



# Teamfight Tactics (“TFT”) Community Competition Guidelines

	<b>Organizer</b>	<b>Platform / Scale</b>	<b>Organizer Goal</b>	<b>Riot’s Contribution</b>
<b>Small Tournaments</b> Participant-driven, non-produced, small events	Players, PC Cafes, College and University Students	Prize Pool Does Not Exceed \$10,000 (or its regional equivalent) or \$12,000 in non-cash prizes; Local Event	Fun, Organized, Social Play	No IP
<b>Medium Tournaments</b>	Middle-Tier Businesses and Brands; Esports Orgs; Influencers	Prize Pool Does Not Exceed \$50,000 (or its regional equivalent)	Seeking to Monetize and/or Grow a Brand or Business	Will vary based on agreement with the Regional Team.
<b>Major Tournaments</b> Prelude to Competitive Play	Major Esport Event Organizers (e.g., ESL, Dreamhack, OGN)	Events with implications in the global ecosystem	Seeking to Monetize and/or Grow a Brand or Business + Contributing to a TFT Global Esports Ecosystem	Will vary based on agreement with the Regional or Global Team.

## **APPLICATION PROCESS**

### **Small Tournaments -**

1. No application needed.
2. You are granted a Community License by adhering to these guidelines.

### **Medium & Major Tournaments -**

1. Custom License required.
2. You must apply to your Regional Riot Esports Team.

## **TRADEMARKS OR AFFILIATION**

### **Small Tournaments -**

1. You may use the name Teamfight Tactics and/or TFT to promote your Competition.
2. You must not use the words “Championship”, “Champions”, “Season”, or “League” in the name of your competition.
3. You must not use Riot logos or trademarks (including game logo treatments, Esports leagues trademarks (professional or amateur), or the name Riot Games, Inc., Riot Games or Riot) to promote your Competition or Competition website; you may not otherwise suggest that your Competition or Competition website is endorsed or approved by, or affiliated with, Riot in any way.
4. You must additionally include the following notice in a clear and conspicuous manner on your competition website and any competition materials: “This competition is not affiliated with or sponsored by Riot Games, Inc. or TFT Esports.”

### **Medium & Major Tournaments -**

1. You may use the name Teamfight Tactics and/or TFT to promote your Competition.
2. Riot may permit the use of Riot/TFT Esports artwork, logos or trademarks (including game logo treatments, Esports leagues trademarks (professional or amateur), or the name Riot Games, Inc., Riot Games or Riot) to promote your Competition or Competition website. Additionally, Riot may provide you with “Community” TFT logos and artwork for promotional use.
3. Riot may include your event on a Riot Games Official Schedule.

## **ENTRY FEES**

### **All Tournaments**

1. You may charge an entry fee for your Competition. Entry fee revenue must be used solely to help offset the Competition Costs (such as venue, web hosting, casters, etc.) or towards the Competition's prize pool.
2. You may crowdfund to help offset the Competition Costs, but any and all contributions from crowdfunding must go directly to the prize pool for the Competition or towards the Competition Costs. Additionally, you must state that your competition is licensed under a TFT Community Competition License with a link to these guidelines. You must also state that the crowdfunding campaign is neither endorsed nor sponsored by Riot games.

## **PRIZING**

### **Small Tournaments**

1. The total value of your prize pool may not exceed \$10,000 USD (or its regional equivalent), or \$12,000 in non-cash prizes.
2. The total value of your prize pool, including cash value of non-cash prizes, across all competitions you organize in a calendar year may not exceed \$100,000 USD (or its regional equivalent), without prior approval from Riot.

### **Medium Tournaments**

1. The total value of your prize pool may not exceed \$50,000 USD (or its regional equivalent).
2. The total value of your prize pool, including cash value of non-cash prizes, across all competitions you organize in a calendar year may not exceed \$200,000 USD (or its regional equivalent), without prior approval from Riot.
3. Riot may contribute to your prize pool.

### **Major Tournaments**

1. Riot may contribute to your prize pool.

## **BROADCASTING**

### **Small Tournaments**

1. You may broadcast your competition online, and may stream on whichever online platform you like, subject to the rules in our [Legal Jibber Jabber](#).
2. You may not charge fees of any kind for spectators to watch the competition online.
3. If you broadcast your competition online, you are responsible for ensuring that any accompanied chat is adequately moderated to prevent vulgar, abusive, or an otherwise mean spirited environment.
4. All other forms of broadcast (e.g., Linear television) are prohibited.

### **Medium & Major Tournaments -**

1. You must abide by the Broadcast terms set forth in your custom license.
2. If you broadcast your competition online, you are responsible for ensuring that any accompanied chat is adequately moderated to prevent vulgar, abusive, or an otherwise mean spirited environment.
3. If Riot promotes your competition, contributes to your prize pool, and/or helps monetize your competition in any way, you may be asked to promote Riot social media accounts and/or channels during your broadcast.

## **SPONSORS & PARTNERS**

### **Small Tournaments -**

1. You may use any sponsors not listed on the Prohibited Sponsorship List, below.
2. Total sponsor contributions for each tournament your organization runs are limited to \$10,000 (or its regional equivalent) in value. In addition, your organization cannot receive more than \$100,000 (or its regional equivalent) in sponsorships in a Calendar Year for TFT tournaments.

### **Medium & Major Tournaments -**

1. You may use sponsors not listed on the Prohibited Sponsor and Advertiser List, below.
2. Riot may assist in monetizing your event through sponsorships, in which case a predetermined percentage of the proceeds would be contributed to your prize pool.

#### The Prohibited Sponsor and Advertiser List:

- Any other video game, other video game developer, or publisher
- Any video game consoles
- Any esports or other video game tournament, league, or event
- Gambling, sportsbook and casinos
- Fantasy esports operators (including daily fantasy)
- Any prescription drugs or drugs that are not “over-the-counter” drugs including items such as CBD oils, etc.
- Firearms, ammunition or firearm accessories
- Pornography or pornographic products
- Tobacco products or paraphernalia
- 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. (Red Cross, American Cancer Society, Stand-Up to Cancer and other similar mainstream charities would be considered reputable)
- If you have any questions on the above or are unsure as to the category, you are requested to secure express written authorization of Riot.

We may make changes to the Prohibited Sponsorship List. It is your responsibility to review the Prohibited Sponsorship List for updates or changes.

## **MERCHANDISING**

### **Small Tournaments -**

1. You may not sell any Riot, Teamfight Tactics, TFT, TFT Esports, or similar branded merchandise.

### **Medium & Major Tournaments -**

1. Riot may provide, or permit the sale of, Riot, Teamfight Tactics, TFT, TFT Esports, or similar branded merchandise.

## **RIOT GAMES' RIGHTS TO CONTENT**

### **All Tournaments -**

1. In consideration of Riot granting you the Community Competition License, you agree that we can choose to promote your Competition, and may use the results of your Competition to qualify players for Riot sponsored competitions; and
2. Additionally, by operating or sponsoring a competition using the Community Competition License you agree to license to Riot, for free and forever, any rights that you may have in the broadcasted content, highlights, video, still content, news, and all other content generated by the Competition for us to copy, modify, distribute, or publicly display such content, or to sublicense those rights as we see fit.

## **OTHER LEGAL STUFF**

### **All Tournaments -**

1. It is your responsibility (and the responsibility of any sponsors or other third parties involved with your competition) to comply with all applicable laws and regulations for your competition, as well as all our policies, as may be amended from time to time. If there is not a right granted in another Riot policy, the right does not exist; and
2. The Competition must comply with all applicable laws and regulations, as well as all policies of any third party service you are using to stream or broadcast your Competition.

On the condition that you follow all of the guidelines described in this policy (the "Guidelines"), our [Legal Jibber Jabber](#), and our [Terms of Service](#), Riot Games, Inc. ("Riot", "we", or "us")

grants you a personal, non-exclusive, non-sublicensable, non-transferable, revocable, limited license (“Community Competition License”) for you to organize and operate a TFT competition (the “Competition”), but we may take action or otherwise shut down any competition at any time if we decide it violates or misinterprets these Guidelines, our [Terms of Service](#), or any of our other policies, promotes or represents anything contrary to our [Values](#), or otherwise uses our intellectual property (“IP”) inappropriately.