



VALORANT Champions Tour Global Policies

(2027 Edition)

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Section A: Introduction

Definitions

1. Capitalized terms in these VCT Global Policies (these, “**Global Policies**”), unless expressly defined otherwise herein, shall have the meaning ascribed to such terms in the glossary (Exhibit 1). For convenience, these Global Policies refer to the organizer and operator of the League as “**Riot**,” which, in the context of any applicable Team Participation Agreement, corresponds to the “**League Entity**” as defined therein. References to a “**Tournament Operator**” in these Global Policies refer to any entity organizing or operating a relevant competition or event as authorized by Riot, which, in the context of any applicable Team Participation Agreement, corresponds to authorized third parties under the delegation provisions therein.

The VALORANT Champions Tour

VCT Territories

2. Riot organizes and operates an esports competition ecosystem known as the *VALORANT Champions Tour* (the “**VCT**” or the “**League**”) including regional, cross-regional, and international esports competitions and related media events which feature competitive play (both live and online) of the video game VALORANT.
3. The VCT is organized into four VCT Territories which determine a team’s competitive pathway into the International Competitions. The four VCT Territories include: (i) VCT Americas, (ii) VCT China, (iii) VCT EMEA, and (iv) VCT Pacific.
4. Each VCT Territory hosts a series of tournaments, Game Changers events, and other Riot-sanctioned competitions, which form a competitive pathway to qualify for a series of International Competitions: (i) Masters 1, (ii) Masters 2, and (iii) Champions, as well as the Game Changers Championship.
5. Each VCT Territory is subdivided into one or more competitive Regions which determine a Team’s regional obligations under the Rules (as defined below). Each Team competing in the VCT will be assigned to a Region where they will participate in regional competition of the VCT (“**Home Region**”) to qualify for inter-regional tournaments hosted by their VCT Territory.

The Rules

Global and Regional Regulations

6. Riot governs official competitions through regulations, handbooks, and guidance documents that may be enacted, updated, and amended from time to time.
7. All official competitions of the VCT are governed by a set of regulations, which include:
 - The Riot Games Esports Global Code of Conduct;

- These Global Policies;
 - The VCT Rules of the Game;
 - The VCT Team Operating Requirements (only applicable to Partner Teams); and
 - Any other official operations manuals, handbooks, policies, or similar documents promulgated by Riot or the Tournament Operator from time to time, including regional or tournament-specific supplements.
8. In addition to these regulations, Riot or the Tournament Operator may establish rules that are specific to that competition or event, and/or may issue interpretations, guidance, and other policy or procedural documents from time to time in order to explain or supplement these rules. Upon release to teams, all such documents shall be deemed to be incorporated into the relevant rules. These event specific rules and guidance documents may add further restrictions or limitations to the provisions in these Global Policies.
9. These regulations, policies, and guidance documents collectively form the “**Rules**” that define and govern each respective Territory, Region, tournament, event, and official competitions, and the Teams and Esports Professionals participating in the aforementioned events.
10. In the event of a conflict between these Global Policies and other event specific rules or guidance documents, the provision that is the most protective of Riot, as determined by Riot, shall govern and prevail.

Binding Effect

11. All participating Esports Professionals and Teams are bound by the Rules and any applicable Team Participation Agreement. Acceptance occurs upon the earliest of: (a) execution or acknowledgment, by or on behalf of the Team or individual, of any document or terms designated by Riot or the Tournament Operator, whether by signature, click-through, online acceptance, or other method; or (b) participation in any official match or competition of the VCT.

Discipline

Disciplinary Authority and Procedures

12. Riot shall be entitled to undertake disciplinary procedures in relation to any breach of, or failure to comply with, any of the Rules or any applicable Team Participation Agreement, in accordance with the same.

Penalty Indexes

13. Riot may provide indexes of breaches and associated penalties designed to promote consistency of penalty levels on selected rule violations.

- 14.** Any such penalty indexes serve as a general reference and do not preclude Riot's or the applicable Tournament Operator's discretion to make case-by-case decisions based on individual circumstances.
- a.** Examples of incidents included in these penalty indexes are not exhaustive and are included for illustrative purposes only.
 - b.** The measures listed in these penalty indexes do not restrict Riot's or the applicable Tournament Operator's authority to implement preventive, protective or restorative measures that are deemed necessary from an operational stand-point.
 - c.** These measures will not preclude Riot's or the applicable Tournament Operator's discretionary right to impose further disciplinary measures.

Section B: Team Operations

Team Ownership Policies

Concurrent Ownership

- 15.** No Individual or Organization may:
- a.** have an Ownership Interest, Operational Control and/or Voting Control, directly or indirectly, of more than one Team, or
 - b.** lend money to or guarantee the debts or obligations of more than one Team, except in the case of commercial lending by a bank or similar institution.
- 16.** Teams and Owners must notify Riot (or the applicable Tournament Operator) of any actual or potential Concurrent Ownership Conflict.
- 17.** Individuals or Organizations may apply for an exception to this policy, which may be granted by Riot on a case-by-case basis.
- 18.** As an exception to this policy, an Individual or Organization that Controls a Team may also additionally Control up to one (1) Game Changers Team without creating a Concurrent Ownership Conflict, provided that the Game Changers Team is, and at all times remains, in compliance with the Rules.
- a.** Under this exception, the Individual or Organization's Game Changers Team is permitted to participate in the VCT and compete against the Individual or Organization's Team.

Conflicts of Interest

- 19.** With the exception of Esports Services Agreements and other industry-standard services related agreements with Team Personnel, no Team shall enter into a contract or agreement (whether written or oral) which enables a counterparty to such contract or agreement to be involved in or have any power to determine the Team's management or administration or influence the performance of its Team in any VCT competitions, tournaments, matches or games.
- 20.** No Team Executive shall: (a) be a Team Executive of another Team; or (b) either directly or indirectly be involved in, or have any power to determine, the management or administration of another Team or influence the performance of another Team in any VCT competitions, tournaments, matches or games.

Requirements on Government Entities

- 21.** Government Entities may not hold an Ownership Interest in an Esports Organization except with the prior review and approval of Riot. Riot reserves the right to reject any Government Entity Ownership Interest at its sole discretion. The following conditions apply to all approved Government Entity Ownership Interests:

- a. The Esports Organization must comply with any conditions imposed by Riot as part of the approval, both before and during the term of the ownership.
 - b. The Esports Organization must cooperate with Riot's due diligence and vetting process.
 - c. A Team's name and brand shall not contain, reference, or incorporate the name (or other identifier) of any Government Entity.
 - d. Certain categories of Government Entities are strictly prohibited (e.g., armed forces).
- 22. Riot reserves the right to modify these conditions or impose additional conditions at any time, including after approval, if new information or circumstances arise that warrant such changes. Riot may also reclassify entities as Government Entities based on evolving relationships, ownership structures, or other developments that affect the entity's government affiliation or influence.
- 23. Riot reserves the right to deny, condition, or revoke the participation of any Team that is owned or controlled, in whole or in part, by a Government Entity or any other entity that Riot determines, in its sole discretion, is unable or unwilling to be fully bound by the Rules and any applicable Team Participation Agreement.

Change Events

- 24. Change Event restrictions and procedures applicable to Partner Teams are set forth in the VCT Team Operating Requirements.
- 25. For Non-Partner Teams, no Team or Owner may conduct a Change Event (i) while under a Roster Lock, or (ii) during any period of time between (a) the Team's qualification for a VCT Cup or an International Competition and (b) when the team is no longer in contention, without written approval from Riot or the applicable Tournament Operator.
- 26. When requesting Change Event approval from Riot or the applicable Tournament Operator, Teams and/or Owners must comply with any document request or approval process provided by Riot or the Tournament Operator.

Reporting

Team Reporting Requirements

- 27. Riot or the applicable Tournament Operator may request a Team to provide financial statements, ownership information, and other documents and information as reasonably necessary to assess the Team's compliance with the Rules, financial condition, or operational status. Teams must respond to any such request within thirty (30) days, or such other timeframe specified by Riot or the Tournament Operator. All documents and information provided by the Team must be in English, with currency

figures stated in USD. Partner Teams are subject to additional reporting requirements as set forth in the Team Operating Requirements

- 28.** The failure by the Team to comply with these reporting requirements may result in Disciplinary Action by Riot.

Team Travel

- 29.** Teams are responsible for arranging and funding their own travel to official competitions of the VCT, provided that, for International Competitions, Riot may, in its sole discretion, offer logistical or financial support to qualifying Teams, which does not relieve the Team of its underlying travel obligations. Teams must comply with all travel-related policies and instructions issued by Riot or the applicable Tournament Operator from time to time for specific events.

Sponsorship Policies

General Sponsorship Restrictions

- 30.** The following restrictions are applicable to all sponsorships, endorsement, advertising or related agreements connected with a Team ("**Sponsorship Agreement**").
- a.** The Restricted Sponsor Lists provided in Exhibits 2-A, 2-B, and 2-C apply to all Teams competing in the applicable VCT Territory. To the extent that any potential sponsor fits into more than one category, the most restrictive rules applicable shall apply. Riot or the applicable Tournament Operator shall have sole discretion to determine which category a particular sponsor, product, or service falls into.
 - b.** No Team may enter into a Sponsorship Agreement with any entity determined by Riot or the applicable Tournament Operator to fall within the Prohibited Categories, and will constitute a breach of these Global Policies if signed by a Team in a manner that associates the sponsor with the Team, a player, or a coach.
 - c.** No Sponsorship Agreement shall make use of, display or otherwise Exploit any VCT or Riot intellectual property, unless expressly authorized by Riot.
 - d.** No Sponsorship Agreement shall be entered into with any person that is determined by Riot or the applicable Tournament Operator to conduct business within any product or service category that Riot or the applicable Tournament Operator determines in good faith (i) creates reputational risk for the VCT or the Game, (ii) is inappropriate for the primary audience of the VCT or the Game; or

(iii) involves enhanced legal risk under applicable law, whether or not the product or service category is expressly listed in the Restricted Sponsor List.

- e. No Sponsorship Agreement shall involve any material which would reasonably be seen as unlawful, libelous, obscene, indecent, threatening, intimidating, harassing, or otherwise objectionable, or harmful to the goodwill of the Game, the VCT, or Riot.
 - f. No Sponsorship Agreement shall violate any terms or provisions of an applicable Team Participation Agreement.
 - g. No Sponsorship Agreement shall include an exclusivity or priority provision that applies to Riot, the Tournament Operator, or that restricts the ability of the Team or its Team Personnel to participate in any competition, broadcast, content, or promotional activity of the VCT.
31. Riot or the applicable Tournament Operator may request a Team to provide the Required Sponsor Information (defined below) for the Team's sponsors as reasonably necessary to assess the Team's compliance with the Rules.

Conditional Category Sponsorships

32. Sponsorship Agreements with any entity determined by Riot to fall within the Conditional Categories are prohibited at International Competitions, but may be conditionally approved on a case-by-case and region-by-region basis at the VCT Territory level in accordance with applicable law and other criteria established by Riot.
33. Prior to signing or renewing/extending a Sponsorship Agreement with a Conditional Category sponsor, the Team must seek prior written conditional approval from Riot by sending an email to the Team's VCT Territory point of contact providing the Required Sponsor Information (as defined below). Riot shall be permitted to take as much time as it reasonably requires to thoroughly review, investigate, and make a determination on any such sponsor, with this process taking at least fourteen (14) days. The Team shall comply with all Riot requests for additional information, documentation, and other materials in connection with the review process. If the Conditional Category sponsor is approved, the Team will be required to comply with any conditions imposed by Riot as a condition of approval. The Team shall refrain from announcing or executing the pending Sponsorship Agreement unless and until Riot provides prior written conditional approval. Teams are encouraged to contact Riot as soon as reasonably possible during negotiations with Conditional Category sponsors.
34. The following list is the "**Required Sponsor Information**":
- a. Sponsor name;
 - b. Sponsor category;
 - c. Sponsorship value (annual & cumulative, cash and in kind);

- d. Agreement start date;
 - e. Agreement end date;
 - f. Team commitments such as:
 - i. Content
 - ii. Jersey Placement
 - iii. Games
 - iv. Players
 - v. On-site activations
 - vi. Other non-game-day activations
 - g. Summary of termination rights;
 - h. Evidence that the sponsor has provided a license to use their logo on broadcast/jerseys; and
 - i. (Conditional sponsorships only) Evidence regarding how the sponsor can legally advertise on the regional broadcast.
- 35.** Teams shall comply with all Riot requests for additional information, documentation, and other materials in connection with the approval process. If the Conditional Category sponsor is approved, the Team will be required to comply with any conditions imposed by Riot as a condition of approval.
- 36.** All activations of a Conditional Category sponsor must adhere to any Conditional Category guidelines provided by Riot from time to time. If a Team is uncertain whether a Conditional Category sponsor may be promoted or displayed at any event, the Team should reach out to Riot for guidance.
- 37.** Sponsorships in any of the Conditional Categories may be approved for display or promotion at the VCT Territory competition level, including placement on the Team Uniform, subject to express written approval from Riot on a case-by-case basis.
Regardless of any approval granted at the VCT Territory level, Conditional Category sponsorships shall not be promoted or displayed at International Competitions without separate express written approval from Riot.
- 38.** Riot reserves the right to revoke any conditional approval given for a Team's Conditional Category Sponsorship Agreement at its sole discretion.

Prohibitions on Owner Sponsorship

- 39.** Unless granted an exception by Riot at its sole discretion, Teams and their Owners may not sponsor other Teams, and Teams and their Owners may not sponsor players that are eligible to compete against their Team.

Team Names, Sponsor Brand Integrations, and Promotional Activities

Team Name

- 40. Team names must include the team's brand (the "**Primary Brand**"), and may additionally include up to one sponsor brand (the "**Secondary Brand**").
- 41. Team names must not contain vulgarities, obscenities, Riot IP, unauthorized third-party IP, or any material that impersonates another team or is otherwise objectionable.
- 42. In the case of an inappropriate team name, Riot or the applicable Tournament Operator may, in its reasonable determination, reject a team name, require a name change, require the use of a generic team identity, or fully or partially restrict the display of a team's branding on broadcast or in VCT materials.

Sponsor Brand Integration into Team Names

- 43. Any given brand is limited to integrating its name/logo into two Team names globally, provided that the two teams must be in different VCT Territories.
- 44. A brand may not be integrated into a team's name or logo if that brand is integrated into the name of the competition in which that team plays; however, such prohibition does not extend to any competition that is presented by a given sponsor (e.g., Competition presented by [Sponsor]).
- 45. Teams must comply with any additional team name sponsor integration rules provided by Riot and/or the Tournament Operator.

Sponsorship Acknowledgment Agreement

- 46. Teams and the naming sponsor may be required to execute a sponsorship acknowledgment agreement in a form provided by Riot or the Tournament Operator, which may include confirmation that the Team has obtained all necessary rights to display the sponsor's marks on broadcast and Team Apparel.

On-Site Activations for Sponsors

- 47. Riot or the applicable Tournament Operator may, on an event-by-event basis and in its sole discretion, allow on-site activations for team sponsors at a competition. If on-site activations are permitted, sponsors may activate on-site in accordance with any applicable guidelines, provided that sponsors are secondary to team branding (e.g., cannot be the "ACME Corp. Booth", it must be the "[Insert Team name] ACME Corp. Booth" or "[Insert Team name] Booth presented by ACME Corp.>").
- 48. Riot or the applicable Tournament Operator shall have the right to prohibit any on-site activation that conflicts with sponsors of the competition ("**Event Sponsors**").

Compliance with Event Activations

- 49.** Teams are prohibited from covering, blocking or removing any sponsor activation or markings for an Event Sponsor at any VCT event. Teams and Team Personnel are required to participate in Event Sponsor activations, including acceptance of any awards or participation in any ceremonies, in the manner reasonably directed by Riot or the applicable Tournament Operator, provided that Team Personnel will not be required to use or endorse the underlying product of any Event Sponsor in a way that implies a personal or Team endorsement. In connection with such acceptance or participation, Team Personnel may be photographed in connection with Event Sponsors logos or markings.

Section C: Team Personnel Policies

Player and Team Identification

Team Tags

- 50. Teams will be permitted a tag of 2-4 characters to be added to the front of each player's In-Game Name on the tournament realm. These tags must be upper-case letters or numbers 0-9 only. Team tags must be unique globally within the VCT, so a team cannot share a tag with another team competing in the VCT from any region.
- 51. At its sole discretion, Riot may apply a protected status for team tags associated with esports organizations that formerly competed in the VCT. Teams are not permitted to use any protected team tag.
- 52. Riot may deny or revoke the use of a team tag for any reason at its sole discretion.

Player In-Game Names

- 53. Player In-Game Names may be any combination of two to twelve characters, and must meet the following restrictions:
 - a. Only English language letters, numbers 0-9, underscores, and/or single spaces between words may be used;
 - b. In-game names must be unique across the VCT, unless an exception is granted at Riot's sole discretion;
 - c. Players cannot choose an in-game name that has been granted a protected or restricted status;
 - d. In-Game Names may not contain any copyrighted or trademarked material;
 - e. In-Game Names may not include any material which would reasonably be seen as unlawful, libelous, obscene, indecent, threatening, intimidating, harassing, or otherwise objectionable, or harmful to the goodwill of the Game, the VCT, or Riot; and
 - f. In-Game Names must be a valid entry for the Game client.
- 54. Player In-Game Names may not be changed within a Season for any player who has played a game in that Season, unless granted an exception at Riot's sole discretion.
- 55. Riot, at its sole discretion, may resolve conflicts between two or more players using the same In-Game Name. As part of the resolution, Riot may request one or more of the players to change their In-Game Name, block any of the players from using the In-Game Name in conflict, or take any other action to resolve the conflict.
- 56. Riot may deny or revoke the use of an In-Game Name for any reason at its sole discretion.

Protected Status

- 57. Any player that has competed for and been registered to the roster of a Partner Team may have their In-Game Name be given a protected status and treated as though the player is still active for a period of one year from their last official match.
- 58. Riot may discretionarily grant protected status for In-Game Names of players in other Riot-sanctioned esports competitions.
- 59. Riot may designate any In-Game Name as “officially retired”, which grants such In-Game Name global permanent protected status.
- 60. Any player that changes their In-Game Name shall immediately lose ownership of the In-Game Name that is being abandoned.

Tournament Realm Account

- 61. Players may be granted Tournament Realm accounts provided for them by Riot. It is the player’s responsibility to configure his/her account to his/her preferences. The account’s player In-Game Name must be set only to the player’s official tournament handle, as approved by Riot or the applicable Tournament Operator. Tournament Realm player In-Game Names must be properly set before the scheduled start of an official match.

Uniforms and Apparel

Team Uniform

- 62. Players must wear the Team Uniform to all official matches. The Team Uniform must include a team jersey. The Team Uniform may optionally include Team Apparel.
- 63. During all pre-match and post-match interviews at a venue owned, operated or leased by Riot or the applicable Tournament operator, or in game-day content created by Riot or the applicable Tournament Operator, players must wear the Team Uniform, appropriate Team Apparel, or Official Tournament Apparel. For other content, including analyst desk, features content and shoulder content, apparel guidelines may be communicated by Riot or the applicable Tournament Operator in connection with those appearances.
- 64. Riot or the applicable Tournament Operator may prohibit any apparel deemed inappropriate or unsuitable.
- 65. Flags and other symbols that represent or symbolize a nation are prohibited from being included on any apparel worn by the Team.

Sponsor Logos

- 66. Sponsor logos are allowed to be placed on the Team Uniform. There are no restrictions regarding the number of sponsor logos and the logo placement area on the Team Uniform. Teams may choose how Team and sponsor logos are distributed across the Team Uniform. Teams, however, should refrain from creating the impression that a

sponsor is the Team's naming sponsor if that is not the case.

- 67. Riot or the applicable Tournament Operator may define additional standards for sponsor logo placement for any competition at its sole discretion.
- 68. Sponsor logo placement for Conditional Category sponsorships is subject to the approval requirements set forth in the Conditional Category Sponsorships section of these Global Policies.

Team Jersey

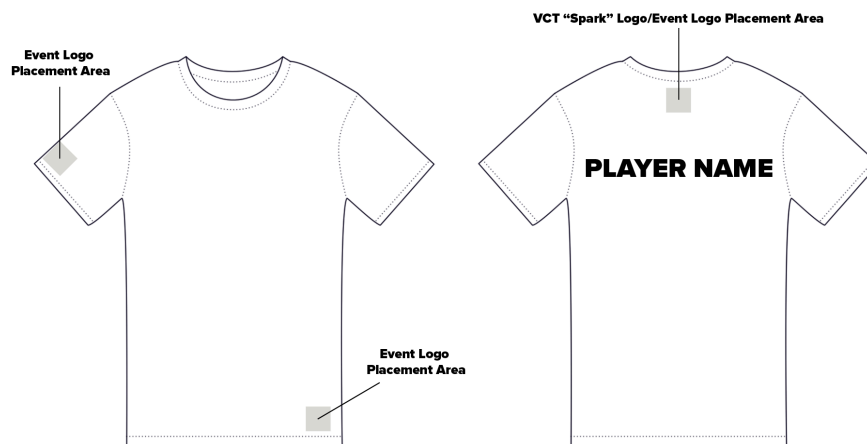
- 69. Players must wear official, approved, and identical game day jerseys during official competition.
- 70. Teams must adhere to any approval process or guidelines for team jerseys provided by Riot or the applicable Tournament Operator.
- 71. Teams may submit an alternate team jersey that may be used for a temporary period of time (e.g. Team organization's birthday or premier of VCT Champions jersey). Riot or the applicable Tournament Operator may provide written approval for use of the alternate team jersey on a case-by-case basis.

Use of Riot Marks on Team Jerseys

- 72. Outside of the exceptions described below, Teams may not use any Riot marks or intellectual property without express written permission from Riot. This includes, but is not limited to: the Riot Games logo, Event Logos (as defined and subject to the exception below), VALORANT logos, or VALORANT intellectual property (such as agent art, etc.).
- 73. All Teams are welcomed and encouraged to include the VCT "Spark" logo on their Team Jersey. The Spark is acceptable to use in either black, white, or red at each Team's discretion. Teams shall not alter the colors, perspective, or shape of the Spark except as expressly permitted and/or instructed by Riot from time to time.
 - a. Teams may not sell jerseys that include the Spark without express written approval from Riot.
- 74. Teams that qualify for a Cup or an International Competition may be approved for placing the event's logo (the "**Event Logo**") on the team jersey.
 - a. Teams qualified to the Cup or International Competition must send an email application for usage of the Event Logo that includes a jersey mockup. If written approval is provided by Riot (at Riot's sole discretion), the Team will be allowed to place the Event Logo onto the team jersey in accordance with the submitted mockup.
 - b. The Event Logos are solely allowed on the team jersey areas specified below. The size of the Event Logos should be precisely 5cm x 5 cm. Only one Event Logo is allowed to be on the team jersey. Teams shall refrain from creating the

impression that the team sponsors are the sponsors of Cup or International Competition.

- c. Teams must use the Event Logo provided by Riot and follow any provided guidelines.
- d. Teams are only allowed to place the Event Logo onto the Team Jersey during the period of their participation at the applicable Cup or International Competition. The Event Logo shall not be used during matches outside of the relevant Cup or International Competition.
- e. Teams may not sell or otherwise commercialize their jerseys containing the Event Logos without express written approval from Riot. If approved, these jerseys may be marketed as the “Official <Event> Jersey,” and the Event Logo may be included in that marketing. These jerseys may only be sold from the date of qualification for the applicable International Competition through the date 60 days following the conclusion of the applicable Cup or International Competition. Commercialization of the Event Logo is limited strictly to the “Official <Event> Jersey”.



Other Apparel

- 75. Players and coaches must wear closed-toe shoes.
- 76. Players may wear head apparel (e.g., beanies, hats, etc.) provided such head apparel does not (a) interfere with the use of competition headset and/or in-ear headphones, such as by covering the player’s ears, (b) block the player’s face, or (c) block any broadcast lights from illuminating the player’s face, unless approved at the discretion of Riot or the applicable Tournament Operator. The head apparel must be either unbranded, Team Apparel, or Official Tournament Apparel.
- 77. Warmups, hoodies, jackets, and other apparel that are worn over and obscure the team

jersey, may only be worn on stage if they accurately replicate the approved team jerseys or have been approved in advance by Riot or the applicable Tournament Operator.

- 78.** Watches, necklaces, rings, and metallic accessories must be approved by Riot or the applicable Tournament Operator at their sole discretion before being brought into the match area.

Prohibited Apparel

- 79.** Apart from Team Apparel and the Team Uniform that is approved by Riot or the applicable Tournament Operator, players and coaches are prohibited from wearing other apparel or accessories that display sponsor logos or other visible words, characters, or other images or messages, unless expressly approved by Riot or the applicable Tournament Operator on an item-by-item basis.
- 80.** Players are prohibited from wearing or bringing any type of smart device, fitness device, or other electronic devices that are capable of receiving wireless signals into the match area, unless specifically permitted by Riot or the applicable Tournament Operator.
- 81.** Players are prohibited from wearing fully opaque glasses.

Walk-out Apparel

- 82.** Players may request to wear alternative apparel that does not meet the above requirements specifically for the walkout of an official match. Riot or the applicable Tournament Operator may approve or decline such requests on a case-by-case basis at their sole discretion. If approved, the player may wear the alternative apparel for the walkout, but must change into apparel that adheres to these apparel policies before the start of the match.

Coach Apparel

- 83.** The Team's coaches and other staff who will be on-stage must wear appropriate attire while on-stage or in VCT content, including interviews. Proper attire includes presentable unbranded attire, the Team Uniform, Team Apparel, and Official Tournament Apparel. If chosen, presentable unbranded attire includes clothing such as t-shirts, jeans, pants, sweats, skirts, dresses, blazers, button-up shirts, polo shirts, blouses, hoodies, and similar items, provided they are clean, in good condition, and free of any branding.

Section D: Roster Construction Rules

Player Eligibility

Minimum Age

- 84. Players must be at least seventeen (17) years old (i.e., born on or before the date seventeen years prior) to be eligible to be registered to a team roster for any competition of the VCT.
- 85. VCT Territories may set a higher minimum age requirement for competition within the Territory on a region-by-region and case-by-case basis in accordance with applicable law and local conditions.
- 86. If a player meets the minimum age requirement, but is under the age of majority in their country of residence, the player may compete in a VCT competition provided that parental or legal guardian consent has been obtained in a manner designated by Riot or the applicable Tournament Operator, which may include a parental consent form, online acknowledgment, or other method appropriate to the level of competition.
- 87. Teams are responsible for ensuring that their players meet all applicable age, consent, and eligibility requirements in each jurisdiction where the Team competes, including any requirements imposed by applicable law that may differ from or exceed the minimum requirements set forth in this section.
- 88. Any player who is determined by Riot or the applicable Tournament Operator to have falsified their age, parental consent, or any related eligibility information may be immediately deemed ineligible and subject to Disciplinary Action.

Ranking Requirements

- 89. Players must have held a ranking for VALORANT of “Ascendant” or above at the time of registration, or during the preceding three VALORANT Acts.
- 90. Game Changers events may specify a different ranking requirement for players participating in that specific event.

Game Changers Gender Requirements

- 91. Players competing in a Game Changers event must meet any gender requirements set forth in the event-specific rules or guidance documents provided by Riot or the applicable Tournament Operator of the Game Changers event.
- 92. Riot or the applicable Tournament Operator reserves the right to reevaluate the eligibility of any player during a Game Changers event. Any player determined by Riot or the applicable Tournament Operator to be ineligible under the gender requirements of the applicable event may be immediately removed from competition. Any player or Team that knowingly provides false or misleading information regarding a player’s eligibility

under the gender requirements of a Game Changers event may be subject to Disciplinary Action.

Passport Requirement

- 93.** Players are required to hold a passport which is valid for a minimum of twelve months at all times. Exceptions may be granted at the discretion of Riot.

Single Team Exclusivity

- 94.** Players may not compete for or be registered to the roster of more than one Team.

No Riot Personnel

- 95.** Esports Professionals may not simultaneously hold a position with Riot, a Tournament Operator, or any of their respective affiliates, while also holding a position with a Team.

Player Residency

Residency Status

- 96.** A player may claim residency for a Region (“**Resident**”) within a VCT Territory by meeting any of the following criteria for one of its constituent countries/territories/locales (each, a “**Residency Criteria**”):
- a.** The player is a citizen or holds additional citizenship rights (such as those of the EU), or
 - b.** The player is a lawful permanent resident, or
 - c.** The player holds another special status (e.g., refugee or asylum status), or
 - d.** The player was granted an exception to be considered a Resident, which may be discretionarily accepted or rejected by Riot.
- 97.** When registering to the roster of a team participating in a competition organized as part of the VCT, players must declare their residency to Riot or the applicable Tournament Operator.
- 98.** Riot or the applicable Tournament Operator may request players to provide proof of meeting at least one of the Residency Criteria at any time. Players that fail to provide such proof may be declared ineligible to participate in the competition.

Dual Residents

- 99.** A player may only be a Resident of one Region at a time, even if the player meets the criteria for more than one Region. Once a player has declared their residency, that player may not change their residency to another Region, except as provided below.
- 100.** Players may request to change their residency to another Region if all of the criteria listed below are met:
- a.** The player meets at least one of the Residency Criteria for the other Region;

- b. The Season where the player most recently declared or changed their residency has concluded; and
 - c. The player has not yet participated in a competition of the current Season.
- 101. Riot or the applicable Tournament Operator may discretionarily accept or reject a player's request to change their residency.

Roster Requirements

Roster Size

- 102. Teams are required to have a minimum of five (5) eligible players on their competitive roster for official matches of the VCT.
- 103. Teams are permitted to have a maximum of ten (10) players registered to their roster for a VCT competition.

Right to Progress

- 104. If a Team earns the right to progress to a next stage of the VCT (e.g., VCT Cup to International Competition), the right is contingent on the Team retaining a minimum of three players that were on their roster and played at least one official match during the qualification process to that next stage, which includes all official tournaments that the Team competed in for the current VCT Cycle.

Home Region

- 105. Teams are assigned to a Home Region, which defines where the Team is eligible to compete for regional competition of the VCT and the regional roster requirements that apply to the Team.
- 106. Partner Teams are assigned a Home Region by Riot, and are prohibited from changing their Home Region without authorization from Riot.
- 107. Non-Partner Teams are assigned to the Home Region associated with the competition where the Team has registered to compete (e.g., By registering to compete in a Brazil open qualifier, the Team will be assigned to Brazil as their Home Region.) Unless authorized by Riot, Non-Partner Teams are prohibited from changing their assigned Home Region until the next VCT Cycle.

Regional Roster Requirements

- 108. Teams must maintain at least three players on their Starting Lineup who are Residents of the Team's Home Region, and may have a maximum of two players on their Starting Lineup who are non-Residents. (e.g., Teams assigned to EU as their Home Region must maintain at least three players on their Starting Lineup that are Residents of EU).

- a. Teams must continue to meet the regional roster requirements of their Home Region while competing in the VCT, including during inter-regional competitions and International Competitions.
- b. Any player substitution of the Team's Starting Lineup must continue to comply with these regional roster requirements.

VCT 2026 Legacy Exception

- 109. Teams that participated as Partner Teams in the VCT 2026 Season and were accepted into 2027 VCT Partnership ("**Legacy Partner Teams**") may be granted legacy exceptions to the regional roster requirements for players on their 2026 roster, at the discretion of Riot.
- 110. A Legacy Partner Team's Starting Lineup may exceed the maximum limit of two non-Resident players if all of those non-Resident players have an active legacy exception.
- 111. In order to be eligible for consideration for a legacy exception, players must have been registered in the GCD with a Legacy Partner Team prior to the end of Stage 2 of the 2026 VCT Season ("**Legacy Exception Deadline**"). The legacy exception is granted to individual players, and is tied to the Legacy Partner Team that the player was registered to at the Legacy Exception Deadline.
- 112. Once granted by Riot, the legacy exception will last until the player's Esports Services Agreement with their associated Legacy Partner Team expires. If the player's Esports Services Agreement is renewed/extended, the player's legacy exception may also be extended, at the discretion of Riot.

Residency Exception for Game Changers Players

- 113. When competing in non-Game Changers competitions of the VCT, players that have competed in a Game Changers competition during the current year or the prior two (2) years are granted an exception to be considered Residents for the purposes of meeting regional roster requirements.

Coaches and General Managers

- 114. Teams must satisfy the following requirements on the minimum and maximum number of coaches:
 - a. **Partner Teams.** Partner Teams are required to have a minimum of one and a maximum of three coaches for all official matches of the VCT. The Team is required to designate one of its coaches as the "**Head Coach**" who will be listed in the Global Contract Database.
 - b. **Non-Partner Teams.** Non-Partner Teams may have a maximum of three coaches for official matches of the VCT. Non-Partner Teams are not required to have a coach.

- 115.** Teams must maintain a member on their staff that is responsible for administering Team commitments associated with official competition activities such as, content requests, official competition schedules, on-site studio coordination, and update calls with a competition representative (the “**General Manager**”). The General Manager is required to travel with the Team to all relevant official competitions, both domestically and internationally.
- a.** The Team may designate any non-player Team Personnel as the General Manager.
 - b.** Non-Partner Teams may select a player as a “Team Captain” that is responsible for performing the responsibilities of the General Manager. Riot or the applicable Tournament Operator may rely upon any communications from the Team Captain as being made by all players on the Team.
- 116.** Coaches and General Managers are only allowed to work for one Team at a time.

Team Eligibility and Compliance

- 117.** Teams are solely responsible for ensuring that Team Personnel are eligible and legally permitted, as applicable, to compete, travel, and work in any jurisdiction where the Team participates in a VCT competition. This includes compliance with all applicable immigration, visa, work authorization, and labor requirements. Any Team that fields a player or coach who is ineligible or not legally permitted to participate may be subject to Disciplinary Action.

Team Roster Changes

Free Agents

- 118.** Free Agents are free to sign with any Team not under an active Roster Lock, so long as they continue to meet all eligibility requirements.

General Roster Change Policies

- 119.** Teams are authorized to modify their rosters by:
- a.** transferring or trading players with other Teams,
 - b.** signing Free Agents,
 - c.** releasing players,
 - d.** loaning players with other Teams in accordance with player loan rules below, or
 - e.** using other methods established by Riot.
- 120.** All changes to a Team’s roster must comply with all applicable player, coach, or roster requirements.
- 121.** Any roster change which violates any provision of an applicable Esports Services Agreement shall be ineffective, and any Team seeking a change to the roster shall have

the responsibility to ensure that all proper approvals are sought and procured; provided that no provision may interfere with any right of Riot or the applicable Tournament Operator under the Rules or any applicable Team Participation Agreement.

- 122. Teams may not make any changes (with the exception of releasing a player) to their roster during an active Roster Lock.
- 123. Riot may refuse to register any players or coaches that exhibit in-game or out-of-game conduct below the standards set forth in the Global Code of Conduct.

Work Permit Transfers

- 124. Teams shall not permit or participate in any trades or signings that may adversely affect a player or coach's eligibility to compete in the VCT. Teams shall take reasonable steps, as applicable, to maintain the affected player or coach's eligibility status in connection with any such transaction.

Player Loan Policies

- 125. A Team ("**Loaning Team**") may transfer a player on its roster ("**Loaned Player**") to another Team (the "**Receiving Team**") on a temporary basis in accordance with these player loan policies. These policies are designed to ensure a fair and transparent process for loaning players, while prioritizing the players' welfare and maintaining competitive balance within the VCT.

Restrictions on Player Loans

- 126. A Team may not, at any time, loan more than two (2) of its players to other team(s), or receive more than two (2) Loaned Players from other team(s).
- 127. A Team may not loan out a particular player more than twice during a Season.
- 128. A player loan cannot extend beyond the last day of the player's ESA. If the ESA expires or terminates for any reason, the loan must terminate at the same time.

Loan Agreements

- 129. All player loan transactions must be documented with a written loan agreement ("**Loan Agreement**"). Riot has created a form that can be used by Teams and players for this purpose, which Teams may request. Use of the form is entirely optional. However, all Loan Agreements must specify the rights and obligations of the Loaning Team, Receiving Team, and the Loaned Player. In particular, each Loan Agreement must:
 - a. explicitly state the start and end date of the loan;
 - b. provide termination rights for both Teams;
 - c. expressly state the rights (if any) that the Loaning Team may have to terminate the Loan Agreement for convenience and call the Loaned Player back to the Loaning Team;

- d. specify the notice required for any termination for convenience;
- e. contain an acknowledgement from the Loaning Team and the Receiving Team that Riot's conflict of interest rules apply to the player loan; and
- f. provide that Riot is a third party beneficiary with independent rights to enforce the provisions of the Loan Agreement relating to conflicts of interest

Player Consent

- 130.** The Loaning Team is responsible for ensuring that player consent to the transaction is obtained. The Loaned Player may consent to a loan either in advance before any loan has been negotiated or at the time of the loan. Advance consent may be given in the text of the ESA. If the Loaned Player signs the Loan Agreement, the Loaning Team will have satisfied its obligation to obtain player consent. Player consent is required for the extension of an existing loan.

Riot Approval

- 131.** Each Loan Agreement that involves a Partner Team, as well as any amendments or modifications to an existing Loan Agreement that involves a Partner Team, must be submitted by the Partner Team in advance, in writing, for review and written approval by Riot before becoming effective. Such review and approval of the Loan Agreement enables Riot to ensure that (a) the obligations of the parties are clearly stated; (b) player rights are respected; and (c) the rules for player loans in this Section are uniformly observed.
- 132.** Riot shall provide an initial response to a request for approval of a Loan Agreement (or amendments thereto) within five (5) business days of receipt, provided that such response may be a request for additional information, and Riot shall be permitted to take as much time as reasonably necessary to fully review and consider the terms of the agreement or amendment before making a final determination.

Conflicts of Interest

- 133.** No Loaned Player may receive economic compensation or other benefits from the Loaning Team that would create a conflict of interest with the Receiving Team during the term of the loan. Loaned Players are generally permitted to compete in official matches against their Loaning Team, provided that Riot reserves the right to declare a Loaned Player ineligible to compete in any match where it reasonably determines that the loan arrangement compromises competitive integrity. Riot may require the early termination of a loan at any time if it determines that the loan arrangement creates or has created an unacceptable conflict of interest, and all Loan Agreements must include provisions permitting such termination.

Applicable Law

- 134.** The Loaning Team is responsible for ensuring that the loan of the player (and the Loan Agreement used to document the loan) comply with all applicable laws, regulations, and legal obligations, including labor laws, contract laws, and the Rules. The Loaning Team agrees to indemnify, defend, and hold harmless Riot and its Representatives from any liability, loss, or damage it and they may suffer as a result of a failure to comply with applicable law.

Roster Locks

Competition Roster Locks

- 135.** Riot or the applicable Tournament Operator may set Roster Locks that apply to all Teams registered for a relevant competition.
- 136.** Teams may be permitted to drop players during a Roster Lock provided that (i) the Team remains compliant with all applicable roster requirements, and (ii) the drop is approved by the relevant Tournament Operator.
- a.** Teams must retain at least (3) players that were included in the Team's roster at the start of the Roster Lock. Teams that do not meet this requirement may be disqualified at the discretion of the Tournament Operator.
 - b.** Coaches are not subject to Roster Locks, and may be dropped or added during a Roster Lock.

Roster Lock Exceptions

- 137.** In the event of an emergency that causes the Team to be unable to field a full Starting Lineup of five players, the Team may be granted an exception, at the Tournament Operator's sole discretion, to add players to its roster as an exception to a Roster Lock.
- 138.** The Team granted the exception may add players to its roster in accordance with the General Roster Change Policies in order to field a compliant roster. The Tournament Operator may provide additional guidelines for eligibility of players that may be added to the Team's roster under the Roster Lock exception, at its sole discretion.
- 139.** The Tournament Operator, in its sole discretion, will determine if an event qualifies as an emergency.
- a. Timeliness.** Teams must report potential emergencies as soon as they become aware of them.
 - b. Proof & Evidence.** Teams are responsible for providing clear and credible evidence of the emergency.
 - c. Eligibility Determination.** In general, emergencies should be unpredictable and unavoidable. If the situation could reasonably have been planned for or

prevented, the Tournament Operator may determine that the situation is not eligible for a Roster Lock exception, at its sole discretion.

- d. Intentional Abuse.** Providing false information or intentionally abusing this Roster Lock exception policy may result in Disciplinary Action.

Head Coach Emergencies

- 140.** In the case of a verified emergency, teams may replace their Head Coach with another team staff member. The Tournament Operator will review each case individually and determine an appropriate solution at its sole discretion.

Non-Partner Team Registration

Non-Partner Team Registration Process

- 141.** Before the start of an official competition of the VCT, each Non-Partner Team must register its roster (including all starters, any substitutes, and coaches) using the tools and forms provided by the Tournament Operator.
- 142.** Unless otherwise specified in relevant event-specific rules, the Team's roster will be considered to be under a Roster Lock once the Team's registration has been processed by the Tournament Operator, until the end of the relevant competition. No changes to a Team's roster will be permitted, unless authorized at the discretion of the Tournament Operator (including for changes due to sickness, visa issues, etc.)

Partner-Team Registration and GCD

Partner Team Registration Process

- 143.** Partner Teams must register their rosters to the Riot-recognized GCD.

Required Forms

- 144.** In order to register a player or Head Coach with the VCT, the Partner Team must submit the following completed forms (the "**Required Forms**"), which will be provided by Riot:
 - a.** Eligibility and Release Form; and
 - b.** ESA Summary Form.
- 145.** Riot may provide updated or alternative versions of any Required Form, including in electronic formats such as Airtable, and may designate alternative submission methods from time to time.
- 146.** ESA Summary Forms must be submitted or updated within three (3) business days of the signing of the Esports Services Agreement or any amendment to it. The Esports Services Agreements must represent the entirety of obligations between the applicable player or Head Coach and the Partner Team. Any false or misleading statement in an Esports Services Agreement may subject the Team to Disciplinary Action.

Trade Documentation and Approval

- 147.** All trade requests involving a Partner Team must be submitted in writing to Riot by the involved Partner Team(s) by submitting a Trade Approval Request Form provided by Riot. Riot may provide updated or alternative versions of the Trade Approval Request Form, including in electronic formats such as Airtable.
- a.** Following receipt of a Trade Approval Request Form, Riot shall have five (5) business days to review and respond.
 - b.** The requested trade will not become effective unless and until Riot provides written approval.
- 148.** If a player is traded to a Partner Team, the involved Partner Team(s) must provide Riot with the following:
- a.** A completed Trade Approval Request Form;
 - b.** A copy of the written and executed agreement between the Teams that governs the trade;
 - c.** An ESA Summary Form prepared by any Partner Team receiving a player, even if the Esports Services Agreement hasn't changed and is being assigned to the Partner Team receiving the player.
- 149.** Assignments, sales or transfers of Esports Services Agreement must be in writing. For the avoidance of doubt, verbal assignment, sale or transfer of an Esports Services Agreement does not satisfy this requirement.

Player and Head Coach Drops; Role Changes

- 150.** When a player or Head Coach is terminated or has a role change that requires removal from the Global Contract Database (i.e., they are no longer a player or Head Coach), the Partner Team is required to submit to Riot a completed Service Provider Drop/Change Form provided by Riot (the “**Drop Form**”). Riot may provide updated or alternative versions of the Drop Form, including in electronic formats such as Airtable. The Drop Form must be filed with Riot within three (3) business days of the termination/role change. Failure to timely submit Drop Forms may result in Disciplinary Action.
- 151.** If a Head Coach switches to a player role or vice versa, the Team must promptly inform Riot.

Team Personnel Movement Announcements

- 152.** Partner Teams must submit all required forms and receive Riot approval for the transaction prior to announcing a player or Head Coach movement (signing, trading, dropping, re-signing).
- 153.** Partner Teams should budget twenty-four (24) hours during the business week for a response. Partner Teams will be granted a maximum of seven (7) days after receiving

Riot approval to announce such a movement, or such longer period as may be approved by Riot. After such period, players or coaches will be entered into the Global Contract Database regardless of announcement status.

- a. Note: The Team may be instructed to announce with a note that the transaction is “Pending VCT Approval” - this is used in situations where Riot is waiting on additional information to confirm the transaction (an outstanding form, signature, compliance check, etc.).

Ineligible Players

- 154. Partner Teams may register (or continue to have registered to their Team) players to the GCD that are ineligible to compete for the following types of eligibility issues:
 - a. The player is temporarily suspended;
 - b. The player has not yet received a valid visa or work permit required to compete; or
 - c. The player is sixteen (16) years of age.
- 155. Riot may permit ineligible players to be registered to the GCD for other types of eligibility issues at its sole discretion.
- 156. After a registered player’s eligibility issue is resolved (suspension has elapsed, the player turns seventeen, etc.), the player may compete for their registered Team in official matches of the VCT.

Effect of Partner Team TPA Termination or Expiration

- 157. In the event the Partner Team’s TPA is terminated, expires or is not renewed for any reason, the Partner Team’s roster will be removed from the Global Contract Database effective as of the time of termination or expiration.
 - a. If the Team remains eligible to participate in the VCT as a Non-Partner team, the roster status of its players and coaches will be governed by the rules applicable to Non-Partner teams.
 - b. If the Team is determined by Riot to be ineligible to participate in the VCT in any capacity (including as a result of Disciplinary Action or other determination under the Rules), its players and coaches will be treated as Free Agents.

Esports Services Agreement Requirements

Non-Partner Team Agreements

- 158. Non-Partner Teams are expected to establish the terms of their competitive relationship with their players and coaches in some form of written record (which may include a signed agreement, email exchange, or other reasonably and clearly documented communication).

- 159.** Any such arrangement, whether formal or informal, must comply with the Prohibited Provisions and Required Provisions set forth in the Pass Through Terms below.
- 160.** Where Riot determines that a Non-Partner Team has not adequately documented the terms of its competitive relationship with its players and coaches, the following default terms will be applied by Riot when administering payments to the Team or otherwise interacting with the Team in connection with League operations:
- a.** If the Team has identified a legal entity as the designated recipient of League payments, Riot will direct payments to that entity. The designated recipient is solely responsible for administering the distribution of such payments among the Team's players and coaches in accordance with any agreements between them. Upon delivery of payment to the designated recipient, Riot's payment obligation is satisfied.
 - b.** If the Team has not identified a designated recipient, payments distributed by Riot to the Team shall be split equally among the individuals on the Team's registered roster at the time the payment is earned.
 - c.** Where Riot requires a decision or approval from the Team, the Team Captain may authorize such decision on behalf of the Team. In the event of a known dispute among the Team's roster regarding such decision, a majority of the registered roster may authorize such decision on behalf of the Team.
 - d.** A player or coach's arrangement with the Team shall be deemed to extend through the end of the current Season and may be terminated by either party upon reasonable notice.
 - e.** In the event of a dispute or ambiguity, Riot may: (i) withhold all or any portion of a payment, (ii) direct payment to individuals rather than to the Team or its Organization, (iii) apply the equal-split default to any portion of a payment for which the agreed distribution is unclear, or (iv) take any other action Riot reasonably determines is appropriate under the circumstances. Riot is not required to investigate or resolve the underlying dispute, and any determination by Riot regarding the administration of payments under this section is final and binding.
 - f.** Riot may make such other determinations as it reasonably considers necessary for the fair and efficient administration of League operations, and all Non-Partner Teams and individuals agree to hold harmless Riot in connection with any such determination. Any disputes arising from Riot's exercise of discretion under this section are solely between the affected individuals and must be resolved privately between them.

These default terms are solely for purposes of Riot's administration of its obligations and do not create any duty on the part of Riot to monitor, enforce, or adjudicate the internal arrangements or disagreements of any Non-Partner Team.

- 161.** As a Non-Partner Team advances through a VCT Cycle, Riot or the applicable Tournament Operator may require the Team to provide additional documentation regarding its internal arrangements, which may include identification of a responsible individual or entity for receipt of League payments, documented agreement on the distribution of prize money and revenue from digital goods, and confirmation of all individuals authorized to act on behalf of the Team.

League Revenue Sharing

- 162.** Teams are expected to establish the terms of any revenue sharing commitments between the Team and their players and coaches for payments from Riot, including revenue sharing, if any, of Team Branded In-Game Digital Goods (if applicable) and Additional In-Game Digital Goods.
- 163.** A Team may be subject to Disciplinary Action if it is reasonably determined by Riot in its sole discretion that the Team acted deceptively or in bad faith to avoid paying contingent bonuses or revenue share commitments, or if the Team fails to pay players the agreed upon amount, with the exception of minor calculation errors that are cured.
- 164.** Revenue share commitments are expected to be paid out within thirty (30) business days of Team's receipt of the applicable payment from Riot. Payment obligations are expected to be honored even if Riot's payment to the Team is made after the termination or expiration of the applicable Service Provider agreement (except in situations where a player is terminated for cause). Revenue sharing commitments are expected to be honored if the player is on the Team's roster at any point during the applicable digital good's on-sale period.

Partner Team Esports Services Agreements

- 165.** Each player and Head Coach on the roster of a Partner Team must have an Esports Services Agreement with their Partner Team.
- 166.** All Partner Team Esports Services Agreements must comply with the Prohibited Provisions and Required Provisions set forth in the Pass Through Terms below.

Contract End Date - Preservation of Free Agency

- 167.** If a player has an Esports Services Agreement that ends and does not roll over into the next Season, that player will be eligible to become a Free Agent. An attempt by a Team to prevent a player from becoming a Free Agent following the end of the last Season of the player's Esports Services Agreement by manipulating the start and end dates or by insisting on a player's performance when the Team is no longer fielding a team in the VCT is a violation of these rules.

- 168.** All player Esports Services Agreements that have a term of less than one full Season may end before the last day of a given Season, but may not end later than the last day of the Season.
- 169.** All player Esports Services Agreements that have a term of at least one full Season must expire on the last day of a given Season so that players will be free to make moves during the off-Season after the Esports Services Agreement has expired. If a player has an Esports Services Agreement that has a term of one year and does not renew or roll over, that agreement must expire at the end of Season.
- 170.** If a player has an Esports Services Agreement with a multi-Season term, that agreement must expire automatically at the end of the last Season of such agreement so that the player is free to make a move during the off-Season.
- 171.** A Partner Team may enter into an Esports Services Agreement with a player that extends beyond the term of the Partner Team's TPA provided that all such Esports Services Agreements must include an option to terminate the Esports Services Agreement on the part of either party in the event Partner Team's TPA with Riot is terminated, expires, or is not renewed for any reason.

General Esports Services Agreement Pass Through Terms

Prohibited Provisions

- 172.** These Prohibited Provisions apply to all arrangements between a Team and its Service Providers, whether pursuant to a formal Esports Services Agreement or any other agreement, understanding, or arrangement, and regardless of whether the Team is a Partner Team or Non-Partner Team.
- 173.** No arrangement between a Team and its players or coaches, whether formal or informal, may include any of the following terms or provisions, whether in form or substance:
- a.** any non-compete, right of first refusal or other similar provision that restricts the Service Provider from joining another esports team, organization, or company after expiration or termination;
 - i.** Note: It is permissible to set intra-contract rights of first refusal. For example, a two-year Esports Services Agreement may provide a limited window where the Service Provider is allowed to solicit offers in the open market, but during which the Team has an option to match. For the sake of clarity, a right of first refusal at the end of a contract term is not permissible.
 - b.** any provision or separate agreement that requires a Service Provider to (a) engage the Team or the Team's affiliate or related company as their player agent

- or (b) enter any other contractual agreement with the Team or any third party;
- c. any provision which purports to be binding on a Service Provider after expiration or termination, except for customary and reasonable clauses necessary for the protection of legitimate interests of the parties;
- d. any automatic, deemed renewal, or “renewal by silence” provisions that extend the term of the agreement without the express written approval of the Service Provider; or
 - i. Note: It is permissible to set a maximum length of the contract (for example, 3 years), but provide termination rights for the Team or the Service Provider at intervals (rather than a contract that automatically terminates unless an option is exercised by one party).
- e. any invoicing or other similar provision that makes it difficult or unduly burdensome for the Service Provider to receive any compensation that is due to them under the Esports Services Agreement, unless such provision is required by Applicable Law or standard accounting practices.

Required Provisions

- 174.** To the extent permitted by Applicable Law, all arrangements between a Team and its players or coaches must include, or shall be deemed to include, each of the following terms or provisions in order to ensure the orderly operation of the VCT:
- a. an exception to any confidentiality restrictions in the Esports Services Agreement allowing disclosure of the Esports Services Agreement and any ESA Summary Form to Riot.
 - b. a provision that requires the Service Provider to execute all documents required by Riot in order to be added to a roster or compete in the VCT.
 - c. a provision requiring the Service Provider (i) to abide and be bound by the Rules; (ii) to observe and comply with all instructions of Riot regarding conduct immediately before, during and after VCT games; and (iii) to observe and comply with all instructions of Riot regarding access to, and use of, the facilities, hardware, software and equipment used in or for VCT games.
 - d. a provision prohibiting (i) match fixing, collusion or gambling with respect to any VCT game; and (ii) any action that is inconsistent with Applicable Law, the Rules or the standards of good conduct, fair play and good sportsmanship.

Trade Veto

- 175.** Any arrangement between a Team and its players or coaches (including Esports Services Agreements) may contain limitations, conditions or prohibitions on trades or assignments but they must be clear and unambiguous.

Term Requirements

- 176.** Any arrangement between a Team and its players must have a minimum term of at least seven (7) days.
- 177.** Any arrangement between a Team and its players shall have a term limited at four Seasons in duration.
- 178.** Any arrangement between a Team and its players may be structured such that they have a base initial term plus an option that allows the parties to mutually agree to an additional Season or Seasons on top of the base initial term, provided that the base term plus option term cannot exceed the Maximum Term (i.e., 3+1 (three Season base term plus one Season option that must be mutually agreed upon by the parties)).

Additional Partner Team Esports Services Agreement Pass Through Terms

- 179.** These additional Partner Team Pass Through Terms apply to all player and coach Esports Services Agreement for all Partner Teams competing in the VCT, and are in addition to the general Pass Through Terms above.

Minimum Exercise Period

- 180.** Each offer of an Esports Services Agreement shall remain open and exercisable by the Service Provider for a minimum of sixteen (16) business hours, where a business hour is defined as a sixty (60) minute period between the hours of 9:00 AM and 5:00 PM on any weekday that is not a Federal, National, Provincial, or State holiday in the local time zones of the Team or the Service Provider.
 - a.** Note: For the avoidance of doubt, a Service Provider may execute an Esports Services Agreement without waiting sixteen (16) business hours, but the Team may not require execution in less than sixteen (16) business hours.

Required Termination Provision

- 181.** Each Esports Services Agreement must include a mutual right to terminate in the event of a material breach that is not cured (to the extent curable) within thirty (30) days of written notice by the non-breaching party.
- 182.** Each Esports Services Agreement must include a mutual right to terminate in the event Team's TPA with Riot is terminated for any reason or expires without renewal. Upon the occurrence of such event, the Esports Services Agreement shall not:
 - a.** prohibit the Service Provider from negotiating with or joining another team,
 - b.** require the Service Provider to pay a buyout or termination fee, or
 - c.** require a buyout or termination fee payable to the Service Provider.
- 183.** Teams and Service Providers may negotiate and agree to termination provisions in addition to the foregoing.

Minimum Compensation

- 184.** The minimum annual salary for Service Providers must meet both of the following requirements (the “**Minimum Salary Requirements**”): (i) match or exceed \$50,000 USD, or the equivalent in local currency calculated using a commercially reasonable exchange rate as of the date of signing (the “**VCT Minimum**”) for all players on the Team’s roster that are eligible to compete for the Team in official matches of the VCT and the Head Coach, and (ii) comply with all minimum compensation requirements under Applicable Law.
- 185.** The VCT Minimum is calculated as an annualized amount and prorated accordingly for shorter terms. The VCT Minimum may not be conditioned on any factor other than continued engagement by the Team. Signing bonuses, performance bonuses, prize money, and other benefits (including housing, meals, and transportation) must not be considered in calculating the VCT Minimum. Where a player may be paid a different amount based on roster status (e.g., starter or substitute), the lowest rate of pay offered in the arrangement will be used to determine compliance with the VCT Minimum.
- 186.** Team legal counsel may determine whether statutory credits can be applied to meet local minimum wage requirements in any jurisdiction in which a player or coach performs services. Teams are responsible for meeting any applicable minimum wage requirements in all jurisdictions in which their players or coaches perform services and are encouraged to consult with legal counsel regarding local salary requirements.

Required Transparency of Obligations

- 187.** Each Esports Services Agreement must clearly set forth:
- a.** all streaming requirements and restrictions, if any;
 - b.** all promotional requirements, if any;
 - c.** all practice and scrimmage requirements;
 - d.** the manner in which prize money will be distributed;
 - e.** the ability of the Service Provider to veto a trade or sale of his or her contract to another team (or specific the Team) if any such right exists; and
 - f.** any other requirements being imposed on the Service Provider, including participating in team content, creating vlogs and guides, and social media interaction.
- 188.** Each Esports Services Agreement will identify at least the following categories of compensation and explicitly set forth the amount for each category of payment, if any such payment is agreed upon:
- a.** annual salary;
 - b.** signing bonus;
 - c.** individual performance bonus (i.e., any compensation paid based on personal

accomplishments);

- d. team performance bonus (i.e., any compensation paid based on the Team's performance);
- e. revenue sharing details;
- f. streaming pay;
- g. promotional payments/requirements; and
- h. benefits (including housing, food allowance, gym memberships, access to trainers, retirement accounts, medical, dental, and health insurance, life insurance, and use of equipment and furniture).

If the agreed upon compensation for a certain category is none, ESA should state N/A or 0 for the respective category.

189. The revenue sharing details must include the following for Team Branded In-Game Digital Goods:

- a. Percentage share; and
- b. Cap
- c. The parties may negotiate different percentage share and cap for (i) digital goods that include Team Marks only and (ii) digital goods that include the name, image, and likeness of the individual.

190. The revenue sharing details must include the following for Additional In-Game Digital Goods:

- a. Percentage share; and
- b. Cap

Team Continuity Protections

No Roster Interference

191. Teams that are progressing through the qualification pathways of the VCT must maintain an eligible roster in accordance with the Rules for the duration of their competitive run. Teams may not recruit, solicit, or otherwise attempt to sign players or coaches from another Team that is actively competing in a qualification pathway. Riot reserves the right to investigate and take appropriate action against any Team that it determines, in its sole discretion, has interfered with a roster of another Team.

Prohibited Contact

192. For the purpose of this policy, “**Registered Person**” means a player or Head Coach that is registered to a Partner Team in the Global Contract Database.

193. For the purpose of this policy, to ‘seek to hire’ shall include any direct or indirect contact, discussions, or negotiations with a player or coach, or through an agent, legal

representative, parent, family member, friend or other representative, regarding (i) the possible hiring of the player or coach by the contacting team or (ii) a possible transaction to acquire the player or coach via trade or otherwise.

- 194.** Without first obtaining written authorization from a Registered Person's Team, Esports Professionals shall not:
- a.** seek to hire the Registered Person during the term of their contract, or
 - b.** make any public or private statement of interest in hiring the Registered Person during the term of their contract.
- 195.** To obtain authorization to seek to hire a Registered Person, Teams must either:
- a.** send an authorization request to the point of contact listed under the team contact information in the GCD, and receive written confirmation in return that authorization to seek to hire the Registered Person(s) has been granted; and/or
 - b.** obtain a fully executed availability declaration form (provided by Riot) listing the Team as an interested party.
- 196.** Any Registered Person (or their agent or representative) that is contacted by a person seeking to hire them without authorization must immediately direct the contacting person to obtain authorization, and must cease any further communication until such authorization has been obtained.
- 197.** Teams that are contacted by a Registered Person (or their agent or representative) must confirm whether such Registered Person has received authorization from their current team. If such authorization was not obtained, the contacted team must inform the Registered Person to first seek authorization, and must cease further contact until such authorization is obtained.
- 198.** Teams are obliged to act in good faith and to take affirmative, reasonable steps to verify the contractual status of players and coaches they seek to hire and obtain the necessary authorizations from the appropriate parties.
- 199.** Generally, Riot will only investigate a breach of this policy where the Team whose Registered Person was the subject of an unauthorized contact submits a report to Riot together with supporting evidence of such contact. Riot will not initiate an investigation based solely on a report from any other person or entity.

Section E: General Terms

Riot Authority

Finality of Determinations

200. Riot shall have the right to make final and binding determinations regarding eligibility and participation in any competition of the VCT, including determinations relating to team ownership, roster eligibility, qualification, advancement, competition berths, sponsor restrictions, League scheduling and staging, violations of and infractions committed under these Global Policies or other Rules, and any other matter that may affect the integrity or operation of the VCT. Riot may, in its sole discretion, deny, condition, suspend, or revoke the participation of any Team, Esports Professional, or Owner, or reassign competition berths, qualification rights, or other participation opportunities, based on any circumstances Riot determines are relevant, including non-compliance with the Rules or any applicable Team Participation Agreement, visa or travel issues, roster ineligibility, ownership issues, or other operational considerations. All such determinations shall be final and binding and shall not give rise to any claim for monetary damages or any other remedies. All Teams, Esports Professionals, and Owners agree to hold Riot and the Tournament Operator harmless in connection with Riot's exercise of discretion under this section.

Dispute Resolution

Relations Between Teams

201. In all matters and transactions relating to the VCT, each Team shall conduct itself toward each other Team in accordance with Applicable Law and the standards of good conduct, fair play, and good sportsmanship.

Dispute Resolution Between Teams

202. Disputes between Teams arising from or in connection with the VCT shall be resolved privately between the parties. If the parties are unable to resolve the dispute themselves, either party may refer the matter to Riot, which may, in its sole discretion, mediate, issue a binding determination, or direct the parties to an alternative dispute resolution process. In no event may a Team or Owner bring any action that would seek to enjoin, restrain, or otherwise interfere with the operation of the VCT or any competition thereof. Partner Teams are subject to the dispute resolution procedures set forth in the Team Operating Requirements, which shall govern in the event of any conflict with this Section.

Construction, Amendments, and other General Provisions

Priority and Conflicts

- 203.** In the event of a conflict between these Global Policies and any other Rules or Team Participation Agreement, the provision that is most protective of Riot, as determined by Riot, shall govern, provided that the foregoing is subject to any express limitations on Riot's authority to amend or supersede material terms of a Partner Team's Team Participation Agreement as set forth therein.

Amendments to the Rules

- 204.** These Global Policies and other Rules may be amended, modified, updated, or supplemented by Riot from time to time, provided that no such amendment shall have the effect of amending or superseding any material term of a Partner Team's Team Participation Agreement. Riot retains the authority to amend these Global Policies and other Rules without prior discussion with Teams.

Consents and Approvals

- 205.** Whenever these Global Policies and other Rules grant to Riot the right to take action, withhold consent or approval, or make any determination, Riot shall have the right to exercise such authority in its sole discretion based on its own business judgment. Any exercise of discretion that is supported by Riot's business judgment shall not be subject to substitution of judgment by any court, tribunal, or arbitrator.

Construction

- 206.** For purposes of these Global Policies, (a) the words "include," "includes" and "including" shall be deemed to be followed by the words "without limitation"; and (b) the words "herein," "hereof," "hereby," "hereto" and "hereunder" refer to these Global Policies as a whole. Unless the context otherwise requires, (i) references herein: (A) to sections, schedules and exhibits mean the sections of, and schedules and exhibits attached to, these Global Policies; (B) to an agreement, instrument or other document means such agreement, instrument or other document as amended, supplemented and modified from time to time to the extent permitted by the provisions thereof; (C) to a statute means such statute as amended from time to time and includes any successor legislation thereto and any regulations promulgated thereunder; and (ii) the singular includes the plural, the plural includes the singular, the use of any gender is applicable to all genders and the word "or" has the inclusive meaning represented by the phrase "and/or".

Language

- 207.** This Global 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 Global Policy, the English version shall control.

Section F: Exhibits

Exhibit 1: Definition of Terms

For the purposes of these Global Policies, capitalized terms not included in this glossary or otherwise defined in these Global Policies shall have the meanings assigned to them in the applicable Team Participation Agreement:

Glossary
“Additional In-Game Digital Goods” means digital in-game goods that are not Team-Branded In-Game Digital Goods. For the purpose of illustrating the foregoing, Champions Skins are considered Additional In-Game Digital Goods.
“Applicable Law” means each applicable provision of any constitution, statute, law, ordinance, code, rule, regulation, decision, order, decree, judgment, award, injunction, verdict, subpoena or other legally binding pronouncement of any Governmental Authority.
“Change Event” means any attempt by the Team or any Owner to transfer: (i) any direct or indirect ownership interest in the Team, whether by operation of law or otherwise, including by means of any merger, reorganization, share exchange, consolidation, business combination or other transaction; or (ii) the Team, any material assets of Team, or any of the Team Marks.
“Concurrent Ownership Conflict” means a state where (i) an Individual is an employee, Owner, or has Control with respect to an Esports Organization and that same Individual is an employee, Owner, or has Control, with respect to a second Esports Organization; or (ii) an Organization is an Owner or has Control with respect to an Esports Organization, and that same Organization is an Owner or has Control with respect to a second Esports Organization.
“Control” means the state of having one or more of the following with respect to an Organization: (i) Operational Control, (ii) Ownership Interest, or (iii) Voting Control.
“Disciplinary Action” means any sanction, penalty, fine, suspension, disqualification, forfeiture, or other corrective or punitive measure imposed by Riot or the applicable Tournament Operator under the Rules or any applicable Team Participation

Agreement.
“Esports Organization” means an Individual or Organization that operates a Team that competes in the VCT.
“Esports Professional” means professional and semi-professional esports players, coaches, trainers, team managers, team owners, other team representatives, and any other esports professional registered with Riot or any Riot esports competitions.
“Esports Services Agreement” means a written services agreement between a player or coach and a Team.
“Exploit” means (and with its conjugated forms, “Exploits,” “Exploited,” “Exploiting,” and “Exploitation”) (a) to make, use, sell, offer for sale, import, export, commercialize, publish, distribute, display, promote, market, license or otherwise dispose of; and (b) to contract or partner with, or designate as agents, one or more persons to do any of the foregoing. For clarity, (i) when used with respect to works of authorship or copyrights, the term “Exploit” (and with its conjugated forms) includes the right to modify, enhance and create derivative works, and (ii) when used with respect to a Trademark, the term “Exploit” (and with its conjugated forms) does not include the right to (x) create or register derivatives, variants or combinations of any such Trademark, or (y) sell or otherwise dispose of the Trademark itself separate and apart from any goods or services that use or display such Trademark.
“Event-Specific Rules” means rules that apply to one specific event or a set of events and not to others, and any updates, amendments or supplements to the foregoing.
“Event Sponsors” has the meaning set out in article 48 of these Global Policies.
“Free Agents” means any player eligible to participate in the VCT who is not subject to a valid written Esports Services Agreement with a Team. Merely being “in negotiations” with a Team does not change a Free Agent’s status.
“Game” means the video game VALORANT.

“Game Changers Team” means a team composed of players that are eligible to compete in a Game Changers League.
“General Manager” has the meaning set out in article 115 of these Global Policies.
“Global Contract Database” or “GCD” means the Riot administered public-facing team roster list that includes the contract end-dates of registered players and Head Coaches.
“Governmental Authority” means the government of any nation or any political subdivision thereof, whether at the national, state, territorial, provincial, municipal or any other level, and any agency, authority, instrumentality, regulatory body, court, central bank or other entity exercising executive, legislative, judicial, taxing, regulatory or administrative powers or functions of, or pertaining to, government.
“Government Entity” means any government agency, sovereign (or relative thereof), or government funded business. This includes entities or individuals who, through their relationships, are reasonably determined by Riot to be influenced by or affiliated with government activities or interests. This may include politically exposed persons, their immediate family, or close associates. Riot reserves the right to classify any party as a 'Government Entity' based on its assessment of relevant factors.
“Head Coach” has the meaning set out in article 114 of these Global Policies.
“Home Region” has the meaning set out in article 5 of these Global Policies.
“In-game Name” means the in-game handle used by the individual for official competitions.
“Individual” means a person.
“Intellectual Property Rights” means any and all copyright, trademarks, service marks, trade dress, brand names, logos, goodwill, get up, trade, business or domain names, design rights, rights in characters, rights in get-up, database rights, patents, rights in inventions, know-how, trade secrets and confidential information, rights in databases, rights in computer software (including source code, object code), moral rights, author

rights, rental and lending rights, publicity rights, performance rights, synchronization rights, mechanical rights, publishing, rental, lending and transmission rights and other intellectual property, proprietary, and Exploitation rights of a similar or corresponding character which may now or in the future subsist in any part of the world, in all cases whether or not registered or registrable including all granted applications and all applications for registration, division, continuation, reissuance, renewals, extensions, restorations and reversions regarding any of the same.
“International Competition” means the series of international esports competitions organized by Riot as the pinnacle of competition of the VALORANT Champions Tour Season. The International Competitions are Masters 1, Masters 2, and VCT Champions.
“League” has the meaning set out in article 2 of these Global Policies.
“Legacy Exception Deadline” has the meaning set out in article 111 of these Global Policies.
“Legacy Partner Team” has the meaning set out in article 109 of these Global Policies.
“Non-Partner Team” means any Team that is not a Partner Team.
“Official Tournament Apparel” means any article of clothing or apparel that has been created by Riot and branded for the tournament or event. For clarity, only the Official Tournament Apparel created specifically for a tournament or event will be considered Official Tournament Apparel for official matches at that tournament or event. Official Tournament Apparel created for previous tournaments or events will not be considered Official Tournament Apparel.
“Operational Control” means an individual or organization that controls, or has power to determine, the functioning, management or administration of an organization or some aspect of the organization, by, for example, making hiring or firing decisions or strategic decisions for the organization or through holding the authority to fire, discipline, promote, demote or affect the compensation, bonuses and/or benefits of any employee.

“Organization” means a group of individuals or an entity (whether incorporated or otherwise) that is organized for some end or work.
“Owner” means an Individual or Organization that owns an Ownership Interest in an Organization; provided, that with respect to any public company, an Individual or Organization will not be considered an Owner of that public company unless the Individual or Organization owns or controls more than 9.99% of the voting shares of such public company.
“Ownership Interest” means ownership of some amount of equity in an organization and/or having some obligation for costs incurred by the organization and/or the right to some amount of profit/revenue of the organization. With respect to any public company, an individual or organization will not be considered to hold an ownership interest of that public company unless the individual owns or controls more than 9.99% of the public company.
“Partner Team” means a Team that has been selected and designated by Riot as a partner team for the applicable Season pursuant to a Team Participation Agreement executed between the Team and Riot.
“Primary Brand” has the meaning set out in article 40 of these Global Policies.
“Region” means the geographic area, including all countries, territories, and locales, where Riot-sanctioned competition takes place, including subdivisions or groupings defined by Riot.
“Registered Person” has the meaning set out in article 192 of these Global Policies.
“Representatives” means with respect to a particular Person, any director, officer, manager, employee, agent, consultant, advisor, accountant, financial advisor, legal counsel or other representative of that Person.
“Residency Criteria” has the meaning set out in article 96 of these Global Policies.
“Resident” has the meaning set out in article 96 of these Global Policies.

“Required Sponsorship Information” has the meaning set out in article 34 of these Global Policies.
“Riot” means Riot Games, Inc. and its affiliates that organize or operate the VCT.
“Roster Lock” means a period of time where Teams registered to participate in a relevant competition are prohibited from making any new player roster changes.
“Rules” has the meaning set out in article 9 of these Global Policies
“Season” means the dates extending from the first globally available match day of the year until the end of season date defined by Riot each year.
“Secondary Brand” has the meaning set out in article 40 of these Global Policies.
“Service Provider” means a player or coach that has an arrangement with a Team to compete in official matches of the VCT.
“Sponsorship Agreement” has the meaning set out in article 30 of these Global Policies.
“Starting Lineup” means the roster of five players that will play in a match of official competition.
“Team” means an organization that fields a roster of players in an official competition.
“Team Apparel” means any article of clothing or apparel that is branded with the logo and/or official colors of the Team.
“Team Branded In-Game Digital Goods” means any item of digital in-game goods that (a) uses or displays a Team Mark or the Team NIL Materials (which includes the names, images, and likenesses of the Team Personnel); and (b) is created pursuant to the participation of the Team in the League or a Covered Event. For purposes of illustrating the foregoing, a gun skin that displays a Team Mark is considered a Team-Branded In-Game Digital Good.

“Team Executive” means a coach, manager, director, officer or other individual with supervisory or managerial responsibility for a Team.
“Team Marks” means any Trademarks used to brand or market the Team from time to time, including: (a) the Team’s name, logo, tag, nickname, uniform design, color scheme, voice lines, mascot, and fight song, and any abbreviation or contraction thereof; and (b) all Intellectual Property Rights to all of the foregoing. For the avoidance of doubt the “Team Marks” do not include any Trademark that is used by the Team or any Owner solely in connection with another esports team (other than the Team) or any electronic video game other than the Game, including those based on mobile devices, PC, consoles, virtual reality devices, web, streaming services or successor technologies.
“Team NIL Materials” means: (a) the name, image (including graphic, photographic or digital depictions), likeness, tag, nickname, aliases, animation, persona, autograph/signature, voice, voice line or any other personal indicia, identifying characteristics or information with respect to a player, manager, coach or other individual, including any avatars and emojis used by such person; (b) the biographical information, life story and backstory of such person; (c) any other features or characteristics identified with such person; and (d) any and all goodwill, and statutory or common law rights of privacy or publicity related to any of the foregoing, in each case with respect to the Team’s players, managers, and coaches.
“Team Participation Agreement” means the agreement designated by Riot as the applicable team participation agreement or ecosystem participation terms for a team’s level of participation in the VCT, whether executed by signature or acknowledged through click-through, online acceptance, or other method designated by Riot.
“Team Personnel” means any player, coach, administrator, analyst, contractor, consultant, employee, staff member or other person retained by the Team or owners who from time to time perform the Team’s obligations or exercise the Team’s rights under a Team Participation Agreement.
“Team Uniform” means apparel that has been approved by Riot or the applicable Tournament Operator for official competition.
“Tournament Operator” means the entity organizing or operating a relevant competition or event as authorized by Riot. The scope of any Tournament Operator’s authority

under these Global Policies is limited to the authority expressly delegated to it by Riot in connection with the applicable competition or event. Any right, authority, or discretion granted to the Tournament Operator under these Global Policies that has not been expressly delegated to the applicable Tournament Operator shall be retained by and may be exercised by Riot. For the avoidance of doubt, Riot may exercise any right, authority, or discretion granted to the Tournament Operator under these Global Policies at any time, regardless of whether Riot is the Tournament Operator of the applicable competition.
“Tournament Realm” means a private, closed-access server infrastructure created by Riot exclusively for professional and semi-professional esports matches, scrimmages, official qualifiers, and other purposes designated by Riot.
“Trademark” means any word, name, symbol, color, sound, designation or device, or any combination thereof that functions as an indicator of source or origin, including any trademark, trade dress, service mark, service name, trade name, color mark, sound mark, logo or business symbol and all registrations and applications therefor and all renewals thereof, together with all goodwill and common law rights associated with or arising from any of the foregoing anywhere in the world.
“VCT” has the meaning set out in article 2 of these Global Policies.
“VCT Cycle” means a sequential set of tournaments of the VCT that form a qualification pathway from open qualifiers to an International Competition.
"VCT Territory" means a regional or geographic grouping within the VCT to which teams are assigned, which determines the team's competitive pathway, regional obligations, and other participation requirements as set forth in the Rules.
“Voting Control” means an individual or organization that ultimately has the ability to make decisions on an organizational level - (i.e. controls a majority of ownership or voting rights and can make the ultimate determinations for the organization).

Exhibit 2-A: Restricted Sponsor List - VCT Americas

Prohibited Categories. Sponsorships in any of the categories listed below are prohibited, and will constitute a violation of the VCT Global Policies if signed by a Team in a manner that associates the sponsor with a Team, player, or coach.

- Any non-Riot video game developer or publisher;
- Any non-Riot esports, video game tournament, league, or event;
- Gambling, sportsbook and casinos (including unapproved betting operators);
- Fantasy esports operators (including daily fantasy);
- Prediction markets;
- Any prescription drugs or drugs that are not “over-the-counter” drugs;
- Firearms, ammunition, or other weapons, and peripherals thereof;
- Pornography, pornographic products, and other adult content or platforms;
- Tobacco products or paraphernalia;
- Non-beer/wine alcohol products (including non-alcoholic beverages marketed by alcohol companies), or other intoxicants the sale or use of which is regulated by Applicable Law;
- Sellers of or marketplaces for virtual items known to be counterfeit or illegal;
- Seller of or marketplaces for goods or services that violate the Riot Games Terms of Service;
- Cryptocurrencies, or any other unregulated financial instruments or markets;
- Political campaigns or political action committees;
- Charities that endorse particular religious or political positions, or are not reputable (by way of example, Red Cross, Stand-Up to Cancer and other similar mainstream charities would be considered reputable);
- Any other esports team, owner, or affiliate thereof.

Conditional Categories. Sponsorships in any of the categories listed below may be conditionally approved by Riot or the applicable Tournament Operator of an official VCT competition on a case-by-case and region-by-region basis in accordance with applicable law and other criteria established by Riot or the applicable Tournament Operator.

- Any video game consoles;
- Beer and wine products;
- Cryptocurrency exchanges;
- NFTs;
- Blockchain technology companies;

- Products that contain non-psychoactive cannabis-derived compounds, including cannabidiol (CBD);
- Approved betting operators (subject to Riot's Guidelines on Team Betting Sponsorships and inclusion on the Approved Betting Operator List);
- Government entities (including any government agency or government funded business).

Exhibit 2-B: Restricted Sponsor List - VCT EMEA

Prohibited Categories. Sponsorships in any of the categories listed below are prohibited, and will constitute a violation of the VCT Global Policies if signed by a Team in a manner that associates the sponsor with a Team, player, or coach.

- Any non-Riot video game developer or publisher;
- Any non-Riot esports, video game tournament, league, or event;
- Gambling, sportsbook and casinos (including unapproved betting operators);
- Fantasy esports operators (including daily fantasy);
- Prediction markets
- Any prescription drugs or drugs that are not “over-the-counter” drugs;
- Firearms, ammunition, or other weapons, and peripherals thereof;
- Pornography, pornographic products, and other adult content or platforms;
- Tobacco products or paraphernalia;
- Non-beer/wine alcohol products (including non-alcoholic beverages marketed by alcohol companies), or other intoxicants the sale or use of which is regulated by Applicable Law;
- Sellers of or marketplaces for virtual items known to be counterfeit or illegal;
- Seller of or marketplaces for goods or services that violate the Riot Games Terms of Service;
- Cryptocurrencies, or any other unregulated financial instruments or markets;
- Political campaigns or political action committees;
- Charities that endorse particular religious or political positions, or are not reputable (by way of example, Red Cross, Stand-Up to Cancer and other similar mainstream charities would be considered reputable);
- Any other esports team, owner, or affiliate thereof.

Conditional Categories. Sponsorships in any of the categories listed below may be conditionally approved by Riot or the applicable Tournament Operator of an official VCT competition on a case-by-case and region-by-region basis in accordance with applicable law and other criteria established by Riot or the applicable Tournament Operator.

- Any video game consoles;
- Beer and wine products;
- Cryptocurrency exchanges;
- NFTs;
- Blockchain technology companies;

- Products that contain non-psychoactive cannabis-derived compounds, including cannabidiol (CBD);
- Approved betting operators (subject to Riot's Guidelines on Team Betting Sponsorships and inclusion on the Approved Betting Operator List);
- Government entities (including any government agency or government funded business).

Exhibit 2-C: Restricted Sponsor List - VCT Pacific

Prohibited Categories. Sponsorships in any of the categories listed below are prohibited, and will constitute a violation of the VCT Global Policies if signed by a Team in a manner that associates the sponsor with a Team, player, or coach.

- Any non-Riot video game developer or publisher;
- Any non-Riot esports, video game tournament, league, or event;
- Gambling, sportsbook and casinos;
- Fantasy esports operators (including daily fantasy);
- Prediction markets
- Any prescription drugs or drugs that are not “over-the-counter” drugs;
- Products that contain non-psychoactive cannabis-derived compounds, including cannabidiol (CBD);
- Firearms, ammunition, or other weapons, and peripherals thereof;
- Pornography, pornographic products, and other adult content or platforms;
- Tobacco products or paraphernalia;
- Non-beer/wine/low alcohol-by-volume (ABV) highballs & ready-to-drink (RTD) alcohol products, or other intoxicants the sale or use of which is regulated by Applicable Law;
- Sellers of or marketplaces for virtual items known to be counterfeit or illegal;
- Seller of or marketplaces for goods or services that violate the Riot Games Terms of Service;
- Cryptocurrencies, or any other unregulated financial instruments or markets;
- Political campaigns or political action committees;
- Charities that endorse particular religious or political positions, or are not reputable (by way of example, Red Cross, Stand-Up to Cancer and other similar mainstream charities would be considered reputable);
- Any other esports team, owner, or affiliate thereof.

Conditional Categories. Sponsorships in any of the categories listed below may be conditionally approved by Riot or the applicable Tournament Operator of an official VCT competition on a case-by-case and region-by-region basis in accordance with applicable law and other criteria established by Riot or the applicable Tournament Operator.

- Any video game consoles;
- Beer, wine, and low ABV highball & RTD products;
- Cryptocurrency exchanges;
- NFTs;

- Blockchain technology companies;
- Government entities (including any government agency or government funded business).

Exhibit 3: Resources

Resource Library	
TBD	A public-facing team roster list that includes the contract end-dates of registered players and coaches.
TBD	An index of breaches and associated penalties designed to promote consistency of penalty levels on selected rule violations across the VCT.

Exhibit 4: Change Log

Date	Session	Changes