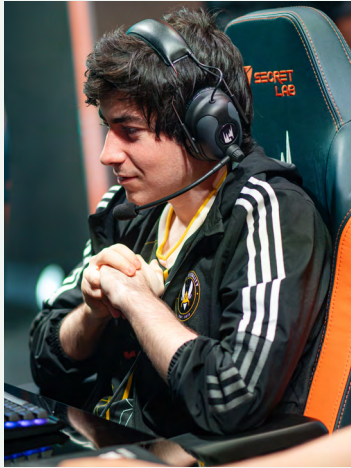
Fans hoping for a repeat of the surprise success PENTA had in the regular season were bitterly disappointed when BIG thrashed their fellow Berliners 3-0, nabbing their second Prime League title of the year and firmly establishing themselves as the team to beat in the region.

BIG even managed to reverse their fortunes at the EU Masters Summer 2021 Main Event, picking up third place while Mouz departed in the Group Stage alongside PENTA.

A PRIME FUTURE

The 2022 season will see a brand new team join the Prime League Pro Division in the form of Eintracht Spandau, founded by German YouTuber Maximilian "HandOfBlood" Knabe, who have acquired a space from the outgoing EURONICS Gaming team.

However, they'll have to play catch-up to some of Europe's most accomplished and battle hardened teams.



After a second place finish with MOUZ in Spring, LIDER left the Prime league to play for Team Vitality in the LEC

RESULTS

Prime League 2021 Summer Standings

TEAM		GAMES	PLAYOFFS	
1	PENTA 1860	13-5		
2	mousesports	12-6		
3	BIG	12-6		
4	SK Gaming Prime	11-7		
5	GamerLegion	11-7		
6	E WIE EINFACH	10-8		
7	UoL Sexy Edition	6-12		
8	Wave Esports	5-13		
9	EURONICS Gaming	5-13		
10	Schalke 04 Evolution	5-13		

PTA 0

BIG 3

MOUZ 1

BIG 3



EVERYTHING THAT HAPPENED IN...

THE ULTRALIGA 2021 SEASON

ULTRALIGA

MISTRZOSTWA
POLSKI



ULTRALIGA SEASON 5

While the Ultraliga runs along the same calendar months as other ERL Spring and Summer seasons, the Polish league instead numbers its seasons. Season 5 kicked off in January, with Poland's top eight teams facing off in a double round robin, best-of-one format to determine the top five for Playoffs.

ROGUE MANUVRES

European Masters 2020 Summer Season champions AGO Rogue had gone through a substantial roster change for Season 5, having lost toplaner Mathias "Szygenda" Jensen and midlaner Paweł "Czekolad" Szczepanik to the LEC at the end of 2020, but carried on their Regular Season winning streak with a 12-2 win/loss record.

Illuminar Gaming took second with a 11-3 record, while 7more7 Pompa Team took third with nine wins to five losses. K1CK nabbed fourth place, while devils.one – newly-returned to the Ultraliga after a brief spell in the 2nd Division – rounded out the Playoffs entrants in fifth place.

AGO Rogue dominated the Season 5 Playoffs, as one would expect, but it was K1CK who proved to be the team to beat.

Starting in the lower bracket, the org (which was an EM Spring



Having played in teams across Europe, Trymbi helped Rogue's academy team to victory in the Ultraliga in 2020 before joining its LEC roster

finalist in 2020) managed to take down all comers as they worked their way to the final, ultimately finishing second place.

Botlaner Łukasz "Puki Style" Zygmunciak even picked up two MVP awards during the

tournament, more than any other player. Both teams, alongside third-placers Illuminar, went on to compete at EU Masters 2021 Spring, but sadly none of them made it out of the Main Event Group Stage.

RESULTS

Ultraliga Season 5 Standings

TEAM	GAMES	PLAYOFFS
1 AGO Rogue	12-2	RGO 3 IHG 2
2 Illuminar Gaming	11-3	
3 7more7 Pompa Team	9-5	RGO 3 K1 2
4 K1CK	7-7	
5 devils.one	6-8	IHG 2 K1 3
6 Team ESCA Gaming	5-9	
7 Gentlemen's Gaming	4-10	
8 Komil&Friends	2-12	

ULTRALIGA SEASON 6

Season 6 kicked off in June and saw 7more7 Pompa Team rebrand to PDW (Pozdrowienia Do Więzienia) and recruit an entirely new roster of players, though they still placed third behind AGO Rogue and Team ESCA Gaming.

AGO matched their Season 5 win record of 12-2, but the real story was ESCA's rise to second place after finishing 6th in Season 5. The team had also recruited an entirely new roster of players, including Igor "marlon" Tomczyk in the support role, who won the Outstanding Rookie award for his performance.

Sadly, ESCA were unable to continue their success in the Playoffs, suffering a loss at the hands of PDW in their first round before being eliminated by Illuminar and finishing fourth.

K1CK also struggled in the Playoffs – having finished fourth in the Regular Season, they were immediately eliminated by fifth-placers Illuminar.

Stranger still, AGO Rogue suffered two massive losses, losing three straight games to both PDW and Illuminar, who would face off against each other in the final. Ultimately, following a gruelling five-game final, PDW came out on top, with Illuminar taking second.

AGO Rogue found themselves entering the EU Masters 2021 Summer Season at the Play-In Stage, which they managed to survive to join PDW and Illuminar at the Main Event. AGO and Illuminar both dropped out of the competition in the Group Stage, but PDW managed to make it to the qualifiers – not bad for a

roster that had only played together for one season.

FUTURE MOVES

Looking ahead to 2022, the Ultraliga is undergoing major changes as it folds the Baltic Masters league into its own, increasing the number of teams in the league to 10.

Iron Wolves and Goskilla will now enter the fray, providing a whole new challenge for the established teams.

DID YOU KNOW?

Five previous Ultraliga players have competed at Worlds: Finn, Inspired, Larssen, Vander, and Trymbi.

12 previous Ultraliga players have been signed to LEC teams.

RESULTS

Ultraliga Season 6 Standings

TEAM	GAMES	PLAYOFFS
1 AGO Rogue	12-2	RGO 0 PDW 3
2 Team ESCA Gaming	11-3	
3 PDW	8-6	PDW 3 IHG 2
4 K1CK	8-6	
5 Illuminar Gaming	7-7	RGO 0 IHG 3
6 Komil&Friends	4-10	
7 Gentlemen's Gaming	4-10	
8 devils.one	2-12	



EVERYTHING THAT HAPPENED IN...

THE LVP SUPERLIGA 2021 SEASON



SPRING SEASON

The Liga de Videojuegos Profesional (LVP) SuperLiga (SL) 2021 Spring Season kicked off in January with ten teams gunning for the top spot in a double round robin, best-of-one format. Movistar Riders entered the season as the team to beat, having won the 2020 Summer Season Playoffs and being the only LVP SL team to win a match in the European Masters 2020 Summer Season Main Event quarter-finals.

And beat they were – Movistar finished in fifth place after a particularly close season with a win/loss record of 10-8. G2 Arctic – who were specifically founded for the LVP in 2020 – found their footing and took a convincing lead, scoring 12 wins against six losses, closely followed by UCAM Esports Club with a 11-7 record.

Cream Real Betis.EU took third with an equal 11-7 record after losing the second-place tiebreaker, though their jungler Dimitar “LeBron” Kostadinov did score five MVP awards across the season, along with the Outstanding Rookie award. Fourth place went to the previously dominant Vodafone Giants with 10 wins to eight losses, and sixth place was taken up by Team Queso on an equal 9-9 win/loss record.

FIGHTING FOR THE TITLE

These six teams advanced to the Playoffs, where Team Queso and Movistar found themselves immediately ejected from the competition. G2 Arctic, after putting on a dominant Regular Season performance, were shut out in the semi-finals, with Cream

Real Betis utterly destroying them in three straight games. Meanwhile, UCAM took down Vodafone Giants in a 3-1 victory, leaving them to face off against Cream Real in the final.

Ultimately, it was UCAM that would raise the trophy, with a decisive 3-0 victory over Cream Real. UCAM botlaner Rafa “Rafitta” Ayllón Zapata even managed to score a spectacular pentakill in their second game, wiping out everyone on the opposing team and earning him one of his two MVP awards of the tournament.

RESULTS

LVP SuperLiga 2021 Spring Standings

TEAM	GAMES	PLAYOFFS
1 G2 Arctic	12-6	G2AR 0 BTS 3
2 UCAM Esports Club	11-7	
3 Cream Real Betis	11-7	
4 Vodafone Giants	10-8	BTS 0 UCAM 3
5 Movistar Riders	10-8	
6 Team Queso	9-9	UCAM 3 VGIA 1
7 MAD Lions Madrid	8-10	
8 eMonkeyz	7-11	
9 S2V Esports	6-12	
10 BCN Squad	6-12	

VODAFONE GIANTS TURNED
THEIR SIXTH-PLACE FINISH
INTO A PLAYOFFS WIN



SUMMER SEASON

After a difficult Spring Regular Season, Movistar Riders returned to the SuperLiga determined to win, and proceeded to lose just four games across the entire Summer Regular Season.

The team ended on an eight-game winning streak, placing first on the table with a 14-4 win record. G2 Arctic elevated their game too, ending on a 13-5 record and taking second place, while MAD Lions Madrid made a comeback of their own to take third thanks to reinvigorated jungler Victor “Flakked” Lirola, who scored nine MVP awards during the season. Rounding out the top six were Cream Real, UCAM, and Vodafone Giants.

SUMMER SKIRMISHES

The Summer Playoffs were a string of surprising upsets, with UCAM immediately ejecting MAD from the tournament in a stunning 3-0 victory, before battling through a full five games with G2 Arctic, ultimately winning 3-2 and securing their place in the final.

Elsewhere, Vodafone Giants managed to hang on for a 3-2 win over Cream Real in the quarter-final, before pulling off a stunning upset on Movistar, punching their ticket to the final with a 3-1 victory over the Regular Season winners.

In the end, Vodafone Giants managed to turn their sixth-place Regular Season finish into a Playoffs win, taking down UCAM 3-1 in the final.

Vodafone Giants, UCAM, and Movistar all went on to the EU Masters 2021 Summer Season, and all of them were knocked out in the quarter-finals of the Main Event.

2022 will see huge changes to the SuperLiga line-up, with Barça eSports – the esports arm of FC Barcelona – joining BISONs ECLUB and a new team co-owned by former LVP shoutcaster Ibai “Ibai” Llanos.

Fnatic will also be entering the league through a partnership with Team Queso, spreading their influence beyond the LEC and NLC.



MAD Lions Madrid's Flakked later joined G2 Esports' surprise roster rebuild (photo from 2022 LEC season)

RESULTS

LVP SuperLiga 2021 Summer Standings

TEAM	GAMES	PLAYOFFS
1 Movistar Riders	14-4	MRS 0 VGIA 3
2 G2 Arctic	13-5	
3 MAD Lions Madrid	12-6	
4 Cream Real Betis	11-7	VGIA 3 UCAM 1
5 UCAM Esports Club	10-8	
6 Vodafone Giants	8-10	G2AR 2 UCAM 3
7 S2V Esports	7-11	
8 Team Queso	6-12	
9 BCN Squad	5-13	
10 eMonkeyz	4-14	



EVERYTHING THAT HAPPENED IN...

THE NLC 2021 SEASON



SPRING SEASON

The Northern League of Legends Championship Spring Season began in January, marking the start of the first full season of play after the NLC kicked off in Summer 2020. Bringing together the best from the Nordic countries, Iceland, the UK, and Ireland, the NLC sees 12 teams divided between two groups of six, in a double round robin, best-of-one format, resulting in ten games per season for teams to prove themselves in.

Group A saw BT Excel immediately dominate the competition in the Regular Season. They dropped just one game across their ten game series, making them a key team to watch. Group B was more even – previous winners Fnatic Rising proved why they were at the top with an 8-2 finish, while Barrage

and Team Singularity almost matched them with a 7-3 record.

In the end, Godsent, Dusty, Riddle Esports, and MnM Gaming were denied a place in the Playoffs, which saw BT Excel, Barrage, Fnatic Rising, and Tricked Esport in the Upper Bracket, while Nordavind, KOVA Esports, Team Singularity, and Granit Gaming faced off in the Lower Bracket.

PLANS FOR PLAYOFFS

BT Excel had an outstanding start to the playoffs, decimating Barrage with a quick 10k gold lead within 15 minutes. Their fighting spirit didn't stop there however, as they stormed the competition at every available opportunity throughout the playoffs – they dropped only one game to Fnatic Rising in their

semi-final matchup.

The finals were a tense rematch between BT Excel and Fnatic Rising, two young teams at the top of their game. BTXL botlaner Matthew "Deadly" Smith showcased impressive skill in the first two games, and were all over FNC.R. In game 3, Fnatic Rising had started to turn the tables back in their favour, until a team fight rewarded BTXL with a Baron and, ultimately, the win – and their first trophy.

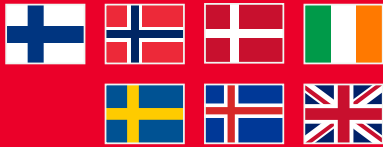
BT Excel went on to represent the NLC in the European Masters 2021 Spring Main Event, ultimately placing second after a thrilling campaign. Fnatic Rising sadly failed to exit the Play-In stage of EU Masters, marking the first time in the team's history that they had ever failed to reach the Main Event.

RESULTS

NLC Spring 2021 Standings

GROUP A	GAMES	GROUP B	GAMES	PLAYOFFS
1 BT Excel	9-1	1 Fnatic Rising	8-2	BTXL 2
2 Tricked Esport	5-5	2 Barrage	7-3	FNC.R 1
3 Nordavind	5-5	3 Team Singularity	7-3	
4 Granit Gaming	4-6	4 KOVA Esports	4-6	
5 Godsent	4-6	5 Riddle Esports	3-7	
6 Dusty	3-7	6 MNM Gming	1-9	
				BTXL 3
				FNC.R 0
				FNC.R 3
				NVD 1

TRICKED PULLED A REVERSE SWEEP OUT OF THE BAG



SUMMER SEASON

The Summer brought in a new format, with teams still playing two games against each other in their assigned group, while also playing one game against each team from the other group. BT Excel seemingly struggled with this new format in Group A, scoring just nine wins across 16 games, while Tricked topped the group with an impressive 12-4 record. Fnatic Rising, however, came back swinging after a disappointing EUM run and scored a 13-3 win record in Group B, losing only to BT Excel, Dusty, and Riddle Esports.

The Summer Playoffs saw Tricked, BT Excel, Riddle Esports, Nordavind, Singularity, and Fnatic Rising stepping into the fray. The early games of the Playoffs were particularly close, with every match from Round 1 and Round 2

running for the full three games.

Immediately shunted out of the competition were Nordavind and BT Excel, who lost out on the first day – a particularly devastating loss for the latter, who had made enormous strides with their trophy last season.

A TRICKED TURNAROUND

Possibly the most surprising turnaround of the season was Tricked, who managed to take down Fnatic Rising in the finals.

With two matches to Fnatic Rising, Tricked Esport turned things around and pulled off a reverse sweep to upset the Group B leaders.

Tricked's run of success didn't last long, however, as the team was knocked out in the Groups Stage of the EU Masters 2021 Summer Main Event.



Dajor moved up from the NLC to Astralis' LEC team the next season (image from 2022).

Fnatic Rising, meanwhile, stormed through the Play-Ins stage and ultimately took second place in the Main Event, a remarkable turnaround from their Spring performance.

RESULTS

NLC Summer 2021 Standings

GROUP A	GAMES	GROUP B	GAMES	PLAYOFFS
1 Tricked Esport	12-4	1 Fnatic Rising	13-3	TRC 2
2 Team Singularity	11-5	2 Riddle Esports	11-5	FNC.R 1
3 BT Excel	9-7	3 Nordavind	9-7	
4 Granit Gaming	7-9	4 Galaxy Racer	8-8	
5 Resolve	5-11	5 Godsent	5-11	
6 Dusty	3-13	6 KOVA Esports	3-13	
				TRC 3
				FNC.R 2
				FNC.R 3
				SNG 2



EVERYTHING THAT HAPPENED IN...

THE EBL AND BALTIC MASTERS 2021 SEASONS



ESPORTS BALKAN LEAGUE 2021

The Esports Balkan League is the official top-level league for 11 countries in the Balkan region and makes up a key part of the EU Masters circuit. Since its inception in 2017, this league has come to include some of the most talented rising players in Europe, all of whom are no doubt eyeing places in top LEC teams.

A SPRING START

The league's eighth season, which took place in Spring, was dominated by ŠAIM SE SuppUp and Z10 ESHARK, who took first and second place respectively. Of the eight teams to take part, only a handful managed to take games off these frontrunners. Both teams maintained their

positions in the Season 8 Playoffs too, scoring them places at European Masters 2021 Spring. Interestingly, Z10 ESHARK made it further than their rivals at the European Masters, finishing top of their group before being eliminated by PG Nationals team Mkers in the Knockouts. ŠAIM SE SuppUp arguably had the biggest success, however – midlaner Mihail "twohoyrz" Petkov was called up to the LEC by SK Gaming as a one-week replacement for Ersin "Blue" Gören in LEC 2021 Summer.

SUMMER HOPES

For Season 9, ŠAIM took a break from the competition, leaving the door open for Zero Tenacity – who had chosen to revert to their prior name after a spell as Z10 ESHARK – to claim the top spot. However, it wasn't outright domination that ZT fans had hoped for, as Crvena zvezda Esports dogged them with an identical 11-3 record.

This rivalry continued into the Playoffs, with Zero Tenacity managing to edge out their opponents in an intense five-game thriller. Sadly, neither team managed to make it out of their initial Group Stage at EU Masters 2021 Summer.

RESULTS

EBL Season 8

TEAM	GAMES	PLAYOFFS
1 ŠAIM SE SuppUp	12-2	SSU 3
2 Z10 ESHARK	10-4	X25 0
3 CR4ZY	9-5	
4 x25 Esports	9-5	
5 Split Raiders	6-8	
6 Nexus Gaming	6-8	
7 Crvena zvezda Esports	2-12	
8 ASUS ROG ELITE	2-12	
		SSU 3
		Z10 1
		Z10 3
		C4 0

RESULTS

EBL Season 9

TEAM	GAMES	PLAYOFFS
1 Zero Tenacity	11-3	Z10 3
2 Crvena zvezda Esports	11-3	STR 2
3 Valiance	10-4	
4 Split Raiders	9-5	
5 X25 Esports	7-7	
6 Nexus KTRL	6-8	
7 ASUS ROG ELITE	1-13	
8 NK Osijek Esport	1-13	
		Z10 3
		CZV 2
		CZV 3
		VPG 2



BALTIC MASTERS 2021

In the north of Europe, teams from Lithuania, Estonia, and Latvia were battling it out in the Baltic Masters national league. Smaller than some other ERLs, this year's season consisted of just six teams – Goskilla, Iron Wolves, Medieval Riga, Method2Madness, PIGSPORTS, and Team Infamous. Goskilla dominated the Spring

Season, earning a flawless record of 10-0. Method2Madness put up an admirable fight in the Playoffs, taking two games from the favourites, but ultimately, it could be none other than Goskilla who walked away with the title.

The Summer Season saw some new challengers approach, as GOEXANIMO and Wortex Gaming

entered the fray. This time it was the turn of Iron Wolves to take the lead, with Goskilla moving down to second place, both with records of 8-2.

When it came to the Playoffs, the Wolves continued to deliver, taking down Wortex Gaming in a close best-of-five. In the end, it was GOEXANIMO who would face Iron Wolves in the final after an impressive win over Spring champs Goskilla. The two teams traded wins in the first four rounds, leading to an intense final match. Iron Wolves came out on top in the end, winning the Summer trophy. Unfortunately for Baltic fans, neither of the qualifiers from the region made it out of Groups at the European Masters Summer tournament.

A SUMMER FINALE

Summer would also be the final Baltic Masters tournament, as the league was absorbed into the Ultraliga following changes to the ERLs at the end of 2021.

Goskilla and Iron Wolves will now be joining the top flight teams from the Polish region for the 2022 season.

RESULTS

Baltic Masters 2021 Spring

TEAM	GAMES	PLAYOFFS
1 Goskilla	10-0	GSK 3
2 PIGSPORTS	8-2	WOLF 0
3 Method2Madness	4-6	
4 Iron Wolves	4-6	
5 Team Infamous	3-7	
6 Medieval Riga	1-9	
		GSK 3
		M2M 2
		PIG 2
		M2M 3

RESULTS

Baltic Masters 2021 Summer

TEAM	GAMES	PLAYOFFS
1 Iron Wolves	8-2	WOLF 3
2 Goskilla	8-2	WTX 2
3 GOEXANIMO	6-4	
4 Wortex Gaming	4-6	
5 Method2Madness	3-7	
6 Medieval Riga	1-9	
		WOLF 3
		GOEX 2
		GSK 1
		GOEX 3





EVERYTHING THAT HAPPENED IN...

THE BELGIAN AND DUTCH LEAGUE 2021 SEASONS

FROM 2022, BOTH LEAGUES WILL BE MERGED INTO THE ELITE SERIES



THE BELGIAN LEAGUE 2021

SPRING SEASON

The second year of Belgium's League of Legends European Regional League (BL) featured six teams battling it out in a best-of-one double round robin format in the Regular Season, with the top four proceeding to Playoffs. Participating this year was KVM Esports, Ion Squad, Sector One, and 4Elements Esports, who all made it through to Playoffs, while KRC Genk Esports and Team 7AM were eliminated.

The BL Playoffs format differs from other leagues – aside from being best-of-five – in which the first and second seed face each other in a match known as the “Juggernaut” during Round One, while the third and fourth seed also face off. The loser of the Juggernaut round and the winner of the lower bracket matches then participate in Round 2, while the winner of the Juggernaut heads straight through to the Final. The winner then qualifies for European Masters Spring.

KVM Esports won the Spring Playoffs, reverse-sweeping Sector One in the final, with KVM midlaner Michael “Mikkel” Nguyen earning two MVP awards.

RESULTS

Belgian League 2021 Spring Standings

TEAM	GAMES	PLAYOFFS
1 KVM Esports	10-0	KVM 3
2 Ion Squad	8-2	ION 0
3 Sector One	6-4	
4 4Elements Esports	3-7	
5 KRC Genk Esports	2-8	
6 Team 7AM	1-9	
		KVM 3
		S1 2
		ION 2
		S1 3

RESULTS

Belgian League 2021 Summer Standings

TEAM	GAMES	PLAYOFFS
1 Sector One	8-2	S1 1
2 KV Mechelen Esports	8-2	KVM 3
3 KRC Genk Esports	6-4	
4 Team 7AM	4-6	
5 Starlan Gaming Club	3-7	
6 Ion Squad	1-9	
		KVM 1
		S1 3
		S1 3
		GENK 2

SUMMER SEASON

Summer arrived with Sector One, KVM Esports, KRC Genk Esports, and Team 7AM all heading to the Playoffs, with Starlan Gaming Club (who had replaced 4Elements Esports) and Ion Squad being eliminated.

Sector One and KVM Esports both had a 8-2 record, with Sector One winning their ensuing tie-breaker.

In a mirror of the Spring Playoffs Finals, Sector One ended beat KVM with a definitive 3-1 finish, and went on to the EU Masters Summer Play-Ins.

The Belgium League culminated with a country finals event at the Brussels Expo centre. KVM took the lion's share of a €10,000 prize pool, avenging their shortcoming in the Summer Playoffs.



THE DUTCH LEAGUE 2021

SPRING SEASON

The Dutch League kicked off its Spring Season in January, where six teams played a series of best-of-one matches in a double round robin format to decide which four would make it to the Playoffs. The winner would book their ticket to the Spring European Masters.

Dynasty showed their strength with an 80 percent win-rate, and booked their Playoffs place with PSV Esports, mCon esports Rotterdam, and Team Echo Zulu. PSV Esports had to work hard to defeat first seed Dynasty, but managed to knock them out in Round 1, pushing through to a final against Team Echo Zulu.

Eventually the EU Masters ticket went to PSV, who won 3-0 in a dramatic Final.

SUMMER SEASON

PSV Esports also dominated the Summer, boasting a 90 percent win-rate against their rival teams.

Team Echo Zulu followed, and qualified for Playoffs with mCon LG UltraGear, and Team THRLL, who redeemed their 0-10 Spring with a 4-6 record. Incredibly, Dynasty finished last with zero wins, a stark contrast to Spring, and LowLandsLions were also eliminated with them.

The Playoffs were a spectacle, with each match ending 3-1. PSV held firm right until the Final, where mCon LG UltraGear beat them to punch their ticket to EU Masters Summer.

The Dutch League finished 2021 with its own live finals event at the H2O Rabo Esports Stadium. Three teams were invited based on Championship points, with mCon emerging the victor.

From 2022, the Dutch and Belgian leagues will be merged into the Elite Series, featuring the top three teams of both leagues, along with four others decided by a Promotion tournament for the remaining teams. PSV have withdrawn from the competition, giving their spot instead to the Belgian League's 7AM.

RESULTS

Dutch League 2021 Spring Standings

TEAM	GAMES	PLAYOFFS
1 Dynasty	8-2	DYN 2
2 PSV Esports	7-3	PSV 3
3 mCon esports Rotterdam	6-4	
4 Team Echo Zulu	5-5	
5 LowLandsLions	4-6	
6 Team THRLL	0-10	
		PSV 3
		EZ 0
		DYN 1
		EZ 3

RESULTS

Dutch League 2021 Summer Standings

TEAM	GAMES	PLAYOFFS
1 PSV Esports	9-1	PSV 3
2 Team Echo Zulu	7-3	EZ 1
3 mCon LG UltraGear	6-4	
4 Team THRLL	4-6	
5 LowLandsLions	4-6	
6 Dynasty	0-10	
		PSV 1
		MCON 3
		EZ 1
		MCON 3



EVERYTHING THAT HAPPENED AT...

THE HITPOINT MASTERS AND GREEK LEGENDS LEAGUE

HITPOINT MASTERS

HITPOINT MASTERS

The Hitpoint Masters is the official League of Legends league for the Czech Republic, and has been running since 2014.

This Spring Season was led by Inside Games, who finished in first place with 11 wins to three losses. The squad – which included such players as Austrian jungler Ede “Pocok” Csernay and

Slovakian botlaner Matúš “MAZURR” Mazur – built up momentum as the season progressed, going into the Playoffs as the top seed.

SINNERS Esports took them down in the semifinals, however, eSuba took the win, sweeping SINNERS 3-0 and claiming the top prize for the season.

A SUMMER OF CHANGE

The Summer Regular Season saw a plethora of roster changes and reshuffling of the league table as eSuba continued their reign, with help from new signings Hoang “welcom” Quan Nguyen and Daniel “DANY” Novák, while team ECLOT was acquired by Czech billionaire Petr Dědek, owner of hockey club Dynamo Pardubice, and folded into Dynamo Eclot.

Consistent with the results of the Spring Playoffs, SINNERS moved into second place, while Inside Games moved down to third. Although Dynamo Eclot emerged as a dark horse in the Summer Playoffs, winning two matches in the lower bracket and ultimately finishing third, the final once again came down to a clash between eSuba and SINNERS.

Although SIN managed to take one game off the reigning champions, eSuba won the series, further establishing their dominance in their home region.

RESULTS

Hitpoint Masters 2021 Spring Standings

TEAM	GAMES	PLAYOFFS
1 Inside Games	11-3	ING 2
2 eSuba	10-4	SIN 3
3 SINNERS Esports	10-4	
4 Vikingekrig Esports	9-5	
5 Dark Tigers	6-8	
6 ECLOT	4-10	
7 Inaequalis	3-11	
8 Brute	3-11	
		SIN 0
		ESB 3
		ING 1
		ESB 3

RESULTS

Hitpoint Masters 2021 Summer Standings

TEAM	GAMES	PLAYOFFS
1 eSuba	12-2	ESB 3
2 SINNERS Esports	10-4	SIN 1
3 Inside Games	10-4	
4 Dynamo Eclot	8-6	
5 Vikingekrig Esports	7-7	
6 BRUTE	4-10	
7 Dark Tigers	3-11	
8 Inaequalis	2-12	
		ESB 3
		SIN 1
		SIN 3
		DNE 2

DID YOU KNOW?

eSuba took their 11th and 12th title in 2021, out of 16 seasons overall.

SINNERS placed second three times in a row.



GREEK LEGENDS LEAGUE

Rising stars were battling it out in the top-level Greek and Cypriot league, Greek Legends League.

The Spring Regular Season was dominated by Gamespace Mediterranean College Esports, with WLGaming Esports (WLG) and Anorthosis Famagusta Esports (ANO) in second and third respectively.

In the Playoffs this result was flipped on its head, as ANO defeated WLG in the semis to make way for a final showdown with Gamespace.

Gamespace managed to take one game off their rivals, but in the end, it was the day of ANO Famagusta Esports.

A SIMILAR SUMMER

The Summer Season table tells a similar story, this time with Team Phantasma rising up to take Gamespace’s spot in the top three.

WLGaming managed to clinch the top spot with an 11-3 record, just trouncing Anorthosis’ 10-4. Team Phantasma continued to impress in the Summer Playoffs, defeating Zerolag Esports, Umbra Divinus Gaming, and WLG to make it all the way to the final.

Despite their great form, they were outclassed by ANO in the final series, with the reigning champs storming to a 3-0 victory.

Unfortunately for Greek fans, ANO couldn’t translate this success into international glory, failing to make it out of the Group Stage in both the Spring and Summer European Masters tournaments.

RESULTS

Greek Legends League Spring 2021 Standings

TEAM	GAMES	PLAYOFFS
1 Gamespace MCE	11-3	GSMC 3
2 WLGaming Esports	10-4	ZRL 1
3 Anorthosis Famagusta	8-6	
4 Team Refuse	8-6	
5 Zerolag Esports	7-7	
6 Team Phantasma	6-8	
7 Hive Athens EC	4-10	
8 CBI Esports	2-12	
		GSMC 1
		ANO 3
		WLG 1
		ANO 3

RESULTS

Greek Legends League Summer 2021 Standings

TEAM	GAMES	PLAYOFFS
1 WLGaming Esports	11-3	WLG 2
2 Anorthosis Famagusta	10-4	ANO 3
3 Team Phantasma	9-5	
4 Gamespace MCE	9-5	
5 Umbra Divinus Gaming	7-7	
6 Zerolag Esports	5-9	
7 Team Refuse	3-11	
8 CBI Esports	2-12	
		ANO 3
		TP 0
		WLC 2
		TP 3

ANO STORMED TO A 3-0 VICTORY





EVERYTHING THAT HAPPENED IN...

THE PG NATIONALS AND LPLOL SEASON

IT WAS AN
EXCITING YEAR FOR
WHITE DRAGONS



PG NATIONALS

The PG Nationals 2021 kicked off its Spring Season in January. Eight teams participated in the Italian league, with six returning from the 2020 Summer Season and two joining from the 2021 Spring Promotion, to compete in a double round-robin format in a series of best-of-one matches. Macko Esports and Mkers tied in

the season, with a 11-3 win/loss record. Incredibly, the second place slot was also a tie between Cyberground Gaming and Samsung Morning Stars, who finished with a 7-7 record. The season was unusually tense, with a number of close matches and constant activity on the leaderboard. The top six

teams qualified for the Spring Playoffs, which was a double elimination bracket of best-of-five matches. Macko took the crown after a fighting through the lower bracket after losing to Morning Stars in the first round. Mkers took second place, earning a place at European Masters Spring along with Macko.

A SIMILAR SUMMER

The Summer Season followed a similar pattern, with Macko Esports coming out on top once again with an uncontested 11-3 record. Second place went to Outplayed, who shot up the rankings thanks to a roster shake up. In a surprising turn of events, the previous season's stars, Mkers, came last in the Summer Regular Season. Perhaps as a result, Mkers have now decided to relegate themselves without competing in the 2022 Spring Promotion, and will be starting over in the Proving Grounds league.

The top six teams went forward to the Summer Season Playoffs: Macko, Outplayed, Gaia Esports, Axolotl, Samsung Morning Stars, and GGEsports. The Playoffs saw Macko Esports secure a place at European Masters once again for Summer, along with Outplayed who were unable to make it out of the Play-In Stage.

RESULTS

PG Nationals 2021 Spring Standings

TEAM	GAMES	PLAYOFFS
1 Macko Esports	11-3	SMS 2
2 Mkers	11-3	MKS 3
3 Cyberground Gaming	7-7	
4 Samsung Morning Stars	7-7	
5 GGEsports	6-8	
6 Axolotl	5-9	
7 Romulea eSport	5-9	
8 Outplayed	4-10	

SMS 1

MCK 3

MKS 1

MCK 3

RESULTS

PG Nationals 2021 Summer Standings

TEAM	GAMES	PLAYOFFS
1 Macko Esports	11-3	MCK 3
2 Outplayed	10-4	OP 2
3 Gaia Esports	9-5	
4 Axolotl	9-5	
5 Samsung Morning Stars	6-8	
6 GGEsports	6-8	
7 Cyberground Gaming	4-10	
8 Mkers	1-13	

OP 3

AXL 0

MCK 3

OP 1



LPLOL

The Liga Portuguesa de League of Legends hosts a best-of-one double round-robin tournament for their Spring Season, inviting Portugal's best League of Legends teams to compete for a place at European Masters. This year, the participating teams were Boavista FC, White Dragons, For The Win, EGN Esports, GTZ

Bulls, OFFSET Esports, EFIVE Esports, and Karma Clan Esports. White Dragons returned to the league, replacing SAMCLAN Esports Club who stepped down from LPLOL last year, but they wasted no time in showing their worth – the team came first with a 14-1 record in the Regular Season and dominated the

Spring Season Playoffs in straight 3-0 sets. This sent them on to the European Masters 2021 Spring Play-In Stage alongside For The Win, who came in second place, though neither team progressed to the Main Event.

SUMMER DRAGONS

The Summer Season was a chance for White Dragons to show their skills yet again, coming in joint-first place alongside OFFSET Esports during the Regular Season and second in the Playoffs, with Karma Clan Esports taking the first place slot. The top six teams from the Summer Regular Season also went on to play in the Grand Final, which featured Boavista FC, For The Win, White Dragons, GTZ Bulls, OFFSET Esports, and Summer Season champions Karma Clan Esports.

White Dragons took home the final trophy, however, beating out the competition in a series of single-elimination best-of-five games where For The Win came in second place. It was an exciting year for White Dragons, who came fresh to the league and dominated for most of 2021, but the other teams were also impressive throughout, with some solid individual plays at European Masters Summer.

RESULTS

LPLOL 2021 Spring Standings

TEAM	GAMES	PLAYOFFS
1 White Dragons	13-1	WD 3
2 Boavista FC	8-6	EGN 0
3 For The Win Esports	8-6	
4 EGN Esports	8-6	
5 GTZ Bulls	8-6	
6 OFFSET Esports	7-7	
7 EFIVE Esports	3-11	
8 Karma Clan Esports	1-13	

BFC 1

FTW 3

WD 3

FTW 0

RESULTS

LPLOL 2021 Summer Standings

TEAM	GAMES	PLAYOFFS
1 OFFSET Esports	10-4	OFF7 2
2 White Dragons	10-4	KRM 3
3 For The Win Esports	10-4	
4 Karma Clan Esports	7-7	
5 Boavista FC	6-8	
6 GTZ Bulls	6-8	
7 EGN Esports	4-10	
8 EFIVE Esports	3-11	

WD 3

FTW 0

KRM 3

WD 2



EUROPEAN ACTION

Previous European Masters finals were held in-person at different locations. In the era of the pandemic, matches have been played remotely, however the production takes place in the same studio as the LEC





EUROPEAN REGIONAL LEAGUES

BUILDING FUTURE WORLDS CONTENDERS BY GROWING THE ERLS

European countries each have a history of League of Legends competition. To provide a foundation for the next generation, here's how these leagues consolidated and evolved.

Europe's long standing history in gaming and LAN culture led to a quick adoption of League of Legends across the continent in both existing and new tournament circuits. Before the rebranding to LEC in 2019, a plan was made to unify the existing national competitions into a single competitive ecosystem.

Given the variety of languages and cultures, and the large pool of talent, the idea of a regional league system provided far more potential than a single academy league; opening up local markets to both LEC and ERL teams, while also developing cross-continental rivalries.

ACADEMY TEAMS

When other top-level League of Legends leagues (such as North America or Korea) adopted a long-term partnership model, they replaced their secondary Challenger series with an Academy league. Europe however, allowed the incoming LEC teams to field secondary rosters within any of the European Regional Leagues (ERLs), with many choosing regions that aligned with their organisation HQ or fanbase.

The academy team system has already demonstrated its ability to produce the next generation of



The ERLs continue to host talent from across the region

talent. Of the three teams that represented EU in the 2021 World Championship, four players in the starting roster came from their organization's respective academy team. In fact, Rogue's Inspired, Larssen, and Trymbi each played in the Polish Ultraliga for just a year before they moved

to the LEC team - Trymbi joined and competed at Worlds in the same season!

Starting in 2022, teams will no longer be required to have an academy team (following a League governance council vote), though most will still pursue this method of talent development. In addition, LEC teams are restricted to just two academy teams per ERL. Non-LEC teams can also host their own academy teams, however from 2022, academy teams can no longer compete in a competition that would qualify them into the same league as their main team (all regions are eligible for a grace period until 2023, to facilitate this change if they need).

DID YOU KNOW?

Spain's LVP Superliga began in 2011, which means it predates the top leagues for North America, Turkey, or China by two years.

By 2021's end, France has the most EU Masters champions (7), followed by Poland (6) and Denmark (4).

STANDARDIZATION OF RULEBOOKS

For the majority of European LoL esports' history, there was little uniformity in rules and regulations below the top tier level.

This resulted in uneven management of leagues in terms of qualification, broadcasts, schedule, longevity of competitions, team/player agreements, and overall infrastructure.

As partners of Riot Games, ERL tournament organizers follow a predefined structure and format for both 1st and 2nd division leagues.

All are now synced to the same Spring and Summer seasons seen in the LEC and other top competitions.

The most vital unifying tool is the ERL Rulebook, which places mandatory requirements (e.g. ownership and sponsor restrictions) while also unifying the size of each league, its playoff and relegation format, prize pools, scheduling, and the start and end of a pro-am competition.

ERL players are also subject to some of the same regulations as LEC players, such as account vetting and behaviour checks prior to season start, free agency periods, and minimum contract lengths.

ACCREDITED ERLS

Introduced in the 2020 season, certain ERLs have attained "accredited" status based on the level of investment from teams and the quality of competing players.

The current list is as follows:

- SuperLiga (LVP) – Spain
- La Ligue Française (Webedia) – France
- Prime League (Freaks 4U Gaming) – Germany, Austria, and Switzerland
- Ultraliga (Frenzy) – Poland, Latvia, Lithuania, and Estonia
- Northern League of Legends Championship (Freaks 4U Gaming) – UK & Northern Europe (UK, Ireland, Sweden, Finland, Denmark, Norway, and Iceland)

Accredited ERLs provide an environment well above amateur; with fully professional teams and a level of competitions that ranks among the highest in Europe. As such, these competitions must follow additional regulations even more closely aligned with that of the LEC.

These include:

- League Unlocked (a benefit program where a player receives all champions, skins, and experience boosts on their League of Legends account).
- Protections against poaching and tampering.
- Registration in the global contract database (GCD).

By being registered in the GCD, accredited ERL players are signed to a maximum of two years, allowing these players to develop their own career paths. Non-accredited leagues are always able to apply for accredited status, with the criteria for selection including viewership, commercial performance, and results in the European Masters.

“ ACCREDITED ERLS PROVIDE AN ENVIRONMENT WELL ABOVE AMATEUR

DISCIPLINARY PROCESSES

When selecting ERL partners, we favour companies with a trusted record in the esports space and a strong history in other games and demonstrable ability to manage a competition to the best possible standard.

The tournament organizers are responsible for all investigations and sanctions for competitions that fall under their scope, and must adhere to the standards and approval processes set forth by Riot. Concordantly, Riot assists investigations and aligns them with global policies, provides guidance on required processes and documents, and recommends and approves final rulings.

LOOKING AT 2022

We want to continue leveling up the ERLs, solidifying their structure and ensuring stability in the leagues moving forwards.

In 2022 we will be further standardizing with a fixed format across accredited ERLs—including two 10 team divisions with relegation-promotion, and a mandatory live finals.

All ERLs will also host pro-amateur tournaments; a showcase event where both professional career players and amateurs compete. Co-streaming and ERL naming will also be harmonized through the ecosystem.

To ensure parity across the ecosystem, we are standardizing the prize money for both the accredited and non-accredited leagues and are increasing team subsidies in all ERLs.



2021 SEASON REVIEW

NEW GAMES RECAPS

VALORANT, League of Legends: Wild Rift, Teamfight Tactics
and Legends of Runeterra



NEW GAMES RECAP



RUNNING DOWN THE FIRST VALORANT CHAMPIONS TOUR

The inaugural year of Riot's first-person shooter (FPS) title **VALORANT** featured three international competitions, with EMEA quickly emerging as a highly competitive region.

WHAT IS VALORANT?

VALORANT is a five-versus-five character-based tactical shooter. Teams take turns to attack and defend their side by trying to drop or defuse the "Spike", with matches playing out on one of seven different maps. With quick fire-fights and just one life per round, players succeed with a combination of incredibly fast reaction speeds and highly tactical thinking—both in utilizing their abilities (each playable agent has unique skills), smart management of resources, and strategic team play. High-fidelity gameplay and competitive integrity matter most in VALORANT, so Riot Games invested in an unprecedented,

best-in-class technical back-end to support the game, including: dedicated 128-tick servers; custom-built netcode; server authoritative game architecture and proprietary anti-cheat prevention.

WHAT IS THE VALORANT CHAMPIONS TOUR (VCT)?

Following the 'Ignition Series' and 'First Strike' tournaments at the end of 2020, Riot Games launched the VCT as its first pro circuit for VALORANT.

Designed to help aspiring pro players build their stardom, the VCT features both regional and international competitions divided into three levels: Challengers, Masters, and Champions.

CHALLENGERS

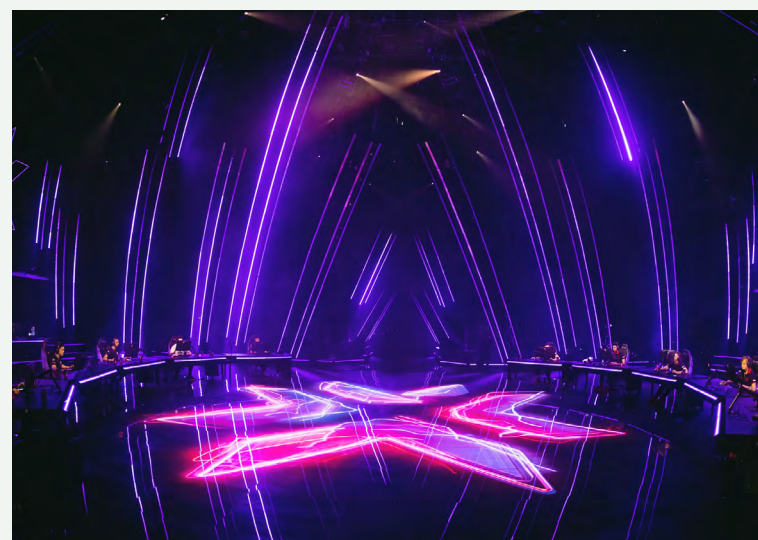
- Challengers focuses on regional competition and is organized both by Riot and top-tier tournament operators.
- The regions (which each send representative teams to the international competitions) are North America, EMEA, Korea, Japan, Brazil, SEA and LATAM.
- Each stage of the VCT features multiple open qualifiers, with the winners moving to Finals events that qualify teams to the upcoming Masters event.

MASTERS

- 2021 VCT Masters were international events taking place three times a year, featuring the best teams from the respective regional Challenger events.
- While the first Masters event was regional (due to COVID-19 travel restrictions), the second and third brought teams to Reykjavik, Iceland, and Berlin, Germany, respectively.

CHAMPIONS

- The culmination of the VCT, Champions is a two-week long event featuring the best 16 VALORANT teams worldwide. The inaugural event took place in Berlin, Germany.
- Teams qualify by winning a Masters tournament, earning the most points based on their competitive performance in the year, or winning a Last Chance Qualifier (LCQ).



The VALORANT Champions Tour's inaugural year featured many breakout moments



“**DEVELOPING A NEW COMPETITIVE SCENE WAS A TALL ORDER IN THE MIDST OF A GLOBAL PANDEMIC**”



DEFY THE LIMITS

EUROPE HOSTED ALL 2021 INTERNATIONAL EVENTS

Developing a new competitive scene was a tall order in the midst of a global pandemic. Following a set of taster tournaments in 2020 and online-only tournaments for the first part of 2021, it was time to bring the best teams together in a face-to-face environment.

The goal was focused on securing locations that would allow the highest likelihood for qualified teams to attend. In 2021, European travel policies were the most favorable for bringing players from the VCT regions. Our priorities were to create a safe and globally inclusive event that fans all over the world will enjoy.

Masters 2 took Riot Games to an entirely new country in our esports history: Iceland. In cooperation with the local government and the city of Reykjavik, our global team were able to host both the League of Legends Mid-Season Invitational and VALORANT Masters 2 at the Laugardalshöll.

The third Masters event played out in Berlin. One of the central esports hubs in Europe, the city hosts the LEC and Riot's entire EMEA esports team, and also held the 2015 and 2019 League of Legends World Championship.

The success of broadcasting the tournament from the Verti Music Hall made it a prime location to return for Champions in December. It was originally intended to host each of our international events in different regions, but we had to wait until 2022 to pass the torch, and hopefully bring a live audience in tow.

THE SHIFTING CROWN OF EMEA

Fnatic, Natus Vincere, Ninjas in Pyjamas. Three of the most iconic team brands in esports emerged during the European first-person shooter space, and now many of those same orgs are looking to build a new legacy in VALORANT.

In Masters 2, Team Liquid and Fnatic emerged as the two best performing European teams, inevitably meeting each other in a lower bracket final, with Fnatic only losing out in the grand finals against North America's Sentinels.

Masters 3 would see a strong performance from one of the early frontrunners in competitive VALORANT: Berlin's own G2 Esports. Although falling short at the semi-finals against the eventual winner Gambit, G2 still finished as Europe's best performing team in the tournament. The org would also narrowly be beaten out of a spot at Champions, with Europe

instead to be represented once again by Team Liquid, Fnatic, and the consistently strong Acend.

AN ENTRYWAY FOR MENA

VALORANT'S quick success in the Middle East and North Africa, as well as South Asian countries such as India and Pakistan led to a quick and notable inclusion of these regions into the VCT.

The EMEA Last Chance Qualifiers featured a dedicated slot for the winner of Strike Arabia. This culminating tournament in Istanbul brought together the respective regional season winners from across the MENA region.

The winner, Anubis Gaming, featured five Egyptian players who would then compete against the leading circuit point holders from across Europe, Turkey, and the CIS. Anubis' run in the LCQ was short, but sealed an important chapter in the future of esports for this fast growing area of the esports globe.



G2 Esports left their mark on the EMEA VALORANT scene



NEW GAMES RECAP

THE RIFT GOES MOBILE

2021 marked both the release and first tournaments for League of Legends: Wild Rift. Here's how we're developing the future of esports right on your phone.

The ubiquity of mobile phones, tablets, and other devices has given rise to a new generation of gamers. Mobile matters to esports because future esports stars will start their careers with their phones.

Whether or not they switch to PC, Wild Rift offers a tailored introduction to the world of Runeterra, while maintaining the same, epic competitive essence of the original game.

AN INTRO TO LEAGUE OF LEGENDS: WILD RIFT

Wild Rift takes the strategic complexity and familiar League of Legends experience and optimizes it for mobile devices. Rather than a port or retooling, Wild Rift has been built entirely from the ground up for iOS, Android, and (soon!) gaming consoles. Instead of a mouse and keyboard, players now control their Champions, buy items, and attack via a touchscreen.

Games on the "Wild Rift" itself are significantly shorter than Summoner's Rift on PC (roughly 15 minutes), however the usual PvP, ranked, and tournament draft modes remain.

WILD RIFT ESPORTS: A YEAR ZERO

As the player-base and community for Wild Rift develops, we have begun planting the seeds that will grow into one of the biggest mobile esports

“WILD RIFT MAINTAINS THE SAME, EPIC, COMPETITIVE ESSENCE OF THE ORIGINAL GAME”



The Wild Rift Horizon Cup marked the first international tournament for the mobile game



Spanish organization Team Queso won the first EMEA Wild Rift esports championship

circuits worldwide. As in our other games, 2021 divided the competitive ecosystem into several regions, with a mix of Riot run and/or sanctioned events and independently organized competitions throughout. These regions are Brazil, China, EMEA, Japan, Latin America, North America, Southeast Asia, and South Korea.

EMEA BEGINS WITH THE ORIGIN SERIES

The Origin Series is the first Wild Rift regional circuit covering all of EMEA - Europe, Turkey, the CIS, the Middle East, and North Africa.

A fully open-qualifier event, the OS was split into three monthly events, each with three groups (with teams allocated to different groups depending on geographical location). The best performing teams in each group would compete in their own monthly finals.

As well as winning a share of

each monthly finals' prize money, teams would accumulate points; the highest earning teams would then travel to Stockholm for the Origin Series Championship.

The grand finals saw Rix.gg, a UK-located organization with players from across Europe, bested by Team Queso; one of Spain's most well known esports brands. Taking 4 games to one, Team Queso would then move on to the first ever international Wild Rift event: the Horizon Cup.

EASTERN TEAMS SHINE IN THE HORIZON CUP

In November, Team Queso journeyed to Singapore to meet nine opposing teams from across the China, Korea, Southeast Asia, North America, Japan, Brazil, and Latin America regions. The huge popularity of mobile esports across the Asian continent meant Queso would have their work cut out for them. In the opening stage, the Spanish roster took an

early victory over Argentinian esports organization eBRO, only to be 0-2'd in its other matches.

Ultimately none of the four western teams made it to playoffs, and in the finals, the winner of China's first official tournament, Da Kun Gaming, took down their countrymen ThunderTalk Gaming, solidifying China as the game's current most dominant region.

GAZING AHEAD TO YEAR ONE

In the beginning of 2022 Wild Rift esports will be back in full swing all across the EMEA region. Teams will be able to sign up for open qualifiers and battle it out versus best of the best within their own region.

Culmination of the Wild Rift EMEA Championship (WEC) will happen offline in the beginning of May, and the best teams from WREC will get to represent EMEA on the world stage once again.



THE CALL OF THE CROWD

After two challenging years, we at Riot Games are excited to bring live audiences to our esports events in 2022. We can't wait to see you at our next LEC roadshow final, or in our first live audiences for VALORANT and Wild Rift!



NEW GAMES RECAPS



TEAMFIGHT TACTICS: NEW SETS AND SHOTS AT GLORY

The second competitive year for Riot's autobattler title featured multiple high prize tournaments, with players from the APAC region claiming the game's top titles.

WHAT IS TEAMFIGHT TACTICS?

First released in 2019, Teamfight Tactics (or TFT) is a spinoff of League of Legends that takes the familiar champions and settings of Runeterra, and places them across an eight player battlefield. As an autobattler or "autochess" game, it's almost similar to chess, except each piece features their own spells, abilities, and items.

You don't always get the same pieces either; each of the players is actively competing for the best units. Each of these units fight over a series of hexagonal game boards, until only one of the initial eight players remains.

TFT was also the first Riot

Games title to become playable on both PC and mobile devices.

Like other Riot games, TFT sees continuous updates and it's regularly balanced, with new sets of champions and units that allow for new synergies in play.

Throughout 2021, Riot continued to support this fledgling ecosystem with a series of global tournaments, coinciding with the release of new sets.

TEAMFIGHT TACTICS FATES WORLD CHAMPIONSHIP

The first top-tier tournament of 2021 raised the bar with a higher than ever prize pool, at \$250,000.

Fates, the fourth edition of TFT, introduced the Chosen

champions, Warlord synergies, and Moonlight traits, among other new mechanics.

The official tournament accompanying the set brought in 24 qualified players, divided from each of the following regions: EMEA (6), China (5), Japan (1), North America (4), Brazil (2), Latin America (2), Korea (3), and Oceania (1).

Like previous tournaments, participants fought their way to the top of their region's respective ladders, which in turn allowed them to participate in regional qualifiers. In Europe, the combined top 64 players from the Europe West, Europe Nordic and East, Turkey and CIS servers



Teamfight Tactics offers a different take on League of Legends champions

THROUGHOUT 2021, RIOT CONTINUED TO SUPPORT THIS FLEDGLING ECOSYSTEM



Competitive TFT continues to grow each year

advanced to the first round of the playoffs where the majority of those qualified were eliminated, leaving 16. Of those, four would win the final group and qualify for the TFT Fates World Championship, while the next four would battle amongst themselves for two final tickets to the competition.

The Fates World Championship took place in April. While games like League of Legends require fast reactions and (ideally) a local area network (LAN) connection, TFT's turn-based nature means online tournaments across multiple regions are possible. French player Zakariya "ZyK0o" Olabi, was the best performing of the EMEA player pool, landing second place and taking home

\$26,000. Korea's 8ljaywalking claimed the top prize; the Fates World Championship trophy and \$41,500.

RECKONING: WORLD CHAMPIONSHIP

The Reckoning set brought in a fresh roster of champions ready to fight for player's honors, including iconic characters Garen, Darius, and Teemo. A second international championship once again offered \$250,000 in prizes, and this time EMEA sent four representatives. Kacper "shircane" Piśniak, a Polish player signed to devils.one and the first Ultraliga Champion, proved to be the region's star performer, ending in 4th place, while China's Huanmie claimed 1st.

DUO COMPETITIONS AND MORE GLOBAL CHAMPS IN 2022

The next big event on the horizon is Hextech Havoc: Double Up, the first tournament featuring the sixth set, Gizmos & Gadgets. As the name suggests, this competition will focus around a new mode that allows two players to partner up as teams.

There will also be a Gizmos & Gadgets World Championship in Spring 2022, with regional qualifiers ongoing. In EMEA, the TFT Rising Legends Tournament Series is well underway, offering players multiple ways to qualify to the EMEA Finals and in turn, the World Championship.

NEW GAMES RECAPS



LEGENDS OF RUNETERRA: MAKE YOUR MOVE

The online digital strategy card game for the League of Legends universe solidified its second year with two new expansion sets, and its first ever World Championship.



LoR's expansion sets individually highlight and expand upon the same universe seen in League of Legends

WHAT IS LEGENDS OF RUNETERRA?

Digital card games are a treasured staple of the online gaming space, and it was only a matter of time until the familiar champions of League of Legends became immortalized in their own turn-based title.

The gameplay of Legends of Runeterra (LoR) will be familiar to any aficionado of card games (such as Magic: The Gathering), but with a few unique twists. The

objective is to reduce your opponent's health to zero, using accumulative mana crystals to play cards (each of which belongs to a specific region, with its own playstyle).

Champions can be played, and even level up and become more powerful if certain conditions are met. LoR has a distinct combat pacing, with players using their cards to attack or defend, rather than simply taking turns.

LOR ESPORTS IN 2021

The first year of LoR esports focused on ranked play and seasonal tournaments. Building a new competitive scene from scratch takes time and community support, and thankfully 2020's events worked well; despite the challenge posed by cross-continental servers and timezones.

In April 2021, we announced the Legends of Runeterra World Championship - a major global

event in which 64 players from each of the Americas, Europe, and Asia as well as several ranked and seasonal tournament participants competed for seats in the World Championship finals and a \$200,000 prize pool. Competitors could qualify based on seasonal tournament and ranked performance.

While Worlds would take place in September, European fans were treated to their own spectacle with the LoR Masters Europe: Chronicles of Shurima. Beginning in May, this country-

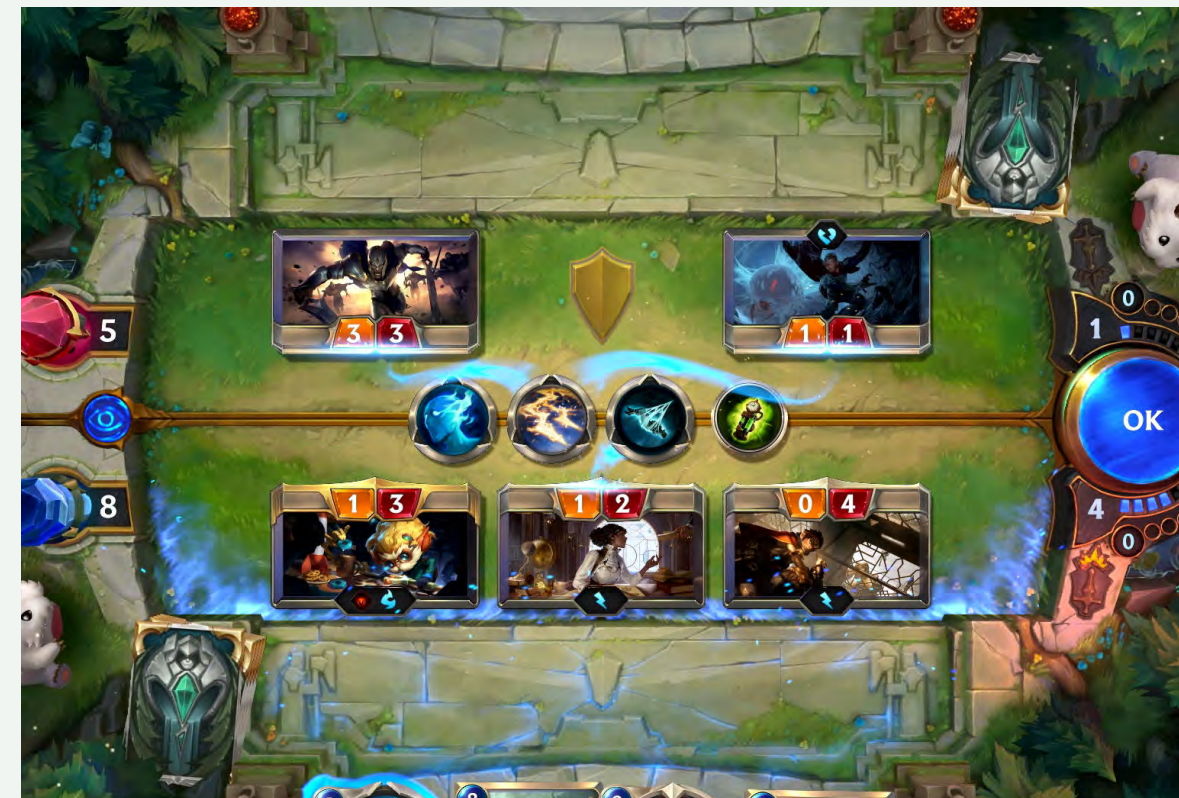
based tournament groups together teams of three, with one player ultimately choosing the plays with the other two advising. Germany emerged as the first seed and ultimate Grand Finals 2021 victor against Spain, redeeming their disappointing performance from last year.

On the global stage, four of the final 16 qualifiers for the LoR World Championship hailed from EMEA. All players competed in a group stage featuring 4-player round robins. The top two finishers from each group then

advanced to the final, single-elimination stage, to crown LoR's very first World Champion.

The European continent ultimately brought forward some of the most talented players the game has seen in its short history. Mateusz "Alanzq" Jasiński, a Polish competitor signed to major esports organization Team Liquid took the grand prize of \$40,000, overcoming Japan's Yamato two games to one in the Grand Final.

BUILDING A NEW COMPETITIVE SCENE FROM SCRATCH TAKES TIME AND COMMUNITY SUPPORT



The card game has seen plenty of competition in its second year



2021 SEASON REVIEW

PARTNER OVERVIEWS

The teams and tournament organizers supporting Riot
in creating a competitive ecosystem for all of EMEA

OVERVIEW OF PARTNERS

LEC TEAMS OVERVIEW

After six years of teams rising and falling dynasties, we solidified the League of Legends European Championship (LEC) structure with the long-term partnership model.

In 2018, ten teams aligned with Riot Games on a long term vision for European League of Legends. In return for their financial commitment, these organizations are granted revenue share, input in league decisions, and the chance to secure a long term legacy. Many were already legendary names in League of Legends history, while the newcomers quickly built their own names. Here's a look at the ten competitors:

**ASTRALIS****Established:** 2016**Achievements:** Runner-Up (2019 LEC Spring)

Overview: A Danish esports organization best known for its four time Major winner Counter-Strike squad. When the Astralis Group originally joined the LEC in 2019, it competed as "Origen"; an organization that had previously competed in the early years of the league. From 2020, all its teams were merged under the Astralis brand.

**EXCEL****Established:** 2014

Overview: A British organization founded by brothers Kieran and Joel Holmes-Darby, Excel was the first UK League of Legends team with its own gaming house. Joining the LEC has allowed the team to expand; partnering with Twickenham Stadium as its training center, and becoming the focus of its own BBC-produced documentary series.

**FNATIC****Established:** 2004

Achievements: Seven LEC Championships, 1st place (Season 1 World Championship), Runner-Up (2018 World Championships)

Overview: One of the most storied esports organizations in Europe, Fnatic entered League of Legends in 2011, and joined the inaugural European League of Legends Championship season. It is the only team to have played every year of the competition to date, and has qualified for nine world championships.

**G2 ESPORTS****Established:** 2014

Achievements: Eight LEC Championships, 1st Place (2019 MSI), Runner-Up (2019 World Championships)

Overview: G2 Esports first qualified for the EU LCS in 2016. The organization was founded by Carlos "Ocelote" Rodríguez Santiago, one of the early breakout players in European League of Legends. G2 Esports has amassed success across the globe, and currently holds the record for the most LEC championship titles.

**MAD LIONS****Established:** 2017**Achievements:** Back-to-back LEC Championships (2021)

Overview: MAD Lions is part of the esports ownership group Overactive Media, which originally competed in the LEC under the acquired Splyce brand (before it rebranded for the 2020 season). MAD Lions itself originated in the LVP Superliga, and is now one of only three LEC teams to win a championship.

**MISFITS GAMING****Established:** 2016

Overview: The Misfits Gaming Group, based in South Florida, is partly owned by the Miami Heat, the Orlando Magic, and the Cleveland Browns and Columbus Crew SC through Haslam Sports Group. Its League of Legends team first qualified for Europe's top competition in 2016, made several playoff appearances, and a quarterfinals display at the 2017 World Championship.

**ROGUE****Established:** 2016**Achievements:** Runner-Up (LEC Spring 2021)

Overview: Rogue first entered the LEC in 2019, as a newcomer team. Along with its parent company ReKTGlobal, Rogue has several celebrity investors including DJ Steve Aoki and rock band Imagine Dragons. They made back-to-back World Championship appearances in 2020 and 2021.

**SK GAMING****Established:** 1997

Overview: Based in Cologne, Germany, SK Gaming was one of the original teams in the inaugural European season. With a long history across the whole of esports, SK exited the European top-flight League of Legends competition in 2015, but later rejoined for the 2019 LEC season as a longterm partner.

**SCHALKE 04 ESPORTS****Established:** 2016**Achievements:** Runner-Up (2018 EU LCS Summer)

Overview: The esports department of German sports club Schalke 04, it is one of few teams to have fought its way back to the LEC after relegation. 2021 was its final year of competition, however, as the club is looking to restructure, they sold their slot to Team BDS.

**TEAM VITALITY****Established:** 2013

Overview: A French multi-team organization, Team Vitality first acquired a slot in the league in 2016. Based in Paris, the organization trains out of a Performance Center located in Stade de France, and has competed on the world stage with an appearance at the 2018 World Championship.



DYNASTY, OLD KINGS, LEGACY...

The LEC 2021 Spring finals marked the first time since 2014 that a team other than Fnatic or G2 Esports won a championship. In Summer, MAD Lions made good on their new legacy by being only the third team to take a back-to-back title.

OVERVIEW OF PARTNERS

OVERVIEW OF ERL PARTNERS

The robust competitive landscape for League of Legends in Europe could not exist without the experience and cooperation of these tournament organizers.

Well before the name “European Regional Leagues” was used, there were several long-running esports leagues and tournament circuits for League of Legends. Today, the current ecosystem exists thanks to individual agreements signed between Riot Games and the following companies, designating them the official ERL operator for their respective region.

**LVP****Founded:** 2011

ERL: LVP Superliga, est. 2011
LVP, part of the MEDIAPRO Group, is one of the world's largest video gaming competition operators and the largest esports organisation in the Spanish language. Through its offices in Madrid, Barcelona, Buenos Aires, Bogota and Mexico, it has reached over 30 countries.

**FREAKS 4U GAMING****Founded:** 2002

ERLs: Prime League, est. 2020.
NLC, est. 2020
A gaming and esports-focused 360° marketing and communications agency, providing services such as brand and marketing consultancy, social media and community management, editorial services, event management and logistics, creative services as well as media productions and other community-tailored solutions.

**POLSAT GROUP****Founded:** 1992

ERL: Ultraliga, est. 2018
Telewizja Polsat is one of Poland's two leading private television groups in terms of revenue and share in the TV advertising market. There is also a group of 6 cooperating channels which are related with Polsat Plus Group either by capital links or joint broadcasting projects. The Ultraliga is run with esports tournament operator Frenzy.

**WEBEDIA GROUP****Founded:** 2007

ERL: La Ligue Française, est. 2019
For nearly 15 years Webedia has been dedicated to providing access to the best entertainment content on all digital and offline platforms. With a unique DNA combining creativity and technology, the company has built a worldwide network of leading media outlets, digital creators and production studios, and developed proprietary tooling and strong partnerships with the biggest digital platforms.

**INYCON****Founded:** 2013

ERL: Liga Portuguesa de League of Legends, est. 2015
Inygon is a Portuguese broadcasting company, originally focused on the electronic sports market. It started with the belief that esports are the future of both digital and live entertainment, leading it to achieve historical landmarks on the development of the competitive gaming market in its native country.

**PVP MEDIA****Founded:** 2019

ERL: Greek Legends League, est. 2019
A gaming and esports company creating media brands and events that deliver memorable experiences which contribute to the growth of the local market. PVP Media leverages its industry expertise to provide specialized services for brands, publishers and public sector stakeholders.

**HITPOINT****Founded:** 2009

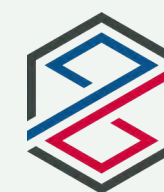
ERL: Hitpoint Masters, est. 2014
Hitpoint is the longest running esports studio in the Czech Republic and Slovakia; broadcasting both local and foreign competitions, while at the same time organizing professional leagues and tournaments in the region.

**FORTUNA ESPORTS****Founded:** 2015

ERL: Esports Balkan League, est. 2017
Fortuna is an innovative esports company based in Belgrade, Serbia. It handles event organization, studio and video production of esports related content for a national and international audience, as well as TV and online streaming for international esports tournaments.

**META****Founded:** 2010

ERL: Belgian and Dutch Leagues, est. 2020
With an extensive network spread across the thrilling world of esports, the technologically advanced gaming industry, the innovative hardware sector and many more, META has become the market leader for creatively effective campaigns that highlights your company's strengths.

**PG ESPORTS****Founded:** 2017

ERL: PG Nationals, est. 2018
PG Esports is a leading company in the esports sector in Italy, in which it offers competitions, events, and collaborations designed to make gamers and partners the absolute protagonists of the scene.



2021 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

At Riot Esports EMEA we've been trying to solve one particular question: how do we make multi-generational esports that appeal to players at all levels?

When we launched the European League of Legends Championship Series (now the LEC) in 2013, our goal was to create the continent's highest tier of competitive play. We have succeeded in building one of the most coveted esports trophies in the continent; a league with its own distinct identity and legacy.

In expanding the competitive pyramid, the European Regional Leagues (ERLs) offer a clear pathway for aspiring stars and for teams to build up a local fanbase, with the leagues themselves becoming ever more competitive and sustainable. In larger esports markets, like France, Germany or Spain, these leagues feature up to four tiers of competition, and support amateur circuits. It is a uniquely European phenomenon - there is no direct parallel of the ERLs in any of the other League of Legends regions.

It is now our task to replicate and innovate this successful model in other games. We won't need another ten years for VALORANT or Wild Rift esports to thrive as we build not just from the top down, but simultaneously from semi-professional to local play levels. Similarly, we also want to expand the scope of all our games to encompass the full EMEA region, unifying competition in Turkey, the CIS, and MENA with what we've established in Europe.

Equally important, Game Changers is an important step in providing more opportunities for women and minority player communities. We want to make it better to be an esports fan, showcasing the many languages, cultures, and gaming traditions that make up EMEA.

Last but not least, as we build these new structures we will also evolve our esports governance capabilities, focusing on integrity and sustainability across all stakeholders.



