



League of Legends: Wild Rift

EMEA Competition Policy

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INTENDED FOR 2022+

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Background and Purpose

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

This EMEA Policy is in addition to, and not in lieu of, the Wild Rift [Global Competition Policy](#) (“**Global Policy**”). In the event of a conflict between the Global Policy and this EMEA Policy, the provisions that are most protective of Riot (as determined by Riot in its sole discretion) will govern. Capitalized terms used herein and not otherwise defined herein shall have the meanings assigned to them in the Global Policy, unless the context shall otherwise require.

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

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

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

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

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

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

1. Acceptance, Modification and Enforcement of the Rules

1.1. Acceptance

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

1.2. Confirmation of Acceptance and Eligibility

A Team Member (or his or her parent or guardian) may be asked to sign an eligibility and release form before an Official Competition begins. This form confirms that the Team Member has accepted and agreed to abide by this EMEA Policy and the applicable Event-Specific Rules. If a Team Member (or his or her parent or guardian) does not sign the eligibility and release form when asked to do so or does not return the fully executed form to the Tournament Operator within the time period specified by the Tournament Operator, the Team Member will not be permitted to participate in the applicable Official Competition. For clarity, a Team Member who is not asked to sign an eligibility and release may still accept this EMEA Policy as provided in Section 1.1. The current version of the eligibility and release form (which may be modified by Riot from time to time) is attached as Appendix 2.

1.3. Changes to EMEA Policy and Event-Specific Rules

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

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the Event-Specific Rules to other Team Members. Participation in any Official Competition will constitute acceptance of the changed rules, instructions and guidance.

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

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

1.5. Privacy Policy

Riot will collect, store and use a Team Member’s personal information in accordance with the Privacy Policy for League of Legends: Wild Rift in effect for the Team Member’s home region.

1.6. Additional Terms

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

2. Players and Player Eligibility

2.1. Player Age

In order to be eligible to participate in an Official Competition as a player, an individual must have reached 16 years of age or older (i.e., the player has lived for at least 16 years) as of the

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Official Competition start date. If a player is 16 years of age or older but under the age of majority in his or her country of residence before the start of the Official Competition, he or she may still compete in the Official Competition if (a) he or she meets the other eligibility criteria in this EMEA Policy and the applicable Event-Specific Rules, and (b) a parent or legal guardian accepts this EMEA Policy and the applicable Event-Specific Rules on behalf of the player, and consents to the player's participation in the Official Competition using a parental consent form provided by the Tournament Operator.

2.2. Ranking Requirement

There is no ranking requirement for League of Legends: Wild Rift competitions in 2022.

2.3. Multiple Teams

Players, streamers, coaches or any other tournament participants may not play for or contract with more than one Team at any given time. Any person who has a signed and valid contract with another organization may not participate as a player, coach or manager of another team. If a player enters such an arrangement or contract, Tournament Officials reserve the right to ban the player from playing any future matches until the situation has been resolved and the player is in compliance with the requirements in this Section.

2.4. Regional Requirements

2.4.1. Regional Roster Requirement

In order to maintain the regional identity of teams that compete in a global, pan-regional, or regional competition and to encourage the type of regional identification that is important to fans and sponsors, each Team must maintain, at all times during any Official Competition, at least three players on its Starting Roster that are Residents (as defined below) of EMEA. Event specific rulesets may contain additional residency restrictions.

2.4.2. Team's Home Region

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

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Operator. A Team will be assigned a specific Sub-Region by Riot (Europe, Turkey or CIS) prior to the start of competition, following an internal process of residency verification.

2.4.3. Resident Defined

A player is considered a **“Resident”** of a particular Region for the purposes of an Official Competition if the player is, on the date that the player registers for the Official Competition, either (a) a lawful permanent resident of a jurisdiction in such Region for at least six (6) months; or (b) a citizen or national of a country in such Region.

2.4.4. Certification of Residency

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

2.4.5. Changes in Region or Residency

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

2.4.6. Compliance with Residency Requirements

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

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subject the Team and/or player to disciplinary measures as outlined in this EMEA Policy and the Event-Specific Rules.

2.4.7. Verification

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

2.4.8. Passport and Travel Eligibility

Should a Team qualify for an offline tournament, procuring documentation necessary for travel will be the responsibility of the Team (e.g. having a valid passport). In order for Riot to assist with any travel or visa related needs, each member of the Team is obliged to have a document valid for international travel minimum 2 months prior to the offline tournament.

2.4.9. MENA Team and Player Eligibility

Any player who is a citizen or a resident of the MENA region can join a roster of a team from any Sub-Region (Europe, Turkey or CIS) without occupying one of the three Resident slots. A team that signs up with 3 or more MENA residents will be assigned the most optimal Sub-Region by Riot.

2.5. No Riot or Tournament Operator Employees

Team Members may not be employees of Riot, the Tournament Operator or any of their respective affiliates at any point during an Official Competition as a part of the qualification path into a Regional Championship, Pan-Regional Championship or Global Championship.

2.6. Player Names

A player's Riot ID or in-game nickname ("**Riot ID**") will be selected at the time of registration and may not be changed at any time without the prior written approval of the Tournament Officials. A Riot ID may not include any word or phrase in any language that is offensive, toxic

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or hurtful. A Riot ID may not include all or part of a corporate name or make use of the trademarks or other intellectual property of Riot, League of Legends: Wild Rift or any third party without the prior written approval of the Tournament Operator. In order to secure such approval, a player must provide a license agreement, sponsorship agreement or other documentary evidence to the Tournament Operator sufficient to demonstrate to the satisfaction of the Tournament Operator that the player is properly licensed to use such third party's intellectual property. Notwithstanding any approval that may be provided by the Tournament Operator, the entire risk and responsibility for obtaining the right to use a corporate name or the intellectual property of a third party in or as part of a player's name or Riot ID shall be with the player. Tournament Officials reserve the right to reject any Riot ID selected by a player for any reason and to require the player to select an alternate Riot ID that complies with this EMEA Policy.

2.7. Media and Sponsor Events

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

3. Teams and Owners

3.1. Team Manager

Each Team must maintain, at all times during an Official Competition, one person who will act as the Team's general manager (“Team Manager”). The Team Manager will be designated when the Team completes the registration process and will be responsible for all logistical and operational communications between Riot and the Owners of such Team. Riot and the Tournament Operator may rely upon any communications from the Team Manager as being made by all Owners of the Team. Any Owner or any Team Member, including the Team Captain (as defined below), is eligible to serve as the Team Manager. A Team may not change its Team Manager without providing prior written notice thereof to Riot and the Tournament Operator.

3.2. Team Captain

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

3.3. Requirements

3.3.1. Starters and Substitutes

Each Team must maintain, at all times during any Official Competition, at least six players. Five players on the Team’s starting lineup and one substitute. A Team has the option of adding up to two additional players to act as substitutes. *Note: Teams will be allowed to travel up to 12 members to any offline event. Travel accommodations will be covered for up to eight members of any qualifying team to a global or pan-regional event as applicable.* Tournament Officials have the right to disqualify any Team with an incomplete roster.

3.3.2. Minimum Roster Requirement

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

3.4. Submission of the Roster and Team Registration

Before the start of any Official Competition, each Team must register its roster (including all Starters and any Substitutes) using the tools and forms provided by Riot or the Tournament Operator. Except as set forth in Section 3.5, no changes to a Team’s roster will be permitted

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after a Team's registration has been processed without the prior approval of the Tournament Officials (including for changes due to sickness, visa issues, etc.).

3.5. Roster Changes

A Team may complete trades involving players on other Teams, sign new players or free agents or otherwise change the players on its roster during any time outside of the Riot ("**Roster Lock Periods**"). The Roster Lock Period for global or pan-regional events is defined as the moment a Team qualifies for a global or pan-regional tournament until the conclusion of the final match for the given tournament. Additionally Teams are not permitted to conduct roster changes after the Roster Lock Deadline for a tournament with a finite beginning and end. Roster Lock periods can change from year to year at the discretion of Riot and will be defined on the website for the League of Legends: Wild Rift Esports for all regional and sub-regional events. Unless otherwise agreed to by the Tournament Officials, the addition or removal of a player from the Team's roster at any time during the Roster Lock Periods is a violation of this EMEA Policy.

3.5.1. Permitted Roster Changes

The Roster Lock Period is considered finished if the team fails to qualify for the next stage of Competition. E.g., a Team can submit a new roster for the Last Chance open qualifier if they haven't finished in the Top 4 of the WREC Playoffs.

3.5.2. Emergency Roster Substitutes

In the case of an emergency, a team may add a substitute through the Temporary Player Loan or Emergent Free Agent policy as defined for each event. An emergency is defined as a COVID-related incident, an injury or death that prohibits a player from physically being able to compete in compliance with local health and safety mandates.

3.6. Team Names and Logos

3.6.1. Selection of Team Name and Logo

The Team's name and logo will be selected at the time of registration and may not be changed at any time during the Season or prior to the end of a tournament without the prior written approval of the Tournament Officials. Neither a Team's name nor its logo may include any word or phrase in any language that is offensive, toxic or hurtful, as determined at the sole discretion of the Tournament Operator or Riot Officials.

3.6.2. Components of Team Name

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

3.6.3. Use of Trademarks in a Team Name

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

3.6.4. Rejection of Team Names and Logos

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

3.7. Owners

3.7.1. Ownership of the Slot

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

3.7.2. Transfer of the Team

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

3.8. Concurrent Ownership and Conflicts of Interest

To preserve the competitive integrity of Official Competitions, the rules on concurrent ownership shall apply to all Official Competitions beginning January 1, 2022. The Concurrent Ownership Policy can be found [here](#).

3.9. Notice of Extraordinary Events

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

4. Competition Format and Structure

4.1. Competition Format

The competition format for League of Legends: Wild Rift Esports is outlined in [Appendix 2](#). Specific issues relating to individual Official Competitions will be explained in the applicable Event-Specific Rules.

4.2. Prizes

4.2.1. Delivery of Prizes

Prizes may be awarded to successful Teams and individual players at or following an Official Competition. In general, the prizes earned by a Team or player will be delivered directly to the Owners of the Team. The Owners shall be responsible for dividing the prize and paying it to players and others who contributed to the victory; provided that not less than fifty percent (50%) of all net cash prize awards must be delivered by the Owners to the players on the Team (as a group). Net cash prize is defined as the total gross amount of the prize won minus any taxes on prizes. Owners are not allowed to deduct expenses or other fees when calculating total disbursement. Owners are able to provide a greater share of cash prize awards to players, but are required to transfer at least fifty percent of all cash prize awards to the Team's players. If an Owner fails to distribute at least fifty percent of all cash prizes to the Team's players, disciplinary action will be determined by Riot at its sole discretion.

4.2.2. Acceptance of Prizes

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

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forfeited under these circumstances will go directly to the Riot Social Impact Fund to be used at Riot's sole discretion.

4.2.3. Taxes on Prizes

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

5. Player Equipment

5.1. Online Matches

For all online (non-live) matches, players will be expected to provide all of their own equipment. This includes, but is not limited to, mobile phones, headphones, earphones, webcam, and voice programs. The use of emulators, tablets, controllers, trigger extensions, keyboard, mouse, or any other physical extension is prohibited. As the matches will not be played on an offline server, players will also need to account for their own network protection (including but not limited to DDOS prevention).

Additionally, the stability of each player's hardware and internet connection is the responsibility of the player.

5.1.1. Use of Communication Program

Players are required to use the provided Discord, Teamspeak or other provided communications service for their team communication during online games. All five Starters must join the team designated channel on the server before the game reaches champion select. Players that do not join the channel by the designated time will be subject to penalties as though the player is not in the lobby.

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5.1.1.1. Permitted Users: Only the five players who are playing the game and the team's official coach are permitted in the channel. Each team may be joined by designated Riot Partner Operator officials and Broadcast Crew.

5.1.2. Communication Server Issues

In the event of issues with the communication server and the issues cannot be resolved, all players will be asked to move to the backup server.

5.1.3. Player Connectivity Issues

Players are responsible for their own connection to the communication server. Should they be unable to connect, or their connection be severed, the players or teammate must inform Riot Partner Operator at first sign of problem.

5.1.4. Channel Usage

Teams are only allowed to use their team's designated channel. If a player joins a channel of the team they are not a part of, they will be subject to penalties as though they are attempting to cheat, despite the player's intention.

5.1.5. Server Access

Players cannot share the server information without prior approval from Riot Partner Operator.

5.1.6. Proof of Physical play

Teams are responsible for providing Riot Partner Operator officials with physical proof of play. Webcam feeds, physical Identification, and game account identifications are required to prove that only registered players are participating in the match environment at all times. Failure to adhere to rule 5.1.6 will result in immediate penalties.

5.2. Offline Matches

For all offline (live/LAN) matches, players will be provided mobile phones. The phone to be used at the matches will be checked & kept by Riot Officials & Riot Partner Officials until the end of

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the event or after the player is eliminated from the competition, whichever occurs first. The use of emulators, tablets, controllers, trigger extensions, keyboard, mouse, or any other physical extension is prohibited.

The use of finger sleeves is allowed. The use of a personal phone case not provided by the tournament organizer or any modification to the phone is prohibited (examples include a grip or ring meant for increased dexterity).

5.2.1. Use of Communication Program

Players are required to use the provided Discord, Teamspeak or other provided communications service for their team communication during online games. All five Starters must join the team designated channel on the server before the game reaches champion select. Players that do not join the channel by the designated time will be subject to penalties as though the player is not in the lobby.

5.2.1.1. Permitted Users: Only the five players who are playing the game and the team's official coach are permitted in the channel. Each team may be joined by designated Riot Partner Operator officials and Broadcast Crew.

5.2.2. Server Issues

In the event of issues with the communication server and the issues cannot be resolved, all players will be asked to move to the backup server.

5.2.3. Channel Usage

Teams are only allowed to use their team's designated channel. If a player joins a channel of the team they are not a part of, they will be subject to penalties as though they are attempting to cheat, despite the player's intention.

5.2.4. Server Access

Players cannot share the server information without prior approval from Riot Partner Operator.

6. Uniforms and Apparel

6.1. Official Uniforms

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

6.2. Uniform Design Requirements

Players may wear apparel with multiple logos, patches or promotional language. Riot and the Tournament Operator each reserves the right at all times to impose a ban on apparel that does not meet the Official Competition's minimum aesthetic standards or that is objectionable or offensive, including any apparel that (a) contains any false, unsubstantiated or unwarranted claims for any product or service or testimonials, that Riot or the Tournament Operator, in its sole and absolute discretion, considers unethical; (b) advertises any brand whose business falls within the Red List; (c) contains any information or material that violates the Code of Conduct in Section 8.

6.3. Team Apparel Design and Requirements

If a Team elects to adopt a uniform for Official Competitions, then that uniform shall be designed and manufactured by each Team at its own expense and must meet the minimum requirements of this Appendix 6. The Tournament Operator will review and has the right to propose modifications to all Team uniforms.

6.4. Uniforms Provided by the Tournament Operator

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

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Competition-themed apparel during a game, and the relevant Team shall be provided with a grace period to modify its uniform design

6.5. Managers and Coaches

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

6.6. Ban on Apparel; Refusal of Entry

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

7. Sponsorships

7.1. Sponsorships Generally

Teams and Team Members are encouraged to develop relationships with sponsors and advertisers, subject to the restrictions set forth in this EMEA Policy that are designed to avoid sponsor conflicts and preserve the integrity of competition and the reputation of the Official Competitions, League of Legends: Wild Rift and Riot. Neither a Team nor any Team Member shall enter into any sponsorship, endorsement, advertising or related agreement, for any League of Legends: Wild Rift line of business, with any person or entity that is determined by Riot or the Tournament Operator to conduct business within any product or service category that is on the Prohibited Sponsorship Categories List (Appendix 4). A Team or Team Member shall have the right, subject to Riot's prior written approval on a case-by-case basis, to enter into a sponsorship, endorsement, advertising or related agreement, for any of the Team's League of Legends: Wild Rift esports line of business, with any person or entity that is determined by Riot or the Tournament Operator to conduct business within any product or service category that is

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on the Internationally Prohibited Sponsorship Categories List (Appendix 5); provided, however, that any such business within the Internationally Prohibited Sponsorship Categories List shall only be promoted or otherwise displayed at regional or local events (and not international events). Teams interested in pursuing a regional sponsorship on the Internationally Prohibited Sponsorship Categories List should contact their home Region for more information on the approval process, including lists of certain pre-approved sponsors on the Internationally Prohibited Sponsorship Categories List.

Teams and Team Members may also develop relationships and enter into a sponsorship, endorsement, advertising or related agreement with categories on the Riot EMEA Conditional Sponsorships Categories List (Appendix 7), provided that they a) obtain Riot's prior written approval and b) follow the conditions and rules referenced within that Appendix.

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

7.2. Decisions Relating to the Prohibited Sponsorship List

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

7.3. Unauthorized Use of Trademarks

Nothing in this EMEA Policy or the Event-Specific Rules grants, by implication, waiver, estoppel or otherwise, to a Team or Team Member any right or license to use the name League of Legends: Wild Rift, or any other trademark, trade name or logo owned by or licensed to Riot or its affiliates. Any unauthorized use by a Team or a Team Member of a trademark, trade name or logo owned by or licensed to Riot or its affiliates is prohibited and a breach of this EMEA Policy. A Team or a Team Member may not endorse or sponsor any product or service in a way that could cause people to believe that the product or service has been endorsed or approved by Riot, the Tournament Operator or any of their respective affiliates.

8. Code of Conduct

8.1. Conduct Generally

8.1.1. Competitive Integrity

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

8.1.2. High Standards

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

8.1.3. Disciplinary Action and Sanctions

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

8.2. Competitive Integrity

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

8.2.1. Match-Fixing

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

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take part in any actions prohibited by this EMEA Policy or the applicable Event-Specific Rules, that Team Member must immediately report this request to the Tournament Operator.

8.2.2. Bribery

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

8.2.3. Gifts

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

8.2.4. Gambling

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

8.2.5. Cheating

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

8.2.6. Exploiting

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

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8.2.7. Ringing

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

8.2.8. Studio Interference

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

8.2.9. Unauthorized Communications

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

8.2.10. Drop Outs and Refusals to Participate

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

8.2.11. Non-Compliance

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

8.3. Unprofessional Behavior or Illegal Acts

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

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8.3.1. Vulgar or Hateful Speech

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

8.3.2. Violence

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

8.3.3. Drugs and Alcohol

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

8.3.4. Harassment

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

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8.3.5. Sexual Harassment

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

8.3.6. Discrimination and Denigration

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

8.3.7. Defamatory Statements

Team Members may not make, issue, authorize or publish any statement that denigrates, disparages or defames any Official Competition, Tournament Operator, Competition Official, Riot or its affiliates, sponsors, or League of Legends: Wild Rift.

8.3.8. Illegal Activity

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

8.3.9. Immoral Activity

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

8.4. Confidentiality

A Team Member may not, without the consent of the Tournament Operator, disclose any confidential or proprietary information provided or made available by Riot or the Tournament Operator to the Team Member in relation to any Official Competition. Team Members shall be

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obligated to keep the confidential or proprietary information provided by Riot or the Tournament Operator. The “confidential or proprietary information” of Riot and the Tournament Operator includes all information and materials disclosed (whether in oral, written, or other tangible or intangible form) or otherwise made available by Riot or the Tournament Operator to a Team Member concerning or related to League of Legends: Wild Rift, any Official Competition or any Official Competition which the Team Member knows or should know, given the facts and circumstances surrounding the disclosure of the information, is confidential information of Riot or the Tournament Operator. Confidential information includes, without limitation, development plans and release dates for updates to League of Legends: Wild Rift, information and materials concerning or related to the content of all protests, discussions or any other correspondence between a Team Member and Riot or the Tournament Operator, the configuration of the stage used at Live Events and other similar information that is withheld from fans in order to preserve the “reveal” at an Online Event or a Live Event.

8.5. Terms of Use

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

8.6. False Information

Tax forms, registration forms, parental consents, and other documentation may be required at various times by the Tournament Operator. A Team Member violates this EMEA Policy if he or she knowingly provides false or inaccurate information to the Tournament Operator. A Team may be subject to sanctions if the documentation is not completed to the standards set by the Tournament Operator.

9. Disciplinary Action and Sanctions

9.1. Investigations by the Tournament Operator

The Tournament Operator will have the right to monitor compliance with this EMEA Policy and the applicable Event-Specific Rules and investigate possible breaches. By agreeing to this

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

9.2. Demerits

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

9.3. Other Sanctions

If the Tournament Operator determines that a Team Member or a Team has committed a violations of this EMEA Policy, the applicable Event-Specific Rules or applicable law, the Tournament Operator may, in addition to the Demerits discussed above, issue any or all of the following disciplinary actions: (a) verbal or written public warning(s); (b) prize forfeiture(s); (c) game forfeiture(s), (d) tournament forfeiture(s); (e) forfeiture(s) of a slot; (f) suspension(s); and (g) disqualification(s) and ban(s), including from any future Official Competitions or other events related to League of Legends: Wild Rift or other video games or esports properties owned or controlled by Riot or its affiliates. If a Team or Team Member has been previously disqualified or banned from participating in events that feature play of League of Legends: Wild Rift in any jurisdiction in the world, or has committed an especially egregious act outside the Riot esports ecosystem, the Tournament Operator may disqualify or ban that Team or Team Member from participation in an Official Competition.

9.4. Repeated Infractions

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

9.5. Final Determinations

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

10. Use of Names and Likenesses

10.1. Grant of Rights by Team Members

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

10.2. Ownership of Streams and Broadcasts

Each Team Member irrevocably acknowledges and agrees that all streams and audiovisual recordings of any all or any part of an Official Competition are owned by Riot or its licensors.

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Appearing in a stream, broadcast or audiovisual recording of any Official Competition does not give a Team Member any ownership interest in such stream, broadcast or audiovisual recording.

10.3. Feedback

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

11. Limitations of Liability

11.1. No Punitive Damages

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

11.2. Cap on Liability

To the maximum extent permitted by applicable law, the aggregate liability of the Riot Parties arising out of or in connection with this EMEA Policy, any Event-Specific Rules, the Official Competitions and League of Legends: Wild Rift will be limited to a Team Member’s direct damages in an amount not to exceed US \$25,000. Multiple claims will not expand this limitation. These limitations and exclusions regarding damages apply even if any remedy fails

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to provide adequate compensation. Riot neither assumes, nor authorizes the Tournament Operator or any other person or entity to assume on Riot's behalf, any liabilities in addition to those liabilities expressly set forth in this Section 10.2.

12. Dispute Resolution

12.1. Governing Law

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

12.2. Finality of Certain Decisions

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

12.3. Remedies

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

13. Interpretation and Construction

13.1. Tournament Operator's Right of Interpretation

Any matters relating to an Official Competition or League of Legends: Wild Rift that are not covered by this EMEA Policy or any Event-Specific Rules shall be subject to an interpretation made by the Tournament Operator and provided to the Teams from time to time in the form of an update to, or interpretation of, this EMEA Policy or the Event-Specific Rules. All decisions made by the Tournament Operator and Tournament Officials regarding interpretations of this EMEA Policy and the Event-Specific Rules are final and binding.

13.2. Business Judgment

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

13.3 Language

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

13.4 Conflicts

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

APPENDIX 1 - Glossary of Terms

“**League of Legends: Wild Rift Esports**” means the period starting with the first official game of the Wild Rift Esports Qualifying Period and ending with the final game of the subsequent Wild Rift Esports end-of-year competition.

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

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

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

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

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

“**EMEA Policy**” means (a) this League of Legends: Wild Rift EMEA Competition Policy and each Appendix attached hereto; and (b) any updates, amendments or supplements to the foregoing.

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

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

“**Official Competition**” means any tournament, series of tournaments or other event that (a) is part of an official League of Legends: Wild Rift competition, and (b) has been designated as an “Official Competition” by Riot.

“**Official Game**” means an instance of competition of League of Legends: Wild Rift that is played as part of an Official Competition.

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“Online Event” means (a) any online tournament, including any online qualifiers, that is part of an Official Competition, and (b) any Official Competition that is ordinarily held live and in-person but that has been moved online due to health and safety concerns or the requirements of a governmental authority.

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

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

“Region” means the region in which a Team competes in Official Competitions, as published in Appendix 5 or as may be determined by Tournament Officials.

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

“Riot” means Riot Games, Inc.

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

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

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

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

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

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

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

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

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

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

“League of Legends: Wild Rift” means the multiplayer online battle arena mobile video game distributed by Riot.

APPENDIX 2 - Official Competition Structure

Competition structure and the format are subject to change at the discretion of Riot or the Tournament Operator.

Based on 2.4 Regional Requirements, each Team will be assigned a specific Sub-Region by Riot (Europe, Turkey or CIS) prior to the start of competition, following an internal process of residency verification.

1. Open Qualifiers

The Open Qualifier is capped at 256 teams per Sub-Region. It is played out in two Double Elimination brackets, 128 teams each, in a Best-of-3 format.

2. Wild Rift EMEA Championship Playoffs (WREC Playoffs)

WREC Playoffs are played out in a Double Elimination bracket, with the best team from each Sub-Region advancing to the WREC Finals. All matches are played out in a Best-of-3 format, the final match is played out in a Best-of-5 format.

3. Wild Rift EMEA Championship Last Chance Qualifier (WREC LCQ)

Last Chance Qualifier is capped at 128 teams per Sub-Region. It is played out in a Swiss bracket, with Top 8 teams playing out a Single Elimination bracket.

LCQ Playoffs are played out in an 8-team Single Elimination bracket and feature 3 teams from WREC Playoffs semi-finals, up to 3 teams that qualified through major third-party tournaments, and teams from the LCQ that fill up the remaining slots. The best team from each Sub-Region advances to the WREC Finals. All matches are played out in a Best-of-3 format, the final match is played out in a Best-of-5 format.

4. Wild Rift EMEA Championship Finals

WREC Finals take place offline and feature 2 teams from each Sub-Region (6 teams in total). Two teams that reach the Grand Final will both qualify for the Wild Rift Icons Global Championship.

APPENDIX 3 - League of Legends: Wild Rift Esports: Participation Form Links

Appendix 3.1 International Forms

[Wild Rift Tournaments - Team Member Eligibility and Release \(International\)](#)

[Wild Rift Team Agreement \(International\)](#)

Appendix 3.2 Regional Forms

[Wild Rift Tournaments - Team Member Eligibility and Release \(Regional\)](#)

[Wild Rift Team Agreement \(Regional\)](#)

APPENDIX 4 - Global Sponsorship Policies

As administrators of a global sport, it is important that we hold some control over what types of brands can sponsor our teams. These sponsors are speaking directly to our core audience, and we have an obligation to ensure that these sponsors don't conflict with our values, as well as to consider the reflection that unwanted sponsorships could have on Riot's corporate brand. Additionally, while some sponsorships may be controversial in some regions, it's important to consider the ramifications that sponsorship within one region can have on others. Finally, there are legal requirements in some regions that prevent specific sponsorship types, and we need to be respectful of those when considering internationally broadcasted competitions.

Globally Prohibited Sponsorship Categories

These sponsorship categories are globally prohibited - no team in any league worldwide may accept a sponsorship within these categories.

- Any Other Video Game, Other Video Game developer, or publisher
- Any video game consoles
- Any esports or Other Video Game tournament, league, or event
- Any other esports team, owner, or affiliate thereof
- Any prescription drugs
- Firearms, ammunition or firearm accessories
- Pornography or pornographic products
- Tobacco products or paraphernalia
- Betting or gambling providers, and related companies (bookmakers and betting sites)
- Beer and wine products (including non-alcoholic beverages marketed by alcohol companies) or other intoxicants the sale or use of which is regulated by Applicable Law
- Cryptocurrencies, or any other unregulated financial instruments or markets
- Sellers of or marketplaces for virtual items known to be counterfeit or illegal
- Seller of or marketplaces for goods or services that violate the LoL Game Terms of Use
- Fantasy esports operators (including daily fantasy)
- Political campaigns or political action committees

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- Charities that endorse particular religious or political positions, or are not reputable (by way of example, Red Cross, Stand-Up to Cancer and other similar mainstream charities would be considered reputable)

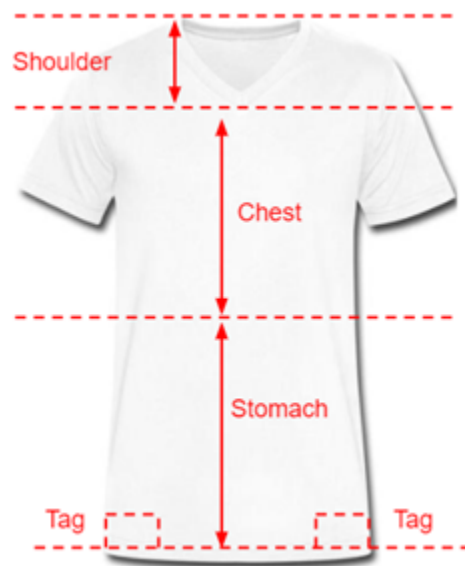
See Appendix 7 for Riot EMEA Conditional Categories.

APPENDIX 5 - League of Legends: Wild Rift EMEA Competitive Region

Region	Countries / Territories / Locales
EMEA	<p>Albania, Algeria, Andorra, Armenia, Austria, Azerbaijan, Bahrain, Belarus, Belgium, Bosnia and Herzegovina, Bulgaria, Croatia, Cyprus, Czechia, Denmark, Egypt, Estonia, Finland, France, Georgia, Germany, Greece, Holy See (the), Hungary, Iceland, Iraq, Ireland, Israel, Italy, Jordan, Kazakhstan, Kosovo, Kuwait, Kyrgyzstan, Latvia, Lebanon, Libya, Liechtenstein, Lithuania, Luxembourg, Malta, Moldova, Monaco, Montenegro, Morocco, Netherlands, North Macedonia, Norway, Oman, Palestine, Poland, Portugal, Qatar, Romania, Russia, San Marino, Saudi Arabia, Serbia, Slovakia, Slovenia, Spain, Sweden, Switzerland, Tajikistan, Tunisia, Turkey, Turkmenistan, Ukraine, United Arab Emirates, United Kingdom, Uzbekistan</p>

APPENDIX 6 - Jersey Policy

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



- b. The Shoulder area is defined as the area between the top of the jersey and the bottom of the collar.
 - c. The Chest and Stomach areas (collectively referred to as the “Body”) extend from the bottom of the collar to the bottom of the jersey. They split the Body in the middle.
2. The team must display their logo within the Chest area of the jersey and it must be large enough to be easily visible on broadcast.
 - a. The player's In Game Name must be displayed on the upper back of the jersey.
 - b. The body of a jersey, hoodie, jacket, or any apparel item worn over the upper body can have a total of up to 2 team sponsor logos.
 - c. Teams may choose how team and sponsor logos are distributed across the body area of the jersey.

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- d. Any logo that is split across the body and other areas of the jersey will count against the 2 sponsor logo limit.
3. For clarity, any logos or marks required by a league (such as the logo of a league-wide apparel sponsor) will not count against this limit.
4. Additionally, if the logo / brand of the apparel item is shown on a tag within one of the “Tag” areas, it will not count against this limit.
5. The team may not use any Riot Games marks or IP without express written permission from Riot Esports. This includes, but is not limited to: Riot Games Logo, Event Logos, League of Legends: Wild Rift Logos, or League of Legends: Wild Rift IP (such as champion art, etc.).
6. There are no restrictions regarding logo placements on the shoulders, top, or back of the jersey. Regions may define additional standards at their own discretion, and these restrictions will be enforced at International Events.
7. Regions may choose to opt out of this policy for local league play, but teams must comply for media and play at international events (First Strike, Masters, Champions [\[OS3\]](#)), including event photography. Teams that fail to produce a compliant jersey by the deadline set by Riot Esports may be subject to ad-hoc jersey modifications (excess sponsor logos being taped over, etc.) or other penalties.

APPENDIX 7 - Riot EMEA Conditional Categories

■ **Conditional Categories**

Categories that Riot considers to have an increased legal risk and so these categories have specified requirements and conditions that must be met and adhered to in any potential sponsorship deal before Riot can give approval. Often, these sponsorship categories will have limitations such as a requirement that there is no link with Riot IP, or the sponsorship not being visible on a Riot broadcast, or certain age/jurisdiction specificity. The conditions under which sponsorships in the Conditional Sponsorships category can be approved may differ from sub-category to sub-category, depending on the legal and business risk specificities of each.

● **Alcoholic beverages**

- Note that any sponsorship involving a Team in this category needs to be submitted for Riot's approval prior to completion. Needed for approval is the list of activations that are planned to be included within the deal. Note that any future new activations will also need to be presented first to Riot for approval.
- Ongoing conditions include:
 - Sponsorship by the below types of beverages of only
 - Non-alcoholic beverages
 - Beer products
 - Wine products
 - Mixed alcoholic beverages below 20% ABV
 - To protect a clean feed, the following are prohibited:
 - No jersey patches for beer sponsors
 - No team naming sponsors
 - No appearance on a Riot broadcast
 - No use of any player under 18 in an activation even if it is inadvertent.
 - Certain jurisdictions require that the endorser is 25 or over
 - No use of any Riot IP in proximity to your activations with an alcoholic sponsor
 - Due to the mixed audience of our sport, activations should be careful to avoid being a direct activation for alcohol
 - Activations must refrain from being focused on minors
 - Regulatory jurisdiction to uphold local rules falls upon the team and their partner, not Riot. If local regulations impose stricter restrictions than above (e.g. age of individuals featured in promotions or total prohibition of alcoholic sponsorships), local applicable laws prevail.

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- This category remains Internationally Prohibited
- **Cryptocurrency Exchanges**
- Note that any sponsorship involving a Team in this category needs to be submitted for Riot's approval prior to completion. Needed for approval is the list of activations that are planned to be included within the deal. Note that any future new activations will also need to be presented first to Riot for approval.
- Any and all cryptocurrency/asset exchange sponsorships must meet the following criteria for them to be approved by Riot for use in association with our esports events:
 - The sponsoring entity is approved by Riot
 - The sponsored activations are approved by Riot. Team must provide the list of all planned activations using this sponsorship.
 - Prohibited activations include (though are not limited to) (note we will update this list for clarity as new activations are suggested or become permitted):
 - In order to maintain our ability to produce a clean feed, Teams will not be able to show this sponsor on our live broadcast thus:
 - No jersey placement
 - No team naming rights
 - No placement on Riot broadcast or exposure on a Riot broadcast
 - Note that this is an ongoing obligation (i.e. any future activations not presented initially need to be presented before occurring)
 - The Team and the sponsor are responsible for legal and regulatory compliance. If local regulations impose stricter restrictions than above (e.g., age of individuals featured in promotions), local applicable laws prevail.
 - Should approval for the exchange be removed from due to legal challenges, regulatory change, or other similar events, the Team cannot extend or renew a deal with the exchange until the situation is rectified
 - All Team sponsorships must contain a termination right (which the Team agrees it will promptly exercise without obligation or liability to Riot) if the exchange begins operating in a Prohibited Category
 - Note that this sponsorship category will be opened at EMEA level but is still Internationally Prohibited
- Note that for an Exchange to be considered for approval, the Exchange must be legally able to operate and advertise within EMEA. The other factors considered are:
 - A check performed on the exchange to assess for legal/reputational risks

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- To be approved, the exchange should be licensed, registered, or otherwise recognized as legally operating in EMEA (for local products and activations targeting a specific jurisdiction, the exchange must be legally recognized in that jurisdiction).
 - Any marketplace or exchange that is the subject of an active regulatory, government or law enforcement investigation which Riot, in its sole discretion, deems material, shall be rejected or have their approval revoked for all prospective (but not retroactive) sponsorship opportunities.
 - Unless the exchange meets the criteria listed above, it should be expected that Riot will deny approval.
 - Teams are required to notify Riot if they become aware that their cryptocurrency exchange sponsor licensing status has changed or they have otherwise been exposed to hire risk.
 - The fact that a cryptocurrency exchange is approved by Riot does not mean that the cryptocurrency exchange is licensed in all jurisdictions, nor is it an endorsement of full regulatory compliance. Teams should always do their own due diligence and legal analysis.
-
- **NFTs**
 - Riot is still developing its position regarding NFTs. However, Riot is willing to grant an exception that would allow teams to issue their own NFTs without violating the prohibited sponsorship rules, provided those NFTs do not include:
 - Riot IP,
 - Competition IP,
 - game footage or pictures or footage of our trophies or from our live events (including international Riot events such as MSI, Worlds and EUM).
 - Any link to any other prohibited sponsor (i.e. gambling)
 - Teams may include:
 - Wild Rift Players and staff imagery (provided Teams have the contractual right to use player likeness this way)
 - Wild Rift team jerseys (provided they do not include any Riot IP).
 - Please note that each activation type outside of what is mentioned above that uses Team Members will need to be vetted and pre approved by Riot

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- **Approved blockchain related technology companies**
- Riot will need to individually review and approve any product or company that is looking to be a sponsor in this space with a team
- Note that any sponsorship involving your Team in this category needs to be submitted for Riot's approval prior to completion. Needed for approval is the list of activations that you plan to include within the deal. Note that any future new activations will also need to be presented first to Riot for approval.
- The following activations will not be possible:
 - No jersey placement
 - No team naming rights
 - No placement on Riot broadcast or exposure on a Riot broadcast
 - They should not interact with any Riot IP at all:
 - They should not appear next to any champion art, overlaid over any gameplay, or otherwise associate with both Riot Games / Esports IP.
 - The only exception to this rule is that these sponsors may appear in an end card of a video that has gameplay in it.
 - This exception **does not** include naming rights for this type of clip/content.
- This category remains Internationally Prohibited