



Teamfight Tactics - Global Esports

TFT Pro Circuit & Regional Finals Rules

Global Player Policy

1. Introduction

- 1.1. 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.
- 1.2. Tournament organizers may establish tournament-specific rules (e.g., competition formats, prize awards) to supplement this Global Player Policy. Should there be a discrepancy between tournament-specific rules and the Global Player Policy, the Global Player Policy will always prevail.

2. Applicability of Policy

- 2.1. The terms contained in this Global Player Policy apply to TFT Competitions in all regions.
- 2.2. Participation in any TFT competition is subject to this Global Player Policy, our Legal Jibber Jabber, the Esports Global Code of Conduct, and our Terms of Service.
- 2.3. Failure to adhere to this Global Player Policy is subject to game or match forfeitures, disqualifications from competitions, prize forfeitures, and other disciplinary action.
- 2.4. This English language version of this Global Player Policy will supersede any translation.
- 2.5. Riot reserves the right in its sole discretion and at any time to update or modify this Global Player Policy.

3. Player Eligibility

3.1. Residency

3.1.1. Players may not participate in any competition if doing so would violate local law.

3.1.2. 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.

3.1.3. 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.

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

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

- USA, Canada

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

- 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

3.1.4.3. Brazil. The Brazil region consists of the following countries and territories:

- Brazil

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

- 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)

3.1.4.5. CIS. The CIS region consists of the following countries and territories:

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

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

- 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.

3.1.4.7. Turkey. The Turkey region consists of the following countries and territories:

- Turkey

- 3.1.4.8. Oceania.** The Oceania (OCE) region consists of the following countries and territories:
- Australia, New Zealand, Guam, New Caledonia, French Polynesia, Fiji, Northern Mariana Islands.
- 3.1.4.9. South Korea.** The South Korea region consists of the following countries and territories:
- South Korea
- 3.1.4.10. South East Asia.** The South East Asia region consists of the following countries and territories:
- Chinese Taipei, Hong Kong, Indonesia, Macau, Malaysia, Philippines, Singapore, Thailand, Vietnam.
- 3.1.4.11. China.** The China region consists of the following countries and territories:
- China
- 3.1.4.12. Japan.** The Japan region consists of the following countries and territories:
- Japan
- 3.1.4.13. Other countries or territories.** 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.
- 3.1.5. Joint Regions.** 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.

- 3.1.5.1. 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.

3.1.6. Proof of Residency

- 3.1.6.1. 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).
 - 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.
- 3.1.6.2. Riot may, at its discretion, establish additional or alternative regional processes for proving residency.

3.2. Minimum Age

- 3.2.1. The minimum age to participate in TFT competition is determined at the regional level and subject to BOTH of the following:
 - 3.2.1.1. The minimum age to participate may not be younger than 13 years of age; AND
 - 3.2.1.2. The minimum age to participate may not be younger than the Game Rating requisite age for TFT in that region.

- 3.2.2. All players who are younger than the age of majority in their region must receive parental permission to participate in a TFT competition.

3.3. Ineligible Players.

- 3.3.1. 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.
- 3.3.2. 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.
- 3.3.3. Players who are subject to an active competitive ban in any Riot esports are not eligible to compete in sanctioned TFT competitions.

3.4. Additional Rules.

- 3.4.1. 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

- 4.1. A player must only use one account during a competition.
- 4.2. Account names should not include any insulting, derogatory or otherwise inappropriate words or phrases.
- 4.3. 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.
- 4.4. Riot reserves the right to deny or revoke the use of an account name for any reason.

5. Sponsorships

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.

5.1. Restrictions

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

Globally Prohibited Sponsorship Categories

- Any non-Riot video game, video game developer or publisher;
- Any video game consoles;
- Any non-Riot esports, 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;
- Firearms, ammunition, or other weapons, and peripherals thereof;
- Pornography, pornographic products, and other adult content or platforms;
- 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;
- Products that contain non-psychoactive cannabis-derived compounds, including cannabidiol (CBD);
- 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;
- Cryptocurrencies, or any other unregulated financial instruments or markets;
- Cryptocurrency exchanges;
- NFTs;
- Blockchain technology companies;
- 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);
- Businesses engaged in offering Contracts for Difference (CFD) trading, or similar trading on margin products;
- Any other esports team, owner, or affiliate thereof;
- Government entities (including any government agency or government funded business).

5.2. Compliance with TFT Activations. Players are prohibited from covering, blocking or removing any TFT Sponsor activation or markings at any TFT

event. All players are required to participate in TFT Sponsor activations, including acceptance of any awards or participation in any ceremonies in the manner reasonably directed by Riot. In connection with such acceptance or participation, players may be photographed in connection with TFT Sponsor logos or markings, but will not be required to directly interact with any TFT Sponsor product (for example, if Riot attaches a TFT Sponsor to an award, such as “Player of the Game” or “Event MVP”, Riot may require the recipient(s) of the award to accept a branded item from the TFT Sponsor (such as car keys) but will not require the recipient(s) to directly interact with the underlying sponsored product (such as getting in or driving the car)).

5.3. Apparel

5.3.1. Riot reserves the right at all times to impose a ban on objectionable or offensive apparel including but not limited to apparel that:

5.3.1.1. Contains any false, unsubstantiated, or unwarranted claims for any product or service, or testimonials, that Riot, in its sole and absolute discretion, considers inappropriate.

5.3.1.2. Advertises any brand whose business falls within the Globally Prohibited Sponsorship Categories.

5.3.1.3. 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.

5.3.1.4. 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.

- 5.3.1.5. 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.
- 5.3.1.6. Disparages or libels any opposing player or any other person, entity or product.
- 5.3.1.7. 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.

5.4. Professional Teams

- 5.4.1. 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

6.1. Code of Conduct

- 6.1.1. Players are required to comply with the Riot Games Esports Global Code of Conduct, incorporated herein by reference. In the event of conflict between this Global Player Policy and the Riot Games Esports Global Code of Conduct, Riot shall determine which policy applies (in its sole discretion).

6.2. Competition Conduct

- 6.2.1. **Collusion.** Collusion is prohibited. Collusion is defined as any agreement among two (2) or more players to disadvantage opposing players. Collusion includes, but is not limited to, acts such as:

- 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.
- Pre-arranging to split prize money and/or any other form of compensation.
- Sending or receiving signals, electronic or otherwise, from a confederate to/from a player.
- Deliberately losing a game for compensation, or for any other reason, or attempting to induce another player to do so.

6.2.2. Identity. A player may not cover his or her face or attempt to conceal his or her identity from Riot officials. Riot officials must be able to distinguish the identity of each player at all times and may instruct players to remove any material that inhibits the identification of players or is a distraction to other players or Riot officials.

6.3. Unprofessional Behavior

6.3.1. Statements Regarding Riot Games and TFT. Players may not give, make, issue, authorize or endorse any statement or action having, or designed to have, an effect prejudicial or detrimental to the best interest Riot Games or its affiliates, or TFT, as determined in the sole and absolute discretion of Riot.

6.3.2. Player Behavior Investigation. If Riot determines that a Player has violated the Summoner's Code, the TFT Terms of Service, the Riot Games Esports Global Code of Conduct, or other rules of TFT, Riot officials may assign penalties at their sole discretion. 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.

6.3.3. Document or Other Requests. Documentation or other reasonable items may be required at various times as requested by Riot officials. If the documentation is not completed to the standards set by Riot then the 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.

6.4. Subjection to Penalty

Any person found to have engaged in or attempted to engage in any act that Riot believes, in its sole and absolute discretion, constitutes unfair play will be subject to penalty according to the Riot Games Esports Global Code of Conduct, this Global Player Policy, and any other applicable rules. The nature and extent of the penalties imposed due to such acts shall be in the sole and absolute discretion of Riot.

6.5. Penalties

Upon discovery of any Player committing any violations of the rules, Riot may without limitation of its authority under Section 6.4, issue the following penalties:

- Verbal Warning(s)
- Fine(s) and/or Prize Forfeiture(s)
- Game Forfeiture(s)
- Match Forfeiture(s)
- Suspension(s)
- Disqualification(s)

Repeated infractions are subject to escalating penalties, up to, and including, disqualification from future participation in Riot events. It should be noted that penalties may not always be imposed in a successive manner. Riot, in its sole discretion, for example, can disqualify a player for a first offense if the action of said player is deemed egregious enough to be worthy of disqualification by Riot officials. Standard penalties may be provided from time-to-time in the form of

a Global Penalty Index. Riot reserves the right to modify or exceed the penalties set forth in the GPI in its sole discretion.

6.6. Right to Publish

Riot shall have the right to publish a declaration stating that a Player has been penalized. Any Players which may be referenced in such declaration hereby waive any right of legal action against Riot Games, Inc., and/or any of their parents, subsidiaries, affiliates, employees, agents, or contractors.

7. Spirit of the Rules

7.1. Finality of Decisions

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.

7.2. Rule Changes

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.

7.3. Language Differences

These Rules may be presented in a variety of languages to the competitors of the event. In any scenario in which the translation of these rules creates a conflict, the English version of this ruleset will prevail.

7.4. Best Interests of Riot Games

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.

TFT Pro Circuit & Regional Finals Rulebook

All Riot Games Global Player Policy rules apply to the TFT Pro Circuit and Regional Finals Tournament Series, as well as the additional rules and regulations set out below.

The English language version of these rules supersedes any other translations.

All players who participate in the TFT Pro Circuit and Regional Finals Tournament Series are automatically under the jurisdiction of the Global Player Policy, the Esports Code of Conduct, and the Riot Games Terms of Service.

1. General Terms

- 1.1. **Game.** An instance of competition on Teamfight Tactics that is played until a winner is determined by being the last remaining player alive.
- 1.2. **Match.** A set of games that is played where players with the most points will win the match to advance to the next round of the tournament.

2. Eligibility

2.1. Client Accounts

Players will have Tournament Realm login credentials provided for them by the TPC officials. It is the players' responsibility to configure their account to their preferences. The account's Summoner Name must be set only to the player's official tournament handle, as approved by the TPC officials.

2.2. Attendance

Players in the TPC Roster are required to attend all TFT Pro Circuit & Regional Final events on-time at the time set by tournament officials. Failure to attend a TFT Pro Circuit event without prior approval may result in a player being removed from the TFT Pro Circuit roster.

3. Competition Format

3.1. TFT Pro Circuit (TPC)

3.1.1. Description. The TFT Pro Circuit will be three 32 player competitions, each with a total of 12 games across the first two days and a maximum of 8 games on the final day. Players will be split into pools of 8 players prior to each game. Players will advance based upon the points they earn throughout each match. A detailed description of each day provided below:

3.1.1.1. Day 1 Format

- 32 Players will be split into 4 groups of eight and will compete in a total of 6 games. The top 24 point earners will advance to Day 2.
- Players will be snake seeded into their groups based on the tournament's initial seeding (see table below for snake seeding)
 - TPC1 players are initially seeded based on their K.O. Coliseum Regional Finals placement.
 - TPC2 players are initially seeded based on their current Pro Points ranking with 4 players from each region represented in each lobby.
 - Referring to the table below, the "Home Region" (I.E. APAC players in the TPC2 APAC Home Cup) will be seeds 1 to 16, while the "Away Region" will be seeds 17 to 32.
 - TPC3 players are initially seeded based on their current Pro Points ranking.
- When snake seeding, players are placed into lobbies based on the table below:

Lobby A	Lobby B	Lobby C	Lobby D
Seed 1	Seed 2	Seed 3	Seed 4

Seed 8	Seed 7	Seed 6	Seed 5
Seed 9	Seed 10	Seed 11	Seed 12
Seed 16	Seed 15	Seed 14	Seed 13
Seed 17	Seed 18	Seed 19	Seed 20
Seed 24	Seed 23	Seed 22	Seed 21
Seed 25	Seed 26	Seed 27	Seed 28
Seed 32	Seed 31	Seed 30	Seed 29

- Lobbies will be reseeded based on their current placement in the tournament after games 2 and 4 using the table above.

3.1.1.2. Day 2 Format

- The 24 remaining Players will compete in 2 games with points from previous games carrying over. The bottom 8 are eliminated. Players are initially snake seeded based on their placement in Day 1:

Lobby A	Lobby B	Lobby C
Seed 1	Seed 2	Seed 3
Seed 6	Seed 5	Seed 4
Seed 7	Seed 8	Seed 9
Seed 12	Seed 11	Seed 10
Seed 13	Seed 14	Seed 15
Seed 18	Seed 17	Seed 16
Seed 19	Seed 20	Seed 21
Seed 24	Seed 23	Seed 22

- The 16 remaining Players will compete in 2 games with points from previous games carrying over. The bottom 4

Players are eliminated, while the top 4 Players advance to Day 3 and lock in their placements for the purposes of Pro Points. Players are snake seeded based on their placement in the tournament:

Lobby A	Lobby B
Seed 1	Seed 2
Seed 4	Seed 3
Seed 5	Seed 6
Seed 8	Seed 7
Seed 9	Seed 10
Seed 12	Seed 11
Seed 13	Seed 14
Seed 16	Seed 15

- The 8 remaining players will compete in 2 games with points from previous games carrying over. The top 4 advance to Day 3, while the bottom 4 are eliminated.

3.1.1.3. Day 3 Format

3.1.1.3.1. Points are reset.

3.1.1.3.2. The remaining 8 Players will play in a checkmate format.

3.1.1.3.3. Once a player has achieved 20 points on Day 3, they put the rest of the lobby in “check”.

3.1.1.3.4. When a player has put the lobby in “check” they must win a game to win the tournament.

3.1.1.3.5. Multiple players can have the lobby in “check” at the same time.

- If no player in "check" has won after 8 games, then the player with the most total points wins the tournament.

3.1.1.3.6. Once a player has won, the rest of the players are sorted by Day 3 points to determine their finishing position in the tournament.

3.1.1.4. TPC2 Format

3.1.1.4.1. TPC2 will have mixed player pools and is split into 4 TPC events:

- AMER Home Cup - 16 Americas players, 16 EMEA players
- APAC Home Cup - 16 APAC players, 16 China players
- China Home Cup - 16 China players, 16 APAC players
- EMEA Home Cup - 16 EMEA players, 16 Americas players

3.1.1.4.2. Player lists will be determined by a snake draft: One draft between Americas and EMEA Home Cups, and one draft between China and APAC Home Cups.

- The winner of TPC1 will be first pick for their region. The first pick between the two regions' Home Cups will be determined randomly at the time of the draft.
- After TPC1 winners have drafted a player, the next player to choose a player for their designated Home Cup will be the player that was just drafted. This process repeats until all players have been drafted.
- Players must always draft a player from outside of their region (I.E. The TPC1 APAC winner will begin the draft by choosing a player from China, who will then choose a player from APAC once it is their turn)

3.2. Regional Finals

3.2.1. Tournament Stages

3.2.1.1. The Regional Finals is broken up into four tournament stages - Play-Ins, Week 1, Week 2, and Finals. Points earned from games always reset between tournament stages, but not during.

3.2.2. Play-Ins

3.2.2.1. 16 Players

3.2.2.1.1. 29th-32nd in Pro Points from TFT Pro Circuit

3.2.2.1.2. 9th and 10th from Tactician's Cup I

3.2.2.1.3. 9th and 10th from Tactician's Cup II

3.2.2.1.4. 8 Players from Ranked Ladder (See Regional Rulebook for server breakdown)

3.2.2.2. The 16 Players will be placed into two groups based on the table below. They will play 4 games, with the top 4 advancing to Week 1, while the bottom 4 are eliminated. Players are reseeded after game 2 using snake seeding based on their tournament points.

Lobby A	Lobby B
TPC Seed 29	TPC Seed 30
TPC Seed 32	TPC Seed 31
TC I 9th Place	TC II 9th Place
TC II 10th Place	TC I 10th Place
Ladder (Random)	Ladder (Random)
Ladder (Random)	Ladder (Random)
Ladder (Random)	Ladder (Random)
Ladder (Random)	Ladder (Random)

3.2.2.3. The remaining 8 Players play 2 games. The top 4 advance to Week 1.

3.2.3. Week 1

3.2.3.1. 40 Players

3.2.3.1.1. 17th - 28th in Pro Points from TFT Pro Circuit

3.2.3.1.2. 1st - 8th in Tactician's Cup I

3.2.3.1.3. 1st - 8th in Tactician's Cup II

3.2.3.1.4. 4 Players from Ranked Ladder (See Regional Rulebook for server breakdown)

3.2.3.1.5. 8 Players from Play-Ins

3.2.3.2. The 40 Players will be placed into six groups based on the table below. They will play 6 games. The top 32 point earners advance to the next day. Players are reseeded after games 2 and 4 using snake seeding based on their tournament points.

Lobby A	Lobby B	Lobby C	Lobby D	Lobby E	Lobby F
TPC Seed 17	TPC Seed 18	TPC Seed 19	TPC Seed 20	TPC Seed 21	TPC Seed 22
TPC Seed 23	TPC Seed 24	TPC Seed 25	TPC Seed 26	TPC Seed 27	TPC Seed 28

TC I 1st Place	TC II 1st Place	TC I 2nd Place	TC II 2nd Place	TC I 3rd Place	TC II 3rd Place
TC II 6th Place	TC I 6th Place	TC II 5th Place	TC I 5th Place	TC II 4th Place	TC I 4th Place
Random	Random	Random	Random	Random	Random
Random	Random	Random	Random	Random	Random
Random	Random	Random	Random	Random	Random
Random	Random	Random	Random	Random	Random

3.2.3.3. The 32 remaining Players are snake seeded based on their tournament points and play 2 games. The top 4 Players advance to Week 2 and the bottom 4 Players are eliminated.

3.2.3.4. The 24 remaining Players are snake seeded based on their tournament points and play 2 games. The top 4 Players advance to Week 2 and the bottom 4 Players are eliminated.

3.2.3.5. The 16 remaining Players are snake seeded based on their tournament points and play 1 game. The top 4 Players advance to Week 2 and the bottom 4 Players are eliminated.

3.2.3.6. The 8 remaining Players are snake seeded based on their tournament points and play 1 game. The top 4 Players advance to Week 2 and the bottom 4 Players are eliminated.

3.2.4. Week 2

3.2.4.1. All Players competing in Week 2 qualify to the TFT Pro Circuit.

3.2.4.1.1. *In the event a player reaches Day 3 of Tactician's Crown, but did not compete in Week 2, they qualify instead of the 32nd place player of Week 2.*

3.2.4.2. 32 Players

3.2.4.2.1. 1st - 16th in TFT Pro Circuit

3.2.4.2.2. 16 Players from Week 1

3.2.4.3. Initial Lobby Draft

3.2.4.3.1. The top 4 Pro Point players are seeded into different lobbies and participate in a snake draft where they draft the players in their lobbies.

- These 4 players will draft ALL players within their lobby.
 - Draft order will be determined by Pro Points, with the #1 Pro Points earner drafting first.
- 3.2.4.4.** The 32 Players will play 6 games. The top 24 point earners advance to the next day. Players are reseeded after games 2 and 4 using snake seeding based on their tournament points.
- 3.2.4.5.** The 24 remaining Players are snake seeded based on their tournament points and play 2 games. The bottom 8 players are eliminated.
- 3.2.4.6.** The 16 remaining Players are snake seeded based on their tournament points and play 2 games. The bottom 4 Players are eliminated, while the top 4 Players advance to the Finals.
- 3.2.4.7.** The 8 remaining players play 2 games. The top 4 advance to the Finals.

3.2.5. Finals

3.2.5.1. Primary Finals Format

- 3.2.5.1.1.** 8 players compete in 6 games. Players are placed based on their points earned on the day.

3.2.5.2. Alternate Finals Format

- 3.2.5.2.1.** In the event that all 8 players present in the Finals will qualify for the Tactician's Crown, players will compete in Checkmate to become their regional champion:
- Once a player has achieved 20 points on Day 3, they put the rest of the lobby in "check".
 - When a player has put the lobby in "check" they must win a game to win the tournament.
 - Multiple players can have the lobby in "check" at the same time.
 - If no player in "check" has won after 8 games, then the player with the most total points wins the tournament.

- Once a player has won, the rest of the players are sorted by their points to determine their finishing position in the tournament.

3.3. Tiebreakers. Any players that are tied on points for any of the following - Reseeding Lobbies, End of day cut offs, final tournament position - will be differentiated in the following manner:

- Total Tournament Points
 - Does not include points earned from Games 11 & 12 of the tournament
 - Does not include points earned from Regional Finals Week 1 or Games 11 & 12 of Regional Finals Week 2
 - Only used on Day 3 of TFT Pro Circuit and Finals of Regional Finals
- Highest number of wins and Top 4s in the tournament stage (wins are counted twice).
- Highest number of placements for each position achievable in a lobby (1st, 2nd, 3rd, etc.) in the tournament stage.
- Finishing position in the most recent game in the tournament stage followed by position in each previous game (i.e. Game 5, 4, 3, etc.)
- For reseeding between lobbies, if players are unable to be differentiated by the above methods, they will be sorted randomly between the positions they are tied for.

3.4. Points

3.4.1. Tournament Point System. Points will be awarded as follows:

Placement	1	2	3	4	5	6	7	8
<i>Points</i>	8	7	6	5	4	3	2	1

3.5. Pro Points

3.5.1. Players will earn Pro Points based on their performance in each tournament stage of TPC, defined as Days 1 & 2 and Day 3 (shown in the table below)

3.5.1.1. On TPC3 Day 3, all players will receive 4 points regardless of their final placement instead of 0-10 points depending on placement.

Day 1 & 2 Placement	Points Awarded	Day 1 & 2 Placement	Points Awarded	Day 3 Placement	Points Awarded
1	32	17	16	1	10
2	31	18	15	2	7
3	30	19	14	3	6
4	29	20	13	4	5
5	28	21	12	5	3
6	27	22	11	6	2
7	26	23	10	7	1
8	25	24	9	8	0
9	24	25	7	TPC3 Day 3	<i>Points Awarded</i>
10	23	26	6	1 - 8	4
11	22	27	5		
12	21	28	4		
13	20	29	3		
14	19	30	2		
15	18	31	1		
16	17	32	0		

3.5.2. Players qualify to different stages of the Regional Finals based on their Pro Points Ranking at the end of the set.

- 3.5.2.1.** 1st - 16th: Week 2
17th - 28th: Week 1
29th - 32nd: Play-Ins

3.5.2.2. If players are tied on Pro Points the tie will be broken through the following methods:

1. Highest final placement in a TPC event during the current set.
2. Final placement in the most recent TPC event.
 - a. For the purposes of TPC3, 'Final placement' will refer to placement on Day 2. Day 3 placement will not be taken into account.

3.6. POV Streaming

- 3.6.1.** Players are required to stream their own POV of any games they play in the TFT Pro Circuit and Regional Finals.
 - 3.6.1.1.** Players must be streaming on their Riot-approved streaming account.
 - 3.6.1.2.** Players must include the following in their stream title or description:
 - 3.6.1.2.1.** #TPC in TPC1, TPC2, and TPC3
 - 3.6.1.2.2.** #TFTRegionalFinals in Regional Finals
 - 3.6.1.3.** Players must use the overlay provided by the tournament organizer before the event.
 - 3.6.1.4.** Any sponsors must comply with the rules set out in the Global Player Policy.
 - 3.6.1.5.** Players are permitted to set a 60 second delay on their stream if they wish
 - 3.6.1.6.** Any advantage from streaming, on any platform (e.g. Twitch, Discord) such as coaching during the tournament will be investigated as a breach of the sportsmanship and fair play rules.

3.7. Player Cameras / Video + Audio Feeds

- 3.7.1.** All players must be on camera for the duration of their games during the TFT Pro Circuit. The primary use of player cameras are for competitive integrity and to ensure players are at all times adhering to fair play.
 - 3.7.1.1.** Players must have one functional camera:
 - 3.7.1.1.1.** Front-facing camera (face cam) for broadcast.
 - 3.7.1.1.2.** Acceptable camera devices include PC webcams, tablets, mobile phones, or external cameras.
 - 3.7.1.2.** Player cameras may also be used for broadcast purposes and will be captured on VODs; by participating in competition, players consent to the use of their front-facing webcam feed for such purposes.
 - 3.7.1.3.** Player cameras must capture the full head and face of the player.
 - 3.7.1.4.** Players are expected to test video sharing ahead of time to avoid any possible issues during games.

- 3.7.1.5. Tournament Officials will verify that cameras show acceptable views of players and their surroundings before their games.
- 3.7.1.6. Step and Repeat imagery behind players is allowable, provided they do not interfere with the sponsorship guidelines.
 - 3.7.1.6.1. Tournament Officials may determine if background objects or images are objectionable or contain competing sponsors
- 3.7.1.7. Players must adhere to all requirements set forth in this Section 3.7. Failure to meet any of these requirements during the competition may be subject to penalty including potential disqualification.

3.8. Behavior Checks

- 3.8.1. All players participating in TFT Pro Circuit will undergo a behavior check or account vetting.
- 3.8.2. The behavior check will analyze the player's behavior record across all accounts on the TFT live servers and determine whether or not they are in line with the standards expected from players in TFT Pro Circuit.
- 3.8.3. Depending on the result of the behavior check, the player may also receive further sanctions such as warnings, suspensions and/or fines.

4. Match Process

4.1. Roles of Referees

- 4.1.1. **Responsibilities.** Referees are Riot officials who are responsible for making judgments on every match-related issue, question and situation which occurs before, during, and immediately following match play. Their oversight includes, but is not limited to:
 - Checking the player lineup before a match.
 - Checking and monitoring player peripherals and match areas.
 - Announcing the beginning of the match.
 - Ordering pause/resume during play.

- Issuing penalties in response to Rule violations during the match.
- Confirming the end of the match and its results.

4.1.2. Referee Compartment. At all times, referees shall conduct themselves in a professional manner, and shall issue rulings in an impartial manner. No passion or prejudice will be shown towards any player.

4.1.3. Finality of Judgement. If a referee makes an incorrect judgment, the judgment cannot be reversed during the match, as the decision of the referee is absolute. However, Riot officials at their discretion may evaluate the decision after the completion of the match to determine if the proper procedure was implemented to allow for a fair decision. If the proper procedure was not followed, Riot officials reserve the right to potentially invalidate the referee's decision. Riot officials will always maintain final say in all decisions set forth throughout the Riot.

4.2. Competitive Patch

The TFT Pro Circuit will always be played on the most current TFT patch. Changes to the competitive patch will be at the discretion of Riot. Any unit may be disabled at any point at the discretion of Riot officials. A list of restricted units, augments, and bugs will be provided to all players before the event.

4.3. Pre-Match Setup

4.3.1. Setup Time. Players will have designated blocks of time prior to their match time to ensure they are fully prepared. Riot officials will inform players of their scheduled setup time and duration as part of their match schedule. Riot officials may change the schedule at any time. Setup is comprised of the following:

- Connecting and calibrating peripherals.
- Ensuring proper function of web camera
- Logging into Tournament Realm
- Adjusting in-game settings.

4.3.2. Timeliness of Match Start. It is expected that players will resolve any issues with the setup process within the allotted time and that match will begin at the scheduled time. Delays due to setup problems may be permitted, at the sole discretion of Riot officials. Penalties for tardiness may be assessed at the discretion of the Riot officials.

4.3.2.1. For the first game of each day players will be given 10 minutes after the designated match time before they are subject to disqualification.

4.3.2.2. For subsequent games, players will be given 5 minutes before they are subject to disqualification.

4.3.3. Acknowledgment of Pre-Match Testing. No fewer than two minutes before the match is scheduled to begin, a Riot official will confirm with each player that their setup is complete.

4.3.4. Game Lobby Creation. Riot Officials will decide how the official game lobby will be created. Players will be directed by Riot officials to join a game lobby as soon as testing has been completed.

5. Game Rules

5.1. Definition of Terms

5.1.1. Unintentional Disconnection. A player losing connection to the game due to problems or issues with the game client, platform, network, or PC.

5.1.2. Intentional Disconnection. A player losing connection to the game due to player's actions (i.e. quitting the game). Any actions of a player which lead to a disconnection shall be deemed intentional, regardless of the actual intent of the player.

5.1.3. Server Crash. All players lose connection to a game due to an issue with a game server, Tournament Realm platform, or venue internet instability.

5.2. Stoppage of Play

If a player intentionally disconnects without notifying a Riot official or pausing, a Riot official is not required to enforce a stoppage. Players must not surrender and must allow themselves to be knocked out of the game as normal to damage.

During any pause or stoppage, players may not leave the match area unless authorized by a Riot official.

5.2.1. Directed Pause. Riot officials may order the pause of a match or execute a pause command on any player station at the sole discretion of the Riot officials, at any time.

5.2.2. Player Pause. Players may only pause a match immediately following any of the events described below, but must signal a Riot official immediately after the pause and identify the reason. Acceptable reasons include:

- An Unintentional Disconnection
- A hardware or software malfunction (e.g. monitor power or peripheral disability or game glitch)
- Physical interference with a player (e.g., fan gank or broken chair)

5.2.3. Illness, Injury or Disability. Minor Player illness, injury, or disability is not an acceptable reason for a Player pause. In the case of an underlying and/or pre-declared medical condition the Player may however inform a Riot official prior to the Match, who may then grant a pause during the Match in order to evaluate the issue and to determine whether the Player is ready, willing, and able to continue playing within a reasonable period of time, as determined by the League Official, but not to exceed a few minutes.

If a Player is showing signs or symptoms related to the COVID-19 virus, they will be subject to all procedures, as covered in the health and safety protocols provided prior to the event. If a player is rendered unable to play or continue to play because of a lack of medical clearance, the player shall forfeit the game.

5.2.4. Resuming the Game. Players are not permitted to restart the game after a pause. After clearance from a Riot official is issued and all players are notified and ready at their stations, which will be contingent on all players confirming through in-game chat or in-person that they are ready to resume play, the in-client spectator or lobby creator (which may be a player) will un-pause the game.

5.2.5. Unauthorized Pause. If a player pauses or unpauses a game for an unauthorized reason, or without permission from a Riot official, it will be considered unfair play and penalties will be applied at the discretion of Riot officials.

5.2.6. Player Communication During Stoppage of Play. For the fairness of all competing players, players are not allowed to communicate, in any fashion, with each other during a game pause. For the avoidance of doubt, players may communicate to the referee, but only when directed in order to identify and remedy the cause for the stoppage. If a pause extends long enough, referees may, at their sole discretion, allow players to talk before the game is unpaused, in order to discuss the game

conditions.

5.3. Restart Protocol

- 5.3.1. **Bug.** An error, flaw, failure or fault that produces an incorrect or unexpected result, or causes a game or hardware device to behave in unintended ways.
- 5.3.2. **Minor Bug.** A bug (including a hardware failure) that is, at worst, inconvenient to players. This may include bugs that alter game stats or gameplay mechanics in a manner that, while not optimal, can be played through if necessary.
- 5.3.3. **Play Through Bug.** A bug that does not significantly alter the competitive integrity of the game. This may mean that there are mitigation steps available for an otherwise difficult to play around bug (like restarting the game client or computer). Alternatively, this may include situations where the impact of the bug can be mitigated through other in-game functions. This category also includes bugs provided under the “inform designation” - i.e. those bugs that are provided to players in advance of games (usually unit, item, augment, or environment interactions and persistent effects) for which no remake will be offered. These effects or interactions cannot be avoided or mitigated through any means other than disabling of the offending units, skins or items and thus remakes are not available for these bugs, which must be played through.
- 5.3.4. **Unintentional Hardware Failure.** The failure of any piece of hardware, including server failure, monitor or PC failure or player peripheral failure. This does not include any hardware failure that is player induced, including the intentional damage to, or destruction of, a player peripheral, damage to the monitor or a player interfering with a PC. The determination of whether a hardware failure is unintentional is up to the sole discretion of Riot officials.
- 5.3.5. **Critical Bug.** A bug (including an Unintentional Hardware Failure) that significantly damages a player’s ability to compete in the game situation, significantly alters game stats or gameplay mechanics, or a situation in which the external environmental conditions become untenable. The determination of whether the bug has damaged a player’s ability to compete is up to the sole discretion of Riot officials.
- 5.3.6. **Verifiable Bug.** A bug or critical bug that is conclusively present and not attributable to player error. The spectator must be able to replay the instance in question and verify the bug or critical bug.

5.3.7. Terminal Situation. A bug or other circumstance that requires that a game be remade. These circumstances include (i) instances of critical bugs which cannot be remedied or avoided including unit or skin bugs that may require that such unit or skin be disabled; or (ii) any other instance in the discretion of Riot officials where the continuation of the game is untenable (including environmental concerns and catastrophic hardware failure).

5.3.8. Prompt Reporting. Once a player is aware of a bug (which, as defined, includes presumed hardware failures), the player is required to pause the game as soon as is practical through one of the methods listed below and alert Riot officials as to the bug. These methods are:

- Pausing the game through the /pause command;
- Asking a teammate to pause over audible voice communications;
- Requesting that a referee pause the game.

For the avoidance of doubt, if a player audibly requests that a referee pause the game, even if the game is not immediately paused, the player will be considered to have requested a pause as soon as is practical. In addition, it may not be practical to cause an immediate pause upon recognizing the bug if, for example, the two teams are engaged with each other. In such cases, Riot officials may determine that it was not practical to pause the game until the engagement ended.

5.3.9. Game of Record. A game where all eight players have loaded and which has progressed to a point of meaningful interaction between players. Once a game attains Game of Record (“**GOR**”) status, the period ends in which incidental restarts may be permitted and a game will be considered as “official” from that point onward. Examples of conditions which establish GOR:

- The first PVP round has started.
- A player has taken damage during the first PVP round.

5.4. Hardware Malfunction

In the case of any hardware malfunctions, Riot officials shall determine whether the hardware malfunction constitutes a minor bug (i.e. a monitor loses power and a player cannot move their units), a critical bug (i.e. a keyboard stops working, causing a player death) or a terminal situation (i.e. the game server crashes) and follow the appropriate standard above.

5.5. Post Game Process

- 5.5.1. **Results.** Riot officials will confirm and record game results.
- 5.5.2. **Tech Notes.** Players will identify any tech issues with Riot officials.
- 5.5.3. **Break Time.** Riot officials will inform players of the remaining amount of time before the next game. The standard time for transition in between games is 2 minutes. The exact time will be told to players by the referees. If all the players are not in their seats, then those players that are not in their seats can be penalized for delay of game.

5.6. Post-Match Process.

- 5.6.1. **Results.** Riot officials will confirm and record the match result.
- 5.6.2. **Next Match.** Players will be informed of their current standing in the competition, including their next scheduled match.
- 5.6.3. **Post-Match Obligations.** Players will be informed of any post-match obligations, including, but not limited to, media appearances, post-game interviews, or further discussion of any match matters immediately following the conclusion of a match.
 - 5.6.3.1. **Post-Game Interviews.** Players may be required to participate in a pre-recorded/live, post-game interview for a future official broadcast of the event.

6. Prize Distribution

6.1.1. Shurima Cup (TPC1)

Total: \$30,200 USD

Placement	Prizing	Placement	Prizing
1st	\$3,000	9th-12th	\$800
2nd	\$2,000	13th-16th	\$700
3rd	\$1,700	17th-20th	\$600
4th	\$1,500	21st-24th	\$500
5th	\$1,300	25th-28th	\$450
6th	\$1,200	29th-32nd	\$400

7th	\$1,100	
8th	\$1,000	
Additional \$ Per 1st Place (Days 1 & 2)		\$100.00

6.1.2. Bilgewater Cup (TPC2)

Total: \$30,200 USD

Placement	Prizing	Placement	Prizing
1st	\$3,000	9th-12th	\$800
2nd	\$2,000	13th-16th	\$700
3rd	\$1,700	17th-20th	\$600
4th	\$1,500	21st-24th	\$500
5th	\$1,300	25th-28th	\$450
6th	\$1,200	29th-32nd	\$400
7th	\$1,100		
8th	\$1,000		
Additional \$ Per 1st Place (Days 1 & 2)		\$100.00	

6.1.3. Noxus Cup (TPC3)

Total: \$30,200 USD

Placement	Prizing	Placement	Prizing
1st	\$3,000	9th-12th	\$800
2nd	\$2,000	13th-16th	\$700
3rd	\$1,700	17th-20th	\$600
4th	\$1,500	21st-24th	\$500
5th	\$1,300	25th-28th	\$450
6th	\$1,200	29th-32nd	\$400

7th	\$1,100	
8th	\$1,000	
Additional \$ Per 1st Place (Days 1 & 2)		\$100.00

6.1.4. Highest Pro Point Earners

The top 4 Pro Point earners at the conclusion of the set will receive additional prizing:

Total: \$3,000 USD

Placement	Prizing
1st	\$1,250
2nd	\$750
3rd	\$500
4th	\$500

6.1.5. Regional Finals

Total: \$50,000 USD

Placement	Prizing	Placement	Prizing
1st	\$14,000	9th-16th	\$600
2nd	\$6,500	17th-24th	\$500
3rd	\$5,500	25th-32nd	\$350
4th	\$4,500		
5th	\$3,000		
6th	\$2,000		
7th	\$1,600		
8th	\$1,300		

7. Tactician's Crown

7.1. Qualification

7.1.1. TFT Pro Circuit

- 7.1.1.1. Any winner of a TPC tournament will qualify to the Tactician's Crown.
- 7.1.1.2. The highest Pro Point earner in a given set will qualify to the Tactician's Crown.
- 7.1.1.3. If a player qualifies to the Tactician's Crown twice during the TFT Pro Circuit via either of the above methods, the Tactician's Crown invite will be reassigned to the Regional Finals of the qualified player.

7.1.2. TFT Regional Finals

- 7.1.2.1. The highest placing X players in the Regional Finals qualify to the Tacticians Crown. The number for each region is shown below and is subject to change due to *Article 7.1.1.3*.
 - 7.1.2.1.1. AMER: 5
 - 7.1.2.1.2. APAC: 7
 - 7.1.2.1.3. EMEA: 5

7.2. Play Location

- 7.2.1. Players may be required to play in a pre-announced venue for the Set Championship unless they have a valid reason.
 - 7.2.1.1. Approval is at the sole discretion of TFT Esports Admins & Riot.
Valid reasons include:
 - 7.2.1.1.1. Medical
 - 7.2.1.1.2. Etc
- 7.2.2. Travel & accommodation will be covered and provided by Riot.

Global Penalty Index

The following penalty schedule may be taken into consideration by the Tournament Official when rendering a decision. The penalty schedule does not exclude the competence of the Tournament Official to render decisions on a case-by-case basis in light of the particular circumstances of each case.

General or Administration Penalties				
Offense	Minimum Penalty	Max Penalty (1st Off.)	Max Penalty (2nd Off.)	Limitation Period
Conduct Unbecoming of a player (e.g. in Game Toxicity, Making an Obscene Gesture on broadcast, Etc).	Official Warning	1 tournament suspension.	1 year suspension.	12 Calendar Months
Targeted harassment, extreme misconduct	Fine (Prize Deduction) and/or 1-10 Game Suspension	Up to 3 year Suspension from TFT Esports ecosystem	Up to 3 year Suspension from TFT Esports ecosystem	36 Calendar Months
Falsifying information / ringing (eg. sending a photo of someone else, playing on behalf of another player, etc).	Fine (Prize Deduction) and/or 1-10 Game Suspension	Permanent Suspension from TFT Esports ecosystem	Permanent Suspension from TFT Esports ecosystem	36 Calendar Months
Illicit/illegal activities done on broadcast (e.g. smoking, drinking alcohol, showing prohibited goods or sponsors, etc.)	Official Warning	Fine (Prize Deduction or Prize Forfeiture) and up to 1 tournament suspension.	Fine (Prize Deduction or Prize Forfeiture) and up to 1 competitive set suspension.	12 Calendar Months

Competition Penalties				
Offense	Minimum Penalty	Max Penalty (1st Off.)	Max Penalty (2nd Off.)	Limitation Period
Unauthorized communication during the competition proper (e.g. receiving tips/coaching from external parties during a round or official match)	Official Warning	Fine (Prize Deduction) and/or Forfeit of Round (eg. no points for that round).	Fine (Prize Deduction or Prize Forfeiture) and/or Forfeit of Tournament and/or competitive suspension	End of Competitive Set
Failure to adhere to tournament regulations at a reasonable level (no check-in, no competition or broadcast camera(s), not listening to admins, dropping out of tournament without reasonable explanation)	Official Warning	Fine (Prize Deduction , up to 50% of prize)	Fine (Prize Deduction, up to 50% of prize or Prize Forfeiture) - Admin Discretion and/or Forfeit of Tournaments and/or competitive suspension	End of Competitive Set
Usage of restricted Gameplay elements (eg. in-game bugs that have been announced to be forbidden for use in the tournament)	Official Warning	Fine (Prize Deduction) and/or Forfeit of Round and/or 1 Round Suspension	Fine (Prize Deduction or Prize Forfeiture) and/or Forfeit of Tournaments and/or competitive suspension	End of Competitive Set