



# Teamfight Tactics (“TFT”)

## Global Player Policy

### 1. Introduction

- a. This Global Player Policy applies to players and tournament organizers and provides baseline governance for all sanctioned Teamfight Tactics (“TFT”) competitions (i.e., Riot-ran Competitions, Medium and Major Community Competitions). This Global Player Policy focuses on player conduct, player eligibility, and our general expectations for good sportsmanship. Tournament organizers may establish tournament-specific rules (e.g., competition formats, prize awards) to supplement this Global Player Policy.

### 2. Applicability of Policy

- a. The terms contained in this Global Player Policy apply to TFT Competitions in all regions.
- b. Participation in any TFT competition is subject to this Global Player Policy, our [Legal Jibber Jabber](#), our TFT Community Guidelines, and our [Terms of Service](#).
- c. Failure to adhere to this Global Player Policy is subject to game or match forfeitures, disqualifications from competitions, prize forfeitures, and other disciplinary action.
- d. This English language version of this Global Player Policy will supersede any translation.
- e. Riot reserves the right in its sole discretion and at any time to update or modify this Global Player Policy.

### 3. Player Eligibility

- a. Players may not participate in any competition if doing so would violate local law.
- b. Residency
  - i. Some TFT tournaments may require participants to be residents of a specific region. To be eligible to compete in a given region, the player must qualify as a legal resident in one of the listed countries or territories in the region for at least one year prior to the tournament date.
  - ii. Players may not be the resident of two or more regions at the same time. Any player who relocates to a new region, will remain a resident of his or her prior region until the one-year anniversary of their relocation.

iii. Riot Games recognizes the following twelve (12) competitive geographic “regions”, and Riot Games defines residency as follows:

1. North America

The North America (NA) region consists of the following countries and territories:

- a. USA, Canada

2. Latin America

The Latin America (LATAM) region consists of the following countries and territories:

- a. All Caribbean Islands, Argentina, Belize, Bolivia, Chile, Colombia, Costa Rica, Ecuador, El Salvador, French Guiana, Guatemala, Guyana, Honduras, Mexico, Nicaragua, Panama, Paraguay, Peru, Suriname, Uruguay, Venezuela

3. Brazil

The Brazil region consists of the following countries and territories:

- a. Brazil

4. Europe

The European (EU) region consists of the following countries and territories:

- a. Albania, Andorra, Austria, Belgium, Bosnia and Herzegovina, Bulgaria, Croatia, Cyprus, Czech Republic, Denmark, Estonia, Finland, France, Germany, Greece, Hungary, Iceland, Ireland, Italy, Kosovo, Latvia, Liechtenstein, Lithuania, Luxembourg, Macedonia, Malta, Monaco, Montenegro, Netherlands, Norway, Poland, Portugal, Romania, San Marino, Serbia, Slovakia, Slovenia, Spain, Sweden, Switzerland, United Kingdom (UK), Vatican City (Holy See)

5. Russia

The Russia (CIS) region consists of the following countries and territories:

- a. Azerbaijan, Armenia, Belarus, Georgia, Kazakhstan, Kyrgyzstan, Moldova, Russia, Tajikistan, Turkmenistan, Uzbekistan, Ukraine

6. MENA&I

The Middle East, North Africa and India (MENA&I) region consists of the following countries and territories:

- a. Afghanistan, Algeria, Bahrain, Djibouti, Egypt, India, Iraq, Israel, Jordan, Kuwait, Lebanon, Libya, Mauritania, Morocco, Oman, Pakistan, Palestine (UN observer state), Qatar, Saudi Arabia, Somalia, Sudan, Syria, Tunisia, United Arab Emirates, Western Sahara (Sahrawi Arab Democratic Republic), Yemen, Bangladesh, Sri Lanka, Nepal and Maldives.

7. Turkey

The Turkey region consists of the following countries and territories:

- a. Turkey

8. Oceania

The Oceania (OCE) region consists of the following countries and territories:

- a. Australia, New Zealand, Guam, New Caledonia, French Polynesia, Fiji, Northern Mariana Islands.

9. South Korea

The South Korea region consists of the following countries and territories:

- a. South Korea

10. South East Asia

The South East Asia region consists of the following countries and territories:

- a. Chinese Taipei, Hong Kong, Indonesia, Macau, Malaysia, Philippines, Singapore, Thailand, Vietnam.

11. China

The China region consists of the following countries and territories:

- a. China

12. Japan

The Japan region consists of the following countries and territories:

- a. Japan

13. Other countries or territories

- a. Any player who is a resident of a country or territory not otherwise listed above, should contact the nearest regional Riot office for guidance, prior to registering for a competition.
- iv. Joint Regions
  1. Some competitions may combine multiple regions into a single pan-region. In those competitions, a player must qualify as an eligible participant in one of the constituent regions to participate.
- v. Riot reserves the right to add, modify or remove competitive regions, or to change a player's eligible competitive region at Riot's sole discretion at any time.
- vi. Proof of Residency
  1. Riot may require a player to provide proof of residency prior to, during or following a competitive tournament. Players may prove residency by submitting Government-issued documentary evidence of eligibility to their regional Riot office (e.g., driver's license, government benefits records, military/draft registration papers).
    - a. Minors may also have a parent or guardian prove residency on their behalf by first, providing documentary evidence of the parent-/guardian-child relationship (e.g., a birth certificate) and second, submitting documentary evidence belonging to the parent/guardian, as outlined above.
  2. Riot may, at its discretion, establish additional or alternative regional processes for proving residency.
- c. Minimum Age
  - i. The minimum age to participate in TFT competition is determined at the regional level and subject to BOTH of the following:
    1. The minimum age to participate may not be younger than 13 years of age; AND
    2. The minimum age to participate may not be younger than the Game Rating requisite age for TFT in that region.
  - ii. All players who are younger than the age of majority in their region must receive parental permission to participate in a TFT competition.
- d. Ineligible Players.

- i. Competition participants may not be employees of Riot Games, Inc. (“RGI”) or any of their respective affiliates at the start of or at any point during a TFT competition.
  - ii. In addition, for a competition administered by a third party; directors, officers and employees of the entity operating the competition, its parent, and any of their respective affiliate companies, subsidiaries, agents, professional advisors, advertising and promotional agencies, and immediate family and household members of each are not eligible to participate in any competitions, win any prizes, or to have any share or interest of any competition player’s prize.
  - iii. Players who are subject to an active competitive ban in any Riot esports are not eligible to compete in sanctioned TFT competitions.
- e. Additional Rules.
- i. Some competitions may set additional requirements for eligibility. In such cases, those rules shall govern eligibility for that specific competition. In the event there is any conflict or inconsistency between the additional requirements and the requirements in this Global Player Policy, the provisions of this Global Player Policy shall prevail.

#### **4. Player Accounts**

- a. A player must only use one account during a competition.
- b. Account names should not include any insulting, derogatory or otherwise inappropriate words or phrases.
- c. If two players with identical account names are entering the same competition at approximately the same time, then the players should work together with the competition organizer to find a compromise. If no compromise can be found, then the account name shall be disallowed for both players, and both shall be required to select a new account name that conforms with these guidelines.
- d. Riot reserves the right to deny or revoke the use of an account name for any reason.

#### **5. Sponsorships**

- a. Participants may sign sponsorship deals with brands and companies, and represent those sponsors while participating in TFT competitions as long as they are otherwise in compliance with the rules and restrictions set forth in this section..
- b. Restrictions

- i. Participants are prohibited from being sponsored by any brand whose business falls within the Globally Prohibited Sponsorship Categories:

Globally Prohibited Sponsorship Categories

- Any Other Video Game, Other Video Game developer, or publisher
- Any video game consoles
- Any esports or Other Video Game competition, league, or event
- Any other esports team, owner, or affiliate thereof
- Any prescription drugs
- Firearms, ammunition or firearm accessories
- Pornography or pornographic products
- Tobacco products or paraphernalia
- Betting or gambling providers, and related companies (bookmakers and betting sites)
- 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 Terms of Service
- Fantasy esports operators (including daily fantasy)
- 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)
- Cryptocurrencies, or any other unregulated financial instruments or markets

c. Apparel

- i. Players may wear apparel with multiple logos, patches or promotional language. Riot reserves the right at all times to impose a ban on objectionable or offensive apparel that:

1. Contains any false, unsubstantiated, or unwarranted claims for any product or service, or testimonials, that Riot, in its sole and absolute discretion, considers inappropriate.
  2. Advertises any brand whose business falls within the Globally Prohibited Sponsorship Categories.
  3. Contains any material constituting or relating to any activities which are illegal in any Riot region, including but not limited to, a lottery or an enterprise, service or product that abets, assists or promotes gambling.
  4. Contains any material that is defamatory, obscene, profane, vulgar, repulsive or offensive, or that describes or depicts any internal bodily functions or symptomatic results of internal conditions, or refers to matters which are not considered socially acceptable topics.
  5. Contains any trademark, copyrighted material or other element of intellectual property that is used without the owner's consent or that may give rise to, or subject Riot or its affiliates to, any claim of infringement, misappropriation, or other form of unfair competition.
  6. Disparages or libels any opposing player or any other person, entity or product.
  7. Riot reserves the right to refuse entry or continued participation in the match to any player who does not comply with the aforementioned apparel rules.
- d. Professional Teams
- i. Players may sign contracts to represent “professional esports teams” or other esports organizations. This will be treated as any other player sponsorship and must adhere to the sponsorship guidelines and restrictions set forth in this section.

## 6. Player Conduct Rules

- a. The following rules apply to all participants in TFT competitions. Participants are responsible for reviewing and understanding the rules.
- b. Competitive Integrity
  - i. Players are expected to play at their best at all times within any Riot game, and to avoid any behavior inconsistent with the principles of good sportsmanship, honesty, or fair play.

- c. Unfair Play
  - i. Players are prohibited from engaging in any behaviors that constitute unfair play, as defined herein.
  - ii. Collusion
    - 1. Collusion is defined as any agreement among two (2) or more players to disadvantage opposing players. This includes behavior among players who are part of the same esports organization or otherwise affiliated outside of the competition. Collusion includes, but is not limited to, acts such as:
      - a. Soft play, which is defined as any agreement among two (2) or more players to not damage, impede or otherwise play to a reasonable standard of competition in a game.
      - b. Pre-arranging to split prize money and/or any other form of compensation (except as otherwise permitted under the rules of the competition).
      - c. Sending or receiving signals, electronic or otherwise, from a confederate to/from a player.
  - iii. Hacking
    - 1. Hacking is defined as any modification of the League of Legends game client by any player, or person acting on behalf of a player.
  - iv. Exploiting
    - 1. Exploiting is defined as intentionally using any in-game bug to seek an advantage. Exploiting includes, but is not limited to, acts such as: glitches in buying items, glitches in Champion ability performance, or any other game function that, in the sole determination of Riot officials, is not functioning as intended.
  - v. Spectator Monitors
    - 1. Looking at or attempting to look at spectator monitors.
  - vi. Ringing
    - 1. Playing under another player's account or soliciting, inducing, encouraging or directing someone else to play under another player's account. Additionally, a player may not have others provide advice to them during tournament play.



- vii. Association with Gambling
  - 1. No player or Riot official may take part, either directly or indirectly, in betting or gambling on any results of any TFT game, match or competition.
- viii. Match-Fixing
  - 1. No player may offer, agree, conspire, or attempt to influence the outcome of a game or match by any means that are prohibited by law or this Global Player Policy.
- ix. Gifts
  - 1. No player may accept any gift, reward or compensation for services promised, rendered, or to be rendered in connection with competitive play of the game, including services related to defeating or attempting to defeat a competing player or services designed to throw or fix a match or game. The sole exception to this rule shall be in the case of performance-based compensation paid to a player by a team's official sponsor or owner.
- x. Unauthorized Devices
  - 1. The use of any kind of cheating device and/or cheat program.
  - 2. Add-Ons
    - a. Add-ons are not considered a cheating device and may be used in online tournaments unless prohibited by the specific rules of that tournament.
- xi. Intentional Disconnection
  - 1. An intentional disconnection without a proper and explicitly-stated reason.
- xii. Unsportsmanlike Conduct
  - 1. Any other further act, failure to act, or behavior which undermines the competitive integrity of the competition or otherwise violates this Global Player Policy and/or the standards of integrity established by Riot for competitive game play.
- d. Unprofessional Behavior
  - i. Hostility
    - 1. Profanity and Hate Speech

- a. A player may not use language that is obscene, foul, vulgar, insulting, threatening, abusive, libelous, slanderous, defamatory or otherwise offensive or objectionable; or promote or incite hatred or discriminatory conduct, in or near the match area, at any time. A player may not use any facilities, services or equipment provided or made available by Riot or its contractors to post, transmit, disseminate or otherwise make available any such prohibited communications.
2. Disruptive Behavior / Insults
  - a. A player may not take any action or perform any gesture directed at an opposing player, fan, or official, or incite any other individual(s) to do the same, which is insulting, mocking, disruptive, or antagonistic.
3. Abusive Behavior
  - a. Abuse of Riot officials, opposing players, or audience members will not be tolerated. Repeated etiquette violations, including but not limited to touching another player's computer, body or property will result in penalties. Players and their guests (if any) must treat all individuals attending a match with respect.
4. Harassment
  - a. Harassment is forbidden. Harassment is defined as systematic, hostile and repeated acts taking place over a considerable period of time, or a singular egregious instance, which is/are intended to isolate or ostracize a person and/or affect the dignity of the person.
5. Sexual Harassment
  - a. Sexual harassment is forbidden. Sexual harassment is defined as unwelcome sexual advances. The assessment is based on whether a reasonable person would regard the conduct as undesirable or offensive. There is zero tolerance for any sexual threats/coercion or the promise of advantages in exchange for sexual favors.
6. Discrimination and Denigration

- a. Players may not offend the dignity or integrity of a country, private person or group of people through contemptuous, discriminatory or denigrating words or actions on account of race, skin color, ethnic, national or social origin, gender, language, religion, political opinion or any other opinion, financial status, birth or any other status, sexual orientation or any other reason.
7. Disparaging Remarks
  - a. Players may not give, make, issue, authorize or endorse any statement designed to undermine the perception of a competition or competition officials, or have any other effect prejudicial or detrimental to the best interest of Riot Games or its affiliates, or TFT, as determined in the sole and absolute discretion of Riot.
8. Criminal Activity
  - a. A player may not engage in any activity which is prohibited by common law, statute, or treaty and which leads to or may be reasonably deemed likely to lead to conviction in any court of competent jurisdiction.
9. Moral Turpitude
  - a. A player may not engage in any activity which is deemed by Riot to be immoral, disgraceful, or contrary to conventional standards of proper ethical behavior.
- ii. Operational Misconduct
  1. Studio Interference
    - a. For live events, no player may touch or otherwise interfere with lights, cameras or other studio equipment. Players may not stand on chairs, tables or other studio equipment. Players must follow all instructions of Riot studio personnel.
  2. Unauthorized Communications
    - a. For live events, all mobile phones, tablets and other voice-enabled and/or “ringing” electronic devices must be removed from the play area before the game. Players may not

text/email or use social media while in the match area.

3. Identity Concealment

- a. A player may not attempt to conceal his or her identity from Riot officials. Riot officials may instruct players to remove any material that inhibits the identification of players or is a distraction to other players or Riot officials.

4. Confidentiality

- a. A player may not disclose any confidential information provided by Riot or any affiliate of Riot Games, by any method of communication, including all social media channels.

5. Non-Compliance

- a. No player may refuse or fail to apply the instructions or decisions of Riot officials.

6. Document or Miscellaneous Requests

- a. Documentation or other reasonable items may be required at various times throughout a competition as requested by Riot officials. If the documentation is not completed to the standards set by Riot then a player may be subject to penalties. Penalties may be imposed if the items or documentation requested are not received and/or completed at the required time or does not meet the standards set by Riot.

**7. Subjection to Penalty and Investigation**

a. Violations

- i. If Riot determines that a player has violated this Global Player Policy, the TFT Community Guidelines, the Terms of Service, or other rules of TFT, Riot may issue competitive penalties as set forth below. If a Riot official contacts a player to discuss the investigation, the player is obligated to tell the truth. If a player withholds information or misleads a Riot official, creating an obstruction of the investigation then the player is subject to punishment.

b. Penalties

- i. Upon discovery of any Player committing any violations of the rules listed above, Riot may issue the following penalties:
  - 1. Verbal Warning(s)

2. Fine(s) and/or Prize Forfeiture(s)
  3. Game Forfeiture(s)
  4. Match Forfeiture(s)
  5. Suspension(s)
  6. Disqualification(s)
  7. Any combination of the above
- ii. Standard penalties are set forth in the Global Penalty Index. Riot reserves the right to modify or exceed the penalties set forth in the GPI in its sole discretion. For an English version of the Global Penalty Index, [see this link](#).
- c. Right to Publish
    - i. Riot has the right to publish a declaration stating that a player has been penalized and to maintain a public record of suspended players.

## 8. Spirit of the Rules

- a. Finality of Decisions
  - i. Unless expressly prohibited under regional law, all decisions regarding the interpretation of these rules, player eligibility, and penalties for misconduct, lie solely with Riot, the decisions of which are final. Riot decisions with respect to this Global Player Policy cannot be appealed and shall not give rise to any claim for monetary damages or any other legal or equitable remedy.
- b. Rule Changes
  - i. This Global Player Policy may be amended, modified or supplemented by Riot, from time to time, in order to ensure fair play and the integrity of TFT competition.
- c. Best Interests of Riot Games
  - i. Riot officials at all times may act with the necessary authority to preserve the best interests of the Riot Games. This power is not constrained by the lack of any specific language in this document. Riot officials may use any form of punitive actions at their disposal against any entity whose conduct is not within the confines of the best interests of Riot Games.

