



Esports Global Code of Conduct

2026 Edition



RIOT GAMES ESPORTS GLOBAL CODE OF CONDUCT

1. <u>DEFINITIONS</u>	4
2. <u>BACKGROUND AND PURPOSE</u>	6
2.1 Protecting the Esports Ecosystem.	7
2.2 Binding Effect.	7
2.3 Consequences for Violations of the Rules.	7
3. <u>APPLICATION OF THIS CODE OF CONDUCT</u>	8
3.1 Application to Esports Professionals.	9
3.2 Application to Riot Esports Competitions.	9
3.3 Application in Time.	9
3.4 Global Application.	9
4. <u>CONDUCT RULES</u>	11
4.1 General Obligations.	12
4.2 Underperformance.	12
4.3 Cheating.	12
4.4 Studio and Venue Interference.	12
4.5 Unauthorized Communications.	13
4.6 Dropouts and Refusals to Participate.	13
4.7 Illegal Drugs and Other Prohibited Substances.	13
4.8 Derogatory or Defamatory Statements and Hateful Acts.	13
4.9 Vulgar or Provocative.	14
4.10 Harassment.	14
4.11 Bullying and Abuse.	14
4.12 Credible Threats.	15
4.13 Bribery.	15
4.14 Match-fixing or Manipulation.	15
4.15 Gambling.	16
4.16 Fantasy Esports.	16
4.17 Conflicts of Interest.	17
4.18 False Information, Forgery and Falsification.	17
4.19 Abuse of Position.	17
4.20 Retaliation.	18
4.21 Confidential Information.	18
4.22 Immoral Activities.	18
4.23 Violations of Law.	18

4.24 Violations of Riot Games Terms of Service.	18
5. <u>INVESTIGATIONS OF RULE VIOLATIONS AND CONSEQUENCES</u>	20
5.1 Reporting.	21
5.2 Abiding to Decisions and Duty to Cooperate.	21
5.3 Time Limitations.	22
5.4 Consequences.	22
5.5 Corrective Actions and Public Service.	23
5.6 Interim Measures.	23
5.7 Independent Standards for Sanctions.	23
5.8 Aggravating and Mitigating Circumstances.	24
5.9 Intent.	24
5.10 Attempting, Assisting, or Failing to Prevent Violations.	24
5.11 Team Sanctions and the Role of Team Leadership.	24
5.12 Discipline Index.	24
5.13 Rulings of the Referee.	25
5.14 Final Determinations.	25
5.15 Public Decisions.	25
6. <u>OTHER RULES AND CHANGES TO THIS CODE OF CONDUCT</u>	26
6.1 Terms of Service.	27
6.2 Other Contracts with Riot; Other Rules.	27
6.3 Amendments.	27
6.4 English Language.	27
6.5 General Provisions.	28



1. DEFINITIONS

The following terms are defined for clarity and consistency throughout the Riot Games Esports Global Code of Conduct. These definitions ensure a common understanding of key concepts and apply to all sections of this document.

1.1	Code of Conduct	The Riot Games Esports Global Code of Conduct, referred to as the "Code of Conduct" or simply the "Code" throughout this document.
1.2	Esports Professionals	Professional and semi-professional esports players, coaches, trainers, team managers, team owners, other team representatives, and any other esports professional registered with Riot Games or any Riot Esports Competitions, as well as teams. The Code of Conduct applies to Esports Professionals.
1.3	Officials	Any individual designated by Riot Games or affiliated entities to oversee and manage aspects of Riot Esports Competitions. This includes, but is not limited to, referees, competitive operations staff, studio and event personnel, and any other individuals tasked with ensuring the fair and orderly execution of Riot's Esports events. Officials are responsible for enforcing the rules and regulations of the competition and have the authority to make binding decisions during events.
1.4	Riot Esports Competition	Any competition that features play of League of Legends, VALORANT, League of Legends: Wild Rift, Teamfight Tactics, Legends of Runeterra, and any other game title or event owned or operated by Riot Games.
1.5	Riot Esports Ecosystem	The collective structure of all competitive activities and stakeholders involved in Riot Games' esports initiatives, including but not limited to professional and semi-professional esports leagues, tournaments, teams, players, coaches, team staff, organizers, broadcasters, and Riot's affiliated esports entities. This ecosystem encompasses all Riot Esports Competitions and related operations.



2. BACKGROUND & PURPOSE



2.1 Protecting the Esports Ecosystem.

“Player First” is one of the foundational values of Riot Games. This is true for all aspects of our business, including esports. The player experience depends on the cooperation of everyone who participates in the esports ecosystem. We also know that the conduct of a few individuals can damage that ecosystem. Cheating, match-fixing, racism, harassment, and other illegal, unethical or antisocial behavior make esports less compelling for fans, sponsors, streaming platforms, and broadcasters. But most of all, these types of behavior make esports a lot less fun for players. The purpose of this Code of Conduct is to foster a safe and trustworthy esports environment and to codify the existing rules and practices designed to protect esports players, teams, fans, and the broader Riot esports community.

2.2 Binding Effect.

This Code of Conduct is a legal agreement between Esports Professionals and Riot Games, or its applicable affiliate in their jurisdiction (“Riot Games” or “Riot”). Esports Professionals accept and agree to be bound by this Code of Conduct by:

- a) signing a contract or registration form in which this Code of Conduct is incorporated, linked, referenced, or attached;
- b) clicking “Accept” when given the option to do so in an online registration process (or through a similar method of acceptance); or
- c) participating in any professional or semi-professional esports event that features competitive play of a Riot Games video game title.

Esports Professionals agree that they will benefit, directly and indirectly, from the safe and trustworthy esports environment that Riot Games is creating with this Code of Conduct.

2.3 Consequences for Violations of the Rules.

Esports Professionals also accept and agree that Riot has the right to:

- a) monitor compliance with this Code of Conduct, other esports policies, the Riot Games Terms of Service, and any other tournament-specific or game-specific rules;
- b) investigate (or have one of our representatives investigate) possible violations of any of the foregoing, and/or possible violations of applicable law; and
- c) where appropriate, impose sanctions for violations of this Code of Conduct or other regulations referenced in 2.3(a) above, as further described below.



3. APPLICATION OF THIS CODE OF CONDUCT



The provisions below describe how this Code of Conduct applies (who, what, when, and where).

3.1 Application to Esports Professionals.

This Code of Conduct applies to Esports Professionals.

Each team that competes in a Riot Esports Competition is responsible for ensuring compliance with this Code of Conduct by its Esports Professionals.

3.2 Application to Riot Esports Competitions.

This Code of Conduct applies to Esports Professionals participating in any Riot Esports Competition, including:

- a) all events leading up to, and immediately following, esports competitions (such as promotional events, press conferences, free-agency, prize award ceremonies/trophy hoists, and opening and closing ceremonies);
- b) qualifiers, regular-season, pre- and post-season play (including events like an all-star game, invitational tournament or world championship series); and
- c) any other Riot-sanctioned official competition, match, game, tournament, or public event that features competitive play of a Riot video game title by Esports Professionals.

3.3 Application in Time.

This Code of Conduct applies to violations that occur at or during a Riot Esports Competition, even if Esports Professionals are no longer involved in Riot Esports Competitions at the time an investigation of a violation commences.

It also applies to violations that occurred before Esports Professionals commence participation in Riot Esports Competitions if the nature of the violation is particularly egregious or where the alleged conduct has occurred repeatedly over time. For example, a coach who engaged in match fixing in esports competitions before being hired to coach a team could be subject to sanctions under this Code of Conduct for those actions.

This Code of Conduct also applies to violations committed by former Esports Professionals if such violations occur after their termination or departure from the Riot Esports Ecosystem, provided the conduct relates to their obligations during their time within the ecosystem or the conduct could jeopardize the integrity of a Riot Esports Competition. For example, a former Esports Professional may be subject to disciplinary proceedings for leaking proprietary information they had access to while participating in Riot Esports Competitions or by soliciting current Esports Professionals to match-fix a Riot Esports Competition.

3.4 Global Application.

This Code of Conduct applies globally anywhere Riot Esports Competitions are held, both in-person and online.

It may also apply at third-party esports competitions, and circumstances that occur outside of tournament play entirely, if the alleged conduct could have an adverse impact on the Riot Esports Ecosystem or in circumstances where the alleged conduct could be associated with Riot, our affiliates, our game titles, or other properties, in each case as determined by Riot.

The rules in this Code of Conduct apply during or at Riot Esports Competitions, and also apply to conduct that occurs outside of competitive play, including in text messages, chat, social media posts, and other forms of communication, whether public or private.



4. CONDUCT RULES



4.1 General Obligations.

Esports Professionals who participate in Riot Esports Competitions must at all times observe the highest standards of personal integrity and sporting conduct.

Esports Professionals are required to behave in a respectful manner in all of their interactions with other competitors, coaches, referees, tournament administrators, the media, sponsors, fans and other persons. Esports Professionals are also required to treat the property of Riot Games and others (including gaming equipment, recreation areas, work spaces, and other facilities) in a professional and responsible manner.

Esports Professionals must promptly comply with the decisions and instructions of Officials (particularly of referees) in a respectful and non-combative manner. Any objections or concerns should be raised through the appropriate channels after compliance.

Riot or its affiliates may require Esports Professionals to complete educational or training programs related to their conduct and obligations within the Riot Esports Ecosystem. Esports Professionals must complete any such requirement in full and to the satisfaction of Riot or its affiliates.

4.2 Underperformance.

Esports Professionals are expected to perform their respective duties and compete to the best of their ability in all Riot Esports Competitions. Intentional underperformance is prohibited.

4.3 Cheating.

Cheating is prohibited. Enabling or assisting others to cheat is also prohibited.

Cheating is defined as the use of any in- or out-of-game method, technique, or technology that affects the outcome of a game or that gives a personal or team unfair advantage, including, for example, the use of hacks, bug exploits, cheats, or the use of any means to gain unauthorized access to information that could provide an unfair advantage such as viewing a live feed of the game, looking at an opponent's screen, or communication with individuals who are not playing in the game.

4.4 Studio and Venue Interference.

Esports Professionals may not interfere with the lights, cameras, or other studio equipment used at live events. For example, standing on chairs, tables, or other studio equipment is prohibited; covering up, moving, obfuscating, or otherwise obstructing official tournament sponsor integrations is likewise prohibited. Esports Professionals must follow the instructions of studio and/or event personnel in relation to the foregoing.

4.5 Unauthorized Communications.

Unauthorized coaching and other communications during a match can give a team or player an unfair competitive advantage.

While a game is in progress, Esports Professionals may not communicate with others in a manner that is unauthorized within the game or event-specific rules and regulations. If Riot or the tournament organizer has specified particular procedures or equipment to be used for communications during a match, Esports Professionals must follow those procedures and use the specified equipment.

When communication is permitted, Esports Professionals may only communicate with authorized individuals and may only use Riot-approved headsets and software for such communications.

4.6 Dropouts and Refusals to Participate.

Esports Professionals who have registered for or agreed to participate in a Riot Esports Competition may be sanctioned for dropping out or refusing to participate in that event without the approval of a tournament Official.

4.7 Illegal Drugs and Other Prohibited Substances.

The illegal possession, use, or distribution of alcohol or drugs is prohibited, as is being under the influence of drugs or alcohol while you are (a) engaged in any Riot Esports Competition or other event covered by this Code of Conduct, and/or (b) on premises that are owned by or leased to Riot or an esports tournament operator.

Esports Professionals may only use prescription drugs that are prescribed to them by a qualified medical professional and in the manner, combination, and quantity as prescribed. Esports Professionals may only use prescription drugs to treat the condition for which they are prescribed; and may not use them to enhance their performance in a game.

This rule applies to hotels, stadiums, training facilities, restaurants, and other public places that are used for Riot Esports Competitions and any other public or private locations used throughout the duration of the event.

4.8 Derogatory or Defamatory Statements and Hateful Acts.

Esports Professionals may not use words, gestures, digital or physical objects, or any other means to transmit, allow or facilitate messages or actions that insult, encourage hatred, undermine, or harm the integrity of a country, individual, or group of people. This includes contemptuous, discriminatory, or denigrating expressions based on race, skin color, ethnic, national, or social origin, gender, language, religion, political or other opinions, financial status, birth, sexual orientation, medical condition or history, or any other characteristic or status.

Esports Professionals may not use such prohibited communications on social media, during any public-facing events (such as streaming), or in circumstances that could be associated with Riot, our affiliates, our game titles, or other properties.

4.9 Vulgar or Provocative.

Esports Professionals may not use words, gestures, digital or physical objects, or any other means to transmit, allow or facilitate messages or actions that are obscene, vulgar, provocative, hateful, racist, insulting, threatening, abusive, libelous, slanderous, defamatory, or otherwise offensive or objectionable. Esports Professionals may not use such prohibited communications on social media, during any public-facing events (such as streaming), or in circumstances that could be associated with Riot, our affiliates, our game titles, or other properties.

4.10 Harassment.

Esports Professionals may not engage in any form of harassment.

Harassment is defined as unwelcome and unwanted behaviors that diminish, demean, or otherwise intimidate. This rule also prohibits sexual harassment, which is defined as any form of unwelcome sexual advances.

For the purposes of this provision, harassment is assessed from the perspective of an objective observer.

Stalking, conduct that involves threats of violence (whether physically or online) and sharing personal information of another individual without permission are considered forms of harassment as is any conduct by an individual that incites or encourages abuse by others.

All forms of harassment are prohibited, even if the behavior is not sufficiently severe or pervasive to constitute unlawful activity under applicable law.

4.11 Bullying and Abuse.

Esports Professionals may not engage in any form of bullying or physical or mental abuse.

Bullying is defined as malicious conduct which an objective observer would consider hostile, offensive, and unrelated to legitimate competition, especially in circumstances where the person is perceived as vulnerable.

Abuse is defined as treating a person with cruelty or violence (including physical altercation), especially if done repeatedly. Acting with reckless disregard for the potential negative impact of one's actions is also considered a form of bullying and is prohibited.

4.12 Credible Threats.

Esports Professionals may not threaten others.

A threat is defined as a statement of intention to commit an act of violence or take other hostile action against someone in retribution for something done or not done.

4.13 Bribery.

Esports Professionals may not, directly or indirectly, accept, offer, promise, receive, request, solicit or give cash or any other thing of value to any other Esports Professional, team, tournament Official, government official, or other person in exchange for a direct or indirect benefit in relation to a Riot Esports Competition. For purposes of this rule, a thing of value may include loans, digital and physical goods, and professional services.

This rule prohibits active bribery (i.e., when a person offers, promises, or gives a bribe) and passive bribery (i.e., when a person requests, receives, or accepts a bribe).

4.14 Match-fixing or Manipulation.

Esports Professionals may not match-fix or otherwise manipulate the outcome of any match or competition or request, encourage, or instruct others to manipulate it.

Manipulation is defined as the unlawful or undue influence or alteration (including failing to give best efforts), directly or indirectly, by an act or an omission, of the course, result, or any other aspect of a match (i.e. spot-fixing) or a competition, irrespective of whether the behavior is committed for financial gain, sporting advantage, or any other purpose.

Teams may be sanctioned for the actions of their team owners, players, coaches, and any other employees or members of their organization. Any attempt to manipulate any match or competition, even if done unsuccessfully, will be deemed a violation of this rule.

Failure to cooperate with Riot in an investigation related to match-fixing or manipulation may be sanctioned similarly to the actual act of match-fixing or manipulation.

Esports Professionals may be held liable for the behavior of their relatives (such as, but not limited to, their spouse, friends, family members, colleagues, partners) or other affiliates (such as, but not limited to, agents or representatives) that may have taken part or contributed to a breach of this provision.

4.15 Gambling.

Esports Professionals may not:

- a) place, attempt to place, or take any actions that could give rise to suspicions or appearances that they have placed a bet or wager, directly or indirectly, on any competition, game, play, or component thereof in which such Esports Professionals participate;
- b) engage in any legal or illegal gambling activities involving any video game title owned by Riot Games, or instruct, permit, cause, or enable other individuals to do any of the foregoing; or
- c) own any interest, either directly or indirectly, in any corporation or other entity that promotes, brokers, arranges or conducts betting, gambling, lotteries, or similar events or transactions on or in connection with esports competitions.

Gambling activity is defined as placing anything of value (including, but not limited to, real-world currency, cryptocurrency, or other digital assets) at risk in connection with a bet, wager or outcome-based prediction. A gambling activity may take place in a casino, other physical retail location, or via the internet. This includes participation in any platform, marketplace, or mechanism that allows users to trade or speculate on esports-related outcomes (including, but not limited to, match results or roster changes), regardless of how the activity or platform is described or marketed.

Esports Professionals may be held liable for the behavior of their relatives (such as, but not limited to, their spouse, friends, family members, colleagues, partners) or other affiliates (such as, but not limited to, agents or representatives) that may have taken part or contributed to a breach of this provision.

4.16 Fantasy Esports.

Esports Professionals may not:

- a) take part, either directly or indirectly, in any legal or illegal season-long, tournament-long or daily fantasy contest related to any Riot Esports Competition which awards winners with anything that has real-world value, monetary or otherwise; or
- b) own any interest, either directly or indirectly, in any corporation or other entity that engages in fantasy contests for esports competitions.

Fantasy contests or daily fantasy contests are defined as any online or peer-to-peer contest in which the real-world performance of esports participants determines or influences the virtual performance and/or point total of a fictional team assembled by game participants.

For clarification, participation in Riot-sanctioned Pick'ems or Riot's Shotcall contests is permitted, provided it is not connected to any opportunity to make money or win prizes of real-world value.

4.17 Conflicts of Interest.

Esports Professionals may not be involved in a situation which involves a conflict of interest. A conflict of interest is any situation where personal interests could, or could appear to,

- a) prevent Esports Professionals from making a decision that is in their team's best interests, or
- b) adversely affect or compromise integrity of the sport.

For example, an individual who is an owner of Team A and has loaned a significant sum of money to Team B would have a conflict of interest in a match between Team A and Team B. An Esports Professional engaged in a personal relationship that could grant them access to confidential information or other unfair benefit to the Esports Professional or their Team, may be in violation of this policy. Examples of conflicts of interest provided in this Section are for illustrative purposes only and are not exhaustive.

4.18 False Information, Forgery and Falsification.

Esports Professionals may not provide false or misleading information to Riot or to any tournament organizers or other representatives. Esports Professionals may not make use of any document, form or content that they know (or should reasonably suspect) has been forged or falsified or that contains false or misleading information.

This rule applies to tax forms, registration forms, parental consent forms, and any other form, document (printed or digital) or content. Malicious false reporting of others and impersonating another person or entity are examples of conduct prohibited by this rule.

4.19 Abuse of Position.

Esports Professionals who are in a position of authority over other people (by virtue of their role as an owner, coach, manager, or otherwise) may not abuse their position for personal aims or private gain.

Abuse of position means an individual's improper use of power and authority inherent in the position held, including, for example, by means of intimidation, threats, blackmail, coercion, or abuse of trust.

This includes actions which could reasonably be expected to endanger another person's position in a job (such as a player's starting position), undermine a person's ability to perform the job, threaten the economic livelihood of a person, or impede or negatively impact the operation of any Riot Esports Competition. It does not include the legitimate exercise of an individual's supervisory power or authority. Conduct involving the proper exercise of authority related to the evaluation of a player's performance, promotion and demotion of starting players, appropriate disciplinary measures and other supervisory/leadership functions, does not constitute abuse of position.

4.20 Retaliation.

Esports Professionals may not retaliate against anyone who reports a possible violation of this Code of Conduct in good faith or who provides truthful information during an investigation.

4.21 Confidential Information.

Esports Professionals may have access to information that is confidential to Riot Games or one of its affiliates or that is competitively sensitive. Examples of such confidential information may include (a) team lineups, (b) team strategy, (c) the results of pre-recorded matches that are broadcast or streamed to audiences at a later date, (d) information that is embargoed pending a reveal, and (e) information Esports Professionals gain access to during investigations or disciplinary proceedings.

Esports Professionals may not use, deliver or leak Riot confidential or non-public information to others or use it for any purpose other than competing in Riot Esports Competitions. Similarly, Esports Professionals may not request or facilitate any such provision of confidential or non-public information, whether for their own gain or for the gain of others.

4.22 Immoral Activities.

Esports Professionals may not engage in any activity which is immoral, disgraceful, or contrary to conventional standards of proper ethical or sporting behavior.

4.23 Violations of Law.

Esports Professionals are required to comply with all applicable laws at all times during their participation in Riot Esports Competitions. Esports Professionals may not engage in (or encourage or solicit others to engage in) any illegal activity or behavior that is under investigation or has resulted in formal charges, whether or not a conviction has occurred, if such activity may bring Riot Games and/or a Riot Esports Competition into disrepute, negatively affect the authority, honor, and brand value of Riot Games or a Riot Esports Competition, or cause harm to the operation of a Riot Esports Competition.

4.24 Violations of Riot Games Terms of Service.

Esports Professionals are required to comply with the Riot Games Terms of Service and may face sanctions under this Code of Conduct in addition to consequences established in the Riot Games Terms of Service. In particular, any form of account boosting and sharing is prohibited.

Account Sharing is defined as playing under another player's account or soliciting, inducing, encouraging or directing someone else to play under another player's account. Esports Professionals may not engage in any conduct that circumvents (or attempts to circumvent) the matchmaking process of a game's competitive matchmaking mode in order to increase or boost the matchmaking ranking/rating ("MMR") of a game account or Riot ID.

For example, Esports Professionals may not grant another player access to their game account or Riot ID in order to increase the MMR of their account or Riot ID. Similarly, Esports Professionals may not access another player's account or Riot ID in order to increase the MMR of that player's account or Riot ID. Esports Professionals may not offer to increase the MMR of a player's account or Riot ID, or request that another player increase their MMR account or Riot ID. Esports Professionals may not promise or receive anything of value in connection with the MMR of their account or Riot ID or the MMR of another player's account or Riot ID, and may not queue with another player in order to increase the MMR of their or the other player's account or Riot ID.



5. INVESTIGATIONS OF RULE VIOLATIONS & CONSEQUENCES



5.1 Reporting.

Reports must be made honestly and in good faith. Knowingly false, fabricated, or recklessly misleading allegations, coordinated complaints made in bad faith, or other abuses of Riot's reporting process are prohibited and may result in sanctions. Honest but mistaken reports do not violate this Code.

Esports Professionals must report any violation of this Code of Conduct to Riot Games upon becoming aware of the violation. If the violation occurs during a Riot Esports Competition, Esports Professionals should report that violation to an Official (such as referees, competitive operations staff, or other designated individuals).

Riot Games may report violations of this Code of Conduct to law-enforcement agencies, or similar institutions, such as INTERPOL, and NCMEC.

5.2 Abiding to Decisions and Duty to Cooperate.

Esports Professionals are required to cooperate with Riot or Riot designated representatives in any internal or external investigation that is conducted relating to a suspected violation of this Code of Conduct. They must also comply with all instructions, directions, decisions, or rulings, including any disciplinary measures or final decisions issued by an entity recognized by Riot, such as the Dispute Resolution for Riot Games' Esports (EMEA). Failure to comply with any such instructions, decisions, or rulings, including those from Riot or a Riot-recognized entity, may result in sanctions under this Code of Conduct.

Esports Professionals have a duty to tell the truth in connection with any such investigation, and a duty not to obstruct any such investigation, mislead investigators, withhold evidence, or abuse investigative processes. Abuse of process includes, but is not limited to, coordinated or repetitive filings intended to overwhelm, delay, or manipulate investigations, or the unauthorized disclosure of information related to active cases.

Riot may draw an adverse inference in an investigation due to a failure to cooperate by an Esports Professional.

Esports Professionals who fail to cooperate with an investigation, fail to produce requested documents or other evidence that is known to exist, or fail to comply with any instructions, directions, decisions, or rulings, including any disciplinary measures, may, in addition to other remedies, be subject to sanctions for a violation of this Section 5.2.

5.3 Time Limitations.

- a) If a suspected violation of this Code of Conduct is solely a violation of the Riot Games Terms of Service or occurred during a Riot Esports Competition and involved cheating, underperformance, or other matters related solely to a particular game or match in that Riot Esports Competition, Riot will not conduct an investigation of that violation if more than two years have elapsed from the end of the final game or match in the Riot Esports Competition and the date of our discovery of the violation.
- b) If a suspected violation of this Code of Conduct involves bribery, match-fixing, sexual harassment, or a violation of criminal law, Riot will not conduct an investigation of that violation if more than six years have elapsed from the date of the alleged conduct and the date of our discovery of the violation.
- c) For all other suspected violations of this Code of Conduct, Riot will not conduct an investigation of the violation if more than four years have elapsed from the date of the alleged conduct and the date of our discovery of the violation.

The limitation periods set out above are general rules that are subject to exceptions if Riot Games determine that particularly egregious conduct has occurred. The commencement of an investigation by Riot or its designee will suspend the applicable limitations period. If the violation occurred over time, the limitations period runs from the day on which the last instance of the alleged conduct occurred.

5.4 Consequences.

At Riot's discretion, sanctions will be proportionate to the severity of the violation, taking into account any prior sanctions. Multiple sanctions may be applied for a single violation.

Violations of this Code of Conduct may be sanctioned by the application of one or more of the following disciplinary measures:

- warning (private or public);
- fine (teams may be held jointly liable for fines);
- prize forfeiture and return of prizes (including previously awarded money and trophies);
- restrictions or bans on entering a venue;
- game, match, or tournament forfeiture (including the disqualification of competitions in progress and/or exclusion from future competitions);
- replaying a game or match;
- forfeiture of league points, circuit points, or the points or rankings in any competitive ranking system;

- suspension, disqualification, or ban from one or more Riot Esports Competition;
- change of venue;
- limitations on a team's new player acquisition;
- event played without fans or spectators; and/or
- Riot game account suspension or termination.

Fines and other monetary penalties may be withheld from prize pool winnings or any other amounts payable to the team, or deducted from future payments due to the team.

5.5 Corrective Actions and Public Service.

An investigation may result in a ruling that includes directions to take certain corrective action or to perform a specified public service activity. For example, Riot may require that Esports Professionals undergo training on a particular subject, such as sensitivity training, media training, or anti-harassment training. The failure to accept and implement the directions and/or corrective action specified in a ruling by Riot is a violation of this Code of Conduct and may result in additional sanctions.

5.6 Interim Measures.

Riot may issue interim or provisional disciplinary measures pending the outcome of an investigation and until a decision on the merits is finalized.

In circumstances where credible evidence may suggest a breach of this Code of Conduct, Riot may implement provisional measures, including the suspension of individuals involved. These measures enable Riot to respond quickly to prevent further harm to the Riot Esports Ecosystem and ensure the continuity of competition, while allowing Riot to assess all the elements of a case. Riot may ultimately decide to lift provisional measures, or impose the disciplinary sanctions deemed appropriate to address the matter.

5.7 Independent Standards for Sanctions.

Violations of this Code of Conduct may result in sanctions, even if the behavior in question does not meet the severity, pervasiveness, or evidentiary standards required to constitute unlawful activity under applicable law.

5.8 Aggravating and Mitigating Circumstances.

The type and extent of the disciplinary measures that may be imposed are based on the specific circumstances of each case, taking into account the seriousness of the offense as well as aggravating and mitigating circumstances.

Repeated or multiple concurrent violations or infractions may be considered as aggravating circumstances and may be subject to escalating sanctions.

Multiple disciplinary measures may be used in combination for a single breach.

5.9 Intent.

Violations of this Code of Conduct are subject to disciplinary action, whether or not they were committed intentionally or as part of a joke, a stunt, or some form of social media performance.

5.10 Attempting, Assisting or Failing to Prevent Violations.

Attempts to engage in behavior that would violate this Code of Conduct are subject to sanction.

Advocating, encouraging, colluding, or assisting any conduct that is prohibited by this Code of Conduct is a violation of this Code of Conduct. An attempt to circumvent a suspension, disqualification, or ban by using another game account or Riot ID is prohibited and a violation of this Code of Conduct.

Infringements are punishable whether committed deliberately or negligently, by action or omission, as an act or an attempt, and whether the party acted as principal, accomplice or instigator.

5.11 Team Sanctions and the Role of Team Leadership.

If a particular Riot game title is played by teams, the team may be subject to disciplinary action based on the conduct of its Esports Professionals.

Team owners, coaches, managers, and any individuals in positions of authority within the Riot Esports Ecosystem may be held to a higher standard of conduct, given their influence in fostering and maintaining a positive esports ecosystem.

5.12 Discipline Index.

In some jurisdictions, a tournament organizer, Riot or a local Riot affiliate may provide a “Penalty Index” or chart that contains violations and corresponding sanctions. If an index or chart of this kind is provided or made available to Esports Professionals, it is provided for illustrative purposes only. A final determination on a sanction will be made by Riot following a review of the facts and will take into consideration aggravating and mitigating circumstances that may not be reflected in the index or chart.

5.13 Rulings of Referee.

Decisions made by a referee or tournament official during a Riot Esports Competition are final and binding. Esports Professionals are required to abide by and implement the decisions of a referee or tournament Official made during the course of a Riot Esports Competition.

5.14 Final Determinations.

Riot's determination as to the appropriate disciplinary action (or combination of disciplinary actions) will be final and binding.

When making determinations, Riot may take into consideration the context, previous violations, the seriousness of the violation, the existence of any aggravating or mitigating factors, and the degree of cooperation Riot received during the investigation. Riot may also take into consideration the need to set an example to deter similar misconduct and the current and future best interests of the overall Riot Esports Ecosystem. Esports Professionals may have the benefit of mandatory rights or remedies provided by local law. Nothing in this Code of Conduct limits or affects those rights or remedies.

5.15 Public Decisions

Riot may make decisions public at its sole discretion, which may include certain facts, details, consequences, or other information arising in connection with a ruling or other disciplinary decision by Riot regarding a violation or alleged violation of this Code of Conduct; or conduct by the Esports Professionals which Riot believes is in material conflict with the best interests of the Riot Esports Ecosystem.

**6.
OTHER RULES &
CHANGES TO THIS
CODE OF CONDUCT**



6.1 Terms of Service.

The play of all Riot video game titles is subject to the [Riot Games Terms of Service](#). Esports Professionals have previously reviewed and accepted. This Code of Conduct is one of the “User Rules” referenced in the Terms of Service and is in addition to the obligations in the Terms of Service. The provisions of Sections 13 (Warranty Disclaimer), 14 (Limitation of Liability), 15 (Governing Law), 16 (Dispute Resolution) and 19 (Miscellaneous) of the Terms of Service apply to this Code of Conduct as if they were copied in full and inserted into this Section 6.1. In the event of a conflict between the Terms of Service and this Code of Conduct, the provision that is the most protective of the Riot Esports Ecosystem shall govern and prevail.

6.2 Other Contracts with Riot; Other Rules.

Esports Professionals may have entered into a tournament participation or other written agreement with Riot or one of our affiliates. This Code of Conduct is part of the “rules” referenced in such agreements. In the event of a conflict between other agreements with Riot or its affiliate and this Code of Conduct, the provision that is the most protective of the Riot Esports Ecosystem shall govern and prevail; provided that if the contract has specific provisions governing a rules violation dispute, those specific provisions shall govern and prevail if and to the extent of any conflict with this Code of Conduct. Esports Professionals may be required to accept additional terms from a tournament organizer, Riot or a local Riot affiliate in order to participate in a Riot Esports Competition, including a requirement to accept additional rules, such as tournament-specific or game-specific rules. Those additional terms and rules are “User Rules” referenced in the Terms of Service and are in addition to the obligations in this Code of Conduct.

6.3 Amendments.

Riot Games may make changes to this Code of Conduct from time to time, which will be published in a new copy of this Code of Conduct online and/or sent to Esports Professionals by email directly or via the team. These changes take effect thirty days after their publication or notification by email. **ESPORTS PROFESSIONALS WHO DO NOT AGREE TO ANY OF THE PROPOSED CHANGES, MAY WITHDRAW FROM RIOT ESPORTS COMPETITIONS AND THE PROPOSED CHANGES WILL HAVE NO EFFECT ON ESPORTS PROFESSIONALS WHO WITHDRAW.** Continued participation in Riot Esports Competitions after changes to this Code of Conduct take effect will constitute acceptance of the changes.

6.4 English Language.

This Code of Conduct has been written in the English language. Any translation into any other language is not an official version. In the event of any conflict in interpretation between the English version and a translation of this Code of Conduct, the English version will govern and control, unless otherwise provided by applicable law.

6.5 General Provisions.

If any provision of this Code of Conduct is declared too broad in any respect to permit enforcement to its full extent, such provision shall be enforced to the maximum extent permitted by law and such provision shall be deemed to be varied accordingly.

Last revised: 17 December 2025