



Wild Rift EMEA Championship Finals

Competition Rules

(Version 1 – 5.04.2022)

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BACKGROUND AND PURPOSE

Riot Games, Inc. (“**Riot**”), the owner of the game League of Legends: Wild Rift (“**Wild Rift**”), has engaged a coalition of LVP (“**Tournament Operator**”) to operate the Wild Rift EMEA Championship Finals (“**WREC Finals**”) event in EMEA competitive region (see appendix 4), collectively the “**Region**”. Riot has delegated to the Tournament Operator the responsibility for developing these rules, which will apply to WREC Finals and all of its games, matches and tournaments that are held in the Region (“**WREC Finals Rules**”).

These WREC Finals Rules apply to and are binding on: (1) the individual (natural person), entity and/or group (“**Owners**”) who registered a team to participate in a WREC Finals event (“**Team**”), and (2) to each Team’s players, managers, coaches, owners and other representatives. A Team’s players, managers, coaches, Owners and other representatives are referred to as the “**Team Members**.”

These WREC Finals Rules are in addition to, and not in lieu of, the [Wild Rift Global Competition Policy](#) (“**Global Policy**”). In the event of a conflict between the Global Policy and these WREC Finals Rules, the provisions that are most protective of Riot (as determined by Riot in its sole discretion) will govern. Capitalized terms used herein and not otherwise defined herein shall have the meanings assigned to them in the Global Policy, unless the context shall otherwise require.

These WREC Finals Rules form a contract between a Team Member and the Tournament Operator and Riot is a third-party beneficiary of that contract.

****Each Team Member must read, understand, and agree to these WREC Finals Rules and the Global Policy before participating in any WREC Finals event.****

1. Event Structure

1.1. Definitions of Terms

1.1.1. Game

An instance of competition on the Summoner's Rift map that is played until a winner is determined by one of the following methods, whichever occurs first: (a) completion of the final objective (destruction of a nexus), (b) one Team surrendering the Game, (c) a Team forfeiting, or (d) Awarded Game Victory.

1.1.2. Match

A set of Games that is played until one Team wins a majority of the total Games (e.g., winning two Games out of three ("best-of-three" or "Bo3"); winning three Games out of five ("best-of-five" or "Bo5")). For clarity, a Match that concludes with a Team winning three Games out of five will be considered a "Bo5 Match". The winning Team will either receive a win tally in a league format or advance to the next round in a tournament format. In a "best-of-one" ("Bo1") format, the terms Game and Match may be used interchangeably.

1.2. Competitive Format

WREC Finals will have a Play-in stage, a Group stage and Playoffs.

Play-in stage:

- One Bo3 match
- Winner advances to the group stage
- Team seeding:
 - 3rd seed from WREC Last Chance Playoffs Group Europe
 - Winner of the Play-in qualification match between UOL and TAL

Group stage:

- 6 teams are divided into two groups and play in a Single Round Robin format, Bo3
- 2 teams from each group advance to Semifinals
- Group A team seeding:
 - Winner of WREC Playoffs Group Turkey
 - Winner of WREC Last Chance Playoffs Group Europe
 - Runner-up of WREC Last Chance Playoffs Group Europe
- Group B team seeding:
 - Winner of WREC Playoffs Group Europe
 - Winner of WREC Last Chance Playoffs Group Turkey
 - Winner of Play-ins

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Playoffs:

- Semifinals are played in Bo5
- Team seeding:
 - Group A winner vs Group B runner-up
 - Group A runner-up vs Group B winner
- Third-place match is played in Bo5
- Finals are played in Bo7
- Winner of WREC Finals qualifies directly into the Group stage of Wild Rift Icons Global Championship
- Second and third place qualify for the Play-in stage of Wild Rift Icons Global Championship

1.3. Competition Schedule

The event will be taking place on May 5-8.

- Day 1:
 - Play-in match
 - Three Group A matches
- Day 2:
 - Three Group B matches
- Day 3:
 - Two semifinals
- Day 4:
 - Third place match
 - Grand Finals

1.4. Prizes

Prizing rules and policies are governed in the Wild Rift Esports - Global Competition Policy and can be found [HERE](#).

1.4.1. Prize Money

The total prize pool for WREC Finals is 208,000 EUR and the breakdown is as follows:

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WREC Finals	208.000,00€
Top 1	94.000,00€
Top 2	45.000,00€
Top 3	24.000,00€
Top 4	20.000,00€
Top 5/6	10.000,00€
Top 5/6	10.000,00€
Top 7 (Play-in loser)	5.000,00€

1.5. Tiebreakers

1.5.1. Tiebreaker Timing

Tiebreaker games will be played immediately following the final game of the Group Stage for the respective group.

1.5.2. Three-way Tie

If three Teams are tied, the head-to-head record of all teams involved in the tie against all other teams involved in the tiebreaker will be considered:

- Each team in the tiebreaker has a combined record of 1-1 against each of the other teams in the tie. In this case, the teams with the highest total game victory time (i.e. the two slowest teams) will play one tiebreaker game with side selection going to the team with the lower total game victory time. The loser of that game will be awarded the lowest standing being decided by the tiebreaker and the winner of that game will play a single tiebreaker game against the team with the lowest total game victory time with side selection going to the team with the lower total game victory time. The winner of that second tiebreaker game will be awarded the highest standing being decided by the tiebreaker, and the loser of the game will be awarded the remaining standing.

2. Team Member Eligibility

2.1. Player Age

No Player shall be considered eligible to participate in any Wild Rift Esports event before his, her, or their 16th birthday, defined as having lived 16 full years.

2.2. Multiple Teams

Players may not play for and/or contract with more than one Team at a time. If a player enters such an arrangement or contract, Tournament Officials reserve the right to bar the player from playing any future matches until the situation has been resolved and the player is in compliance with the requirements in this Section.

2.3. Resident Defined

A Player is considered a “Resident” if the Player is either (i) a citizen, lawful permanent resident, or the holder of other special status (e.g., refugee or asylum status) in Albania, Algeria, Andorra, Armenia, Austria, Azerbaijan, Bahrain, Belarus, Belgium, Bosnia and Herzegovina, Bulgaria, Croatia, Cyprus, Czechia, Denmark, Egypt, Estonia, Finland, France, Georgia, Germany, Greece, Holy See (the), Hungary, Iceland, Iraq, Ireland, Israel, Italy, Jordan, Kazakhstan, Kosovo, Kuwait, Kyrgyzstan, Latvia, Lebanon, Libya, Liechtenstein, Lithuania, Luxembourg, Malta, Moldova, Monaco, Montenegro, Morocco, Netherlands, North Macedonia, Norway, Oman, Palestine, Poland, Portugal, Qatar, Romania, Russia, San Marino, Saudi Arabia, Serbia, Slovakia, Slovenia, Spain, Sweden, Switzerland, Tajikistan, Tunisia, Turkey, Turkmenistan, Ukraine, United Arab Emirates, United Kingdom, Uzbekistan, collectively the “Region”, based upon the legal status in the Region.

2.4. Proof of Residency

In order to be certified as a Resident, Players must prove lawful permanent residency in the Region.

2.5. Single Residency Status

A Player may only be a Resident of a single region at any point in time, regardless of whether that player has lawful resident status in multiple Regions. Any player who relocates to a new region, will remain a resident of his, her, or their prior region until the one-year anniversary of their relocation.

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2.6. No Riot Employees

Team Members may not be employees of Riot Games Inc. (“RGI”), or any of their respective affiliates at the start of or at any point during WREC Finals. “Affiliate” is defined as any person or other entity which owns or controls, is under the ownership or control of, or is under common ownership or control with, an owner. “Control” shall mean the power, through any means, to determine the policies or management of an entity, whether through the power to elect, appoint or approve, directly or indirectly, the directors, officers, managers or trustees of such entity or otherwise.

3. Roster Rules

ALL PLAYERS MUST SIGN THE RIOT PLAYER RELEASE FORM. Any player that does not sign this form at least 24 hours before the start of competition will not be eligible.

3.1. Starting Lineups

For each Match in a WREC Finals event, the Team must designate five (5) Starters which shall constitute the Team’s “Starting Roster.” Rosters are considered public at the submission deadline. At this time, two (2) Substitute Players may also be designated as eligible to replace a Starter in the event the Starting Player is unable to compete or at Team discretion before each Game.

3.2. Roster Lock

Teams participating in WREC Finals may not add or drop players from their roster at any point between qualification and the end of the Team’s competition in the qualified event, unless approved in writing by a Riot representative. Teams must have at least one substitute. This substitute may be the team’s coach.

3.3. Interregional Movement Policy Roster Restrictions

Teams must have at least three of the players on its Starting Roster be Residents of the Team’s home Region as defined in Section 2 of the Global Policy.

3.4. Emergency Substitutions

In the event of an emergency at any point during a Match, a Team will be given time to produce an eligible Substitute. If a replacement cannot be found then the Team will forfeit. Tournament Officials, in conjunction with Riot Games, will determine if an incident qualifies as an emergency.

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Tournament Officials may require proof of emergency from the Team. Any substitute must be a member of the Team roster.

3.5. Coaches

Teams may have one coach. If a Team has a Coach, then that Coach may be present for the pick/ban phase of every Game in which the Team participates.

4. Player Equipment

Player equipment rules and policies are governed in the Wild Rift Esports - Global Competition Policy and can be found [HERE](#).

5. Venue and Competition Area Layout

5.1. General Venue Access

Access for tournament teams to the restricted areas of venues for official tournament matches is restricted to Team Members only, unless otherwise approved, in advance, by tournament officials. Permission to attend tournament matches is solely at the discretion of the tournament.

Venue access is restricted at all times. The only time any Team Member may access the venue is when they are required to be present by tournament officials.

Entrance to the venue is contingent on following the Event Safety Protocol, including passing a temperature check on the way into the venue. In the event that anyone's temperature measures higher than 37.3 °C, they will be required to follow the procedure outlined in the Event Safety Protocol before entering the venue.

5.2. Match Area

The "match area" is comprised of the area immediately surrounding any competition devices used during match play. During match play, presence of Team Members in the match area is restricted solely to the Starters of the teams in play.

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5.2.1. Team Coach

The designated head coach must be in the match area during the match prep process and during the pick/ban phase, but must leave at the conclusion of the pick/ban phase and may not return until after the end of the match.

5.2.2. Team Managers

Managers may be in the match area during the match prep process, but must leave prior to the pick/ban phase and may not return until after the end of the match.

5.2.3. Wireless Devices

Wireless devices, including personal mobile phones and tablets, are not allowed in the match area while the players are involved in active play, including during pick/ban phase, pauses, remakes, and between games of multi-game matches. tournament officials will collect such devices from players in the match area and return them after the end of the match, and the players may be subject to penalties at the officials' discretion.

5.2.4. Food and Drink Restrictions

No food is allowed in the match areas. Drinks are permitted in the match area only in Riot-provided re-sealable containers. Tournament officials will provide such containers to players upon request.

5.3. Warm-up Area

The warm-up area (which also may be referred to as a "Huddle Room") will contain mobile phones designated by the tournament specifically for players to practice on before their official matches begin. The warm-up area is reserved for Team Members only and access will be provided by tournament officials at their discretion.

5.4. Other Team Member Areas

Other Team Member Areas are areas within the venue, as defined by tournament officials from time to time, designed to allow players to relax and socialize in locations separate from the match area. Access to these areas is limited to Team Members, unless specific permission is otherwise granted by tournament officials.

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5.5. Restrictions

5.5.1. Ready Room

Team Members shall not leave their ready room, unless approved by tournament officials. After each game Team Members shall return directly to the ready room, unless otherwise directed by a tournament official.

5.5.2. Meals

Meals will be sent directly to the team lounge. Team Members are not allowed to leave the lounge for food and drink.

5.5.3. Visitors

No external visitors are allowed at the venue at any time.

5.5.4. Masks

Team Members must wear masks at all times when outside the ready room, except on stage.

6. Match Process

6.1. Changes to Schedule

Tournament Officials may, at their sole discretion, re-order the schedule of Matches within a given day and/or change the date of a Match to a different date or otherwise modify the schedule of Matches. In the event that the Tournament Officials modify a Match schedule, they will notify all Teams as soon as possible.

6.2. Arrival in Lobby

Players will be expected to be ready to join the Match Lobby no later than the time specified by Tournament Officials.

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6.3. Role of Referees

6.3.1. Head Referee

The “Head Referee” is a Tournament Official who is responsible for the 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 Team’s lineup before a Match.
- Checking and monitoring player peripherals and Match Areas, if applicable.
- Announcing the beginning of the Match.
- Ordering pause/resume during play.
- Issuing sanctions and disciplinary action in response to rule violations during the Match.
- Making all Match-related determinations under these WREC Finals Rules and the Global Policy, including with regard to pauses and stoppages of play.
- Confirming the end of the Match and its results.

6.3.2. Referee

“Referees” are Tournament Officials who work on behalf of the Tournament Operator and are subject to the direction, review and oversight of the Head Referee. Referees are responsible for:

- Admitting or denying access to the Match Areas, if applicable.
- Carrying out security protocols directed by the Head Referee and other Tournament Officials, and/or in support of these WREC Finals Rules or the Global Policy.
- Administering the player checklist and enforcing these WREC Finals Rules and the Global Policy, including directing players to take or refrain from taking any action.
- Communicating with players about any issues experienced, in-game and out.
- Upon request, explaining any bug exploits.

6.3.3. Finality of Judgment

All decisions regarding the interpretation of these rules, player eligibility, scheduling and staging of the event, and penalties for misconduct, lie solely with the Head Referee, the decisions of which are final. Head Referee decisions with respect to these Rules cannot be appealed and shall not give rise to any claim for monetary damages or any other legal or equitable remedy.

6.4. Competitive Patches

All Games will be played on the current patch available on the Live Service, once a sufficient testing period has occurred. Changes to the competitive patch will be at the discretion of Riot Games.

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6.4.1. New Champions

New Champions will be automatically restricted for seven days from their release on the Live patch. Example: Champion A was released on February 5, so Champion A will become eligible to be used in all Matches on February 12.

6.4.2. Additional Restrictions

Restrictions may be added at any time before or during a Match, if there are known or suspected bugs with any items, Champions, skins, runes, or Summoner spells, or for any other reason as determined at the discretion of Tournament Officials.

6.5. Pre-Match Setup

6.5.1. Player Accounts

The accounts for the competition will be provided by the Officials. The players shall confirm that they have properly prepared the accounts before each match, including but not limited to the modification of the Summoner's name, purchase of all Champions and necessary skins. In order to ensure the fairness of the competition and the smoothness of live streaming, if any player fails to complete his/her account according to the requirements due to any personal factor, the Officials will not provide extra time in the pre-match debugging phase and preparation phase.

6.5.2. Setup Time

At LAN Events, players will have designated blocks of time prior to their Match time to ensure they are fully prepared. Tournament Officials will inform players and Teams of their scheduled setup time and duration as part of their Match schedule. Tournament Officials may change the schedule at any time. Setup time is considered to have begun once players enter the Match Area, at which point they are not allowed to leave without permission of the on-site Tournament Official or Referee and accompaniment by another Tournament Official. Upon sitting at their seat, each player is required to review, verify and return the pre-match checklist to a referee within the allotted time.

6.5.2.1 Pre-Match Checklist

Please check and confirm the following:

- Confirm the commissioning of equipment is completed
- Confirm team voice, in-game sound debugging is completed
- Confirm players' ID, champions, skin integrity
- Verify that the readiness plan is configured in right way
- Verify that all in-game settings are debugged

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Please confirm checklist items are ready and return this checklist card to a referee within [3] minutes. After handing in this card, you have confirmed and accepted the above content. The content in this checklist will not be an official reason for a pause. The result of this match will not be denied or challenged due to the above problems.

6.5.3. Technical Failure of Equipment

If a player encounters any equipment problems during any phase of the setup process, player must notify a Referee or Tournament Official immediately.

6.5.4. Timelines of Match Start

It is expected that players will resolve any issues with the setup process within the allotted time and that the Match will begin at the scheduled time. Sanctions for tardiness may be assessed at the discretion of Tournament Officials.

6.5.5. Player Ready State

For LAN Events, no fewer than five minutes before the Match is scheduled to begin, a Referee will confirm with each player that their setup is complete. Once all ten players in a Match have confirmed completion of setup, players may not enter a warm-up Match.

6.5.6. Match Lobby Creation

Other than with respect to Qualifier matches, all Matches that are part of a WREC Finals event will be played in Match lobbies hosted by the Tournament Operator. Tournament Officials will decide how the official Match lobby will be created. For Online Events, Tournament Officials will notify Team Captains of official accounts that will be used to host the Match. For LAN Events, players will be directed by a Referee to join a Match lobby as soon as testing has been completed.

6.5.7. Online Matches

For Online Matches that are part of a Wild Rift Esports event, Players will be expected to complete setup, as outlined in Section 6.5.2. Setup Time, and confirm readiness at a time specified by Tournament Officials prior to each match. Players are responsible for ensuring the performance of their chosen setup, including device hardware and peripherals, internet connection, DDOS protection and power. Issues with this setup are not an acceptable reason for lateness or pausing beyond a Team's allowance.

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6.5.8. Pre-Match Obligations

Players will be informed of any pre-Match obligations, including, but not limited to, media appearances, interviews, or further discussion of any Match matters.

6.5.9. Media Obligations

Teams will be required to make available to the media for a minimum of 15 minutes at least one player who is intended to Start any Match that day. If a player has started at least 2 Matches throughout WREC Finals, the player will be required to have made him or herself available to the media at least once during the Event. A Team may not make available the same player for media for 4 consecutive Match days.

6.6. Match Setup and Play Restrictions

6.6.1. Side Selection

For all WREC Finals matches, except for the semifinals, side selection will be done at random by a Tournament Official. During semifinals the higher seed will choose a side for the first game. Side selection for all subsequent games within a match will belong to the team that lost the previous game. Teams with side choice for their respective Game (the losing Team of the previous game), will have five (5) minutes after the nexus explodes to select their side for the next Game. This will be at the same time as the substitution declaration. The coach will inform the Referee with the Team about their selection.

6.6.2. Start of Pick/Ban Process

Once all ten Players have reported to the official Game lobby, a Referee or Tournament Official will request confirmation that both Teams are ready for the pick/ban phase. Once both Teams confirm readiness, a Referee or Tournament Official will instruct the room owner to start the Game.

6.6.3. Pick/Ban Process

The Pick/Ban Process proceeds in a snake draft format as follows:

- Blue Team bans 1 Champion
- Red Team bans 1 Champion
- Blue Team bans 1 Champion
- Red Team bans 1 Champion
- Blue Team bans 1 Champion
- Red Team bans 1 Champion
- Blue Team chooses its first Champion

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- Red Team chooses its first Champion
- Red Team chooses its second Champion
- Blue Team chooses its second Champion
- Blue Team chooses its third Champion
- Red Team chooses its third Champion
- Red Team bans 1 Champion
- Blue Team bans 1 Champion
- Red Team bans 1 Champion
- Blue Team bans 1 Champion
- Red Team chooses its fourth Champion
- Blue Team chooses its fourth Champion
- Blue Team chooses its fifth Champion
- Red Team chooses its fifth Champion

6.6.4. Selection Error

In the event of an erroneously-selected Champion pick or ban, the team in error must notify a Tournament Official before the other team has locked in their next selection. The team in error must also notify the Tournament Official of their intended pick when the notification of the erroneous selection is made. If so, the process will be restarted and brought back to the point at which the error occurred so that the team in error may correct its mistake. If the next selection is locked before the team in error gives notice to a Riot Partner Operator official, the erroneous selection shall be deemed irrevocable.

6.6.5. Trading Champions

Teams must complete all champion trades before the 20-second mark during the Trading Phase. Trades that occur after the 20-second mark will be disallowed. Tournament Officials will restart the pick/ban process and proceed back to the end of the pick/ban phase, with each Player required to play the Champion they had held prior to the 20-second mark.

6.6.6. Game Start After Pick/Ban

A Game will start immediately after the pick/ban process is complete, unless otherwise stated by a Tournament Official. At this point, Teams must remove any printed materials from the Match Area, including any notes written by Team Members. Players are not allowed to quit a Game during the time between the completion of picks/bans and Game launch, also known as “Free Time.”

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6.6.7. Controlled Game Start

In the event of an error in Game start or a decision by Tournament Officials to separate the pick/ban process from Game start, a League Official may start the Game in a controlled manner and all Players will select Champions in accordance with the previous valid completed pick/ban process.

6.6.8. Slow Client Load

If a Bugspat, disconnect, or any other failure occurs which interrupts the loading process and prevents a Player from joining a Game upon Game start, the Game must be immediately paused until all ten Players are connected to the Game.

6.6.10. In-Game Dialogue

During the match, the players may not send provocative or insulting messages on the [everyone] channel, and may not send messages frequently on the [everyone] channel. Players' misoperation is not an acceptable reason.

6.7. Pauses and Crashes

6.7.1. Definition of Terms

6.7.1.1. Disconnection

A Player losing connection to the Game due to problems or issues with the Wild Rift client, platform, network, or Player hardware.

6.7.1.2. Hardware Failure

The failure of any piece of hardware, including device failure. Hardware functionality is the responsibility of the Player and will not be considered a Bug per Section 6.8.1.1.

6.7.1.3. Server Crash

All Players losing connection to a Game due to an issue with a Wild Rift server. Server Crashes may be grounds for a Game Remake or Awarded Game Victory per Section 6.8.4.1.

6.7.2. Stoppage of Play

[ONLINE] Teams with a disconnected Player may not pause the Game due to the current lack of pause functionality in Wild Rift. Teams must continue to play through with or without the disconnected Player. The Player may reconnect and continue to play the Game.

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[OFFLINE/LAN] In the event of a pause; each player must put down their phone with both hands. 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 beyond a reasonable time, as determined by tournament officials, referees may, at their sole discretion, allow teams to talk before the game is unpaused, in order to discuss the game conditions.

6.8. Game Remakes and Awarded Game Victories

6.8.1. Definitions

6.8.1.1. Bug

An error, flaw, failure or fault that produces an incorrect or unexpected result, or causes a Game to behave in unintended ways.

6.8.1.2. Minor Bug

A Bug 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. For the absence of doubt, these Bugs would not result in a remade Game.

6.8.1.3. 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 Wild Rift client or device). Alternatively, this may include situations where the impact of the Bug can be mitigated through other in-game functions. Tournament Officials will force a play through with no option of a remake.

6.8.1.4. Critical Bug

A Bug 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 Tournament Officials.

6.8.1.5. 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.

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6.8.1.6. Terminal Situation

A Bug or other circumstance that requires that a Game be remade. These circumstances include (i) instances of Critical Bugs; (ii) Bugs which cannot be remedied, including champion or skin Bugs that may require that such champion or skin be disabled; or (iii) any other instance in the discretion of Tournament Officials where the continuation of the Game is untenable (including environmental concerns and catastrophic hardware failure).

6.8.1.7. Cost

Any (i) Player character deaths; (ii) objectives (tower, dragon, herald or baron) taken that were not otherwise in progress at the game stoppage (i.e. dragon was pulled or three Players on the tower with a minion wave and no opposition); or (iii) ultimate, item or summoner spell usage where such ultimate spell at Rank 1 (regardless of the ultimate rank or cooldown at the time of the bug) or base summoner spell or item (i.e. without cooldown reductions from masteries or items) has a cooldown of 110 seconds or longer. An ultimate or summoner spell used, in the opinion of Tournament Officials, outside of normal play patterns for the purpose of triggering a Cost under this rule shall not constitute a Cost. Other factors such as vision (placed or destroyed wards), minions farmed, etc, while all carrying some value in the Game, do not rise to the level of consideration in whether to remake a game.

6.8.1.8. Prompt Reporting

Once a Player is aware of a Bug (which, as defined, includes presumed hardware failures), the Player is required to alert Tournament Officials as to the Bug. In addition, it may not be practical to immediately alert Tournament Officials upon recognizing the Bug if, for example, the two Teams are engaged with each other. In such cases, Tournament Officials may determine that it was not practical to raise an alert until the engagement ended.

6.8.1.9. Game of Record

A Game where all ten Players have loaded and which has progressed to a point of meaningful interaction between opposing Teams. 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:

- Establishing line-of-sight between players on opposing teams.
- Any attack or ability is landed on minions, jungle creeps, structures, or enemy Champions.
- Setting foot, establishing vision or targeting skillshot ability in opponent’s jungle by either Team, which includes either leaving the river or entering brush connected to enemy jungle.
- Game timer reaches thirty seconds (00:00:30).

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6.8.2. Remakes Before GOR

The following are examples of situations in which a Game may be remade if GOR has not been established:

- If a Player notices that Player's rune or GUI settings have not applied correctly due to a Bug between the Game lobby and Match, Player can pause the Game to adjust these settings. If the settings cannot be correctly adjusted, then the Game may be restarted.
- If Tournament Officials determine that technical difficulties will not allow for the Game to resume as normal (including a Team's ability to be in proper position for certain Game events, such as minion spawn).
- Any circumstance which would permit a restart after GOR.

6.8.3. Restarts after GOR

The following are examples of situations in which a Game may be restarted after GOR has been established.

- If a Game experiences a Terminal Situation at any point during the Match.
- If a Tournament Official determines that there are environmental conditions which are unfair (e.g. excessive noise, hostile weather, unacceptable safety risks).

6.8.4. Remake Procedure

6.8.4.1. Awarded Game Victory

In the event of a Terminal Situation in which Tournament Officials intend to declare a remake, Tournament Officials must first consider whether a Game victory should be awarded to a Team. Tournament Officials, in their sole discretion, may determine that a Team cannot avoid defeat (i.e. cannot come back and win the Game) to a degree of reasonable certainty. Tournament Officials may, but are not required to, use any or all of the following criteria in the determination that one Team cannot avoid defeat to a degree of reasonable certainty.

- Gold Differential. The total economy of a team is below 90,000, the economic gap between the teams is greater than 33% of the disadvantaged side.
- Remaining Turret Differential. The difference in the number of remaining turrets between the Teams is six (6) or higher.
- Respawning Player Differential. The difference in live Player characters between the Teams is at least four (4), with the remaining death timers on all dead Players being at least twenty-five (25) seconds or higher.
- Straight Up GG. At the time of technical difficulty, there is no scenario that in the opinion of League Officials, could result in anything other than the victory of one Team.

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6.8.4.2. Offering a Remake

If Tournament Officials do not award the Game victory, Tournament Officials will determine whether either or both Teams were significantly disadvantaged by the Bug, and any significantly disadvantaged Team will be offered the opportunity to remake the Game. If any significantly disadvantaged Team accepts a remake, the Game will immediately be remade as per this Section. Significant disadvantage is a prerequisite to a remake offer. In certain Terminal Situations, for example, where the server has crashed, Tournament Officials may direct a remake without offering Teams the opportunity to remake the Game.

6.8.4.3. Controlled Environment

Certain conditions may be preserved in the event of a remade Game that has not reached GOR, including, without limitation, picks/bans or Summoner spells. If, however, a Match has reached GOR, Tournament Officials shall not retain any settings.

6.8.4.4. Champion and Skin Disables

If the remake occurred due to a champion Bug, then settings no longer will be retained (including picks and bans) regardless of Game of Record status and the champion may be made ineligible for at least the remainder of the day's Matches unless the Bug can be conclusively tied to a specific Game element that can be fully removed (i.e. a skin that can be disabled).

6.8.5. Pre-Game Hardware Malfunction

During pre-game delays due to hardware malfunctions, Tournament Officials will provide for a maximum of 15 minutes for resolution. If an affected Team is unable to provide substantial evidence of imminent resolution within 15 minutes, Tournament Officials may, in their sole discretion, offer to reschedule the Game in question or forfeit an affected Team.

6.8.6. Tournament Discretion

Tournament Officials may restart any Game if Tournament Officials believe that such an action is necessary to preserve the best interests of the Tournament. This power is not constrained in any way by the lack of any specific language in these Rules. Any Game restart may be subject to consultation with and review by Riot Games.

6.9. Post-Match Process

6.9.1. Results

Tournament Officials will confirm and record the Match result.

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6.9.2. Tech Notes

Players will identify any technical issues with Tournament Officials.

6.9.3. Break Time Between Games

Tournament Officials will inform players of the remaining amount of time before the next Game in the Match, if applicable. For online events, the standard time for transition in between Games is eight (8) to ten (10) minutes from the time of the last Game's Round until players are required in their seats for the next Game. For offline events, the standard time for transition in between Games is five (5) to ten (10) minutes from the time of the last Game's Round until players are required in their seats for the next Game. The next Game, if applicable, will commence as soon as both Teams have confirmed to a Referee or Tournament Official that all players are ready to play and, at LAN Events, in their seats.

6.9.4. Break Time Between Matches

For online events, the standard time for transition in between Matches is eight (8) to ten (10) minutes from the time of the last Match's Round until players are required in their seats for the next Match. For offline events, the standard time for transition in between Matches is 10 to 15 minutes from the time of the last Match's Round until players are required in their seats for the next Match. The next Match, if applicable, will commence as soon as both Teams have confirmed to a Referee or Tournament Official that all players are ready to play and, at LAN Events, in their seats. If all the players are not ready to play and in their seats (if applicable) at the time designated to them by the Referees or Tournament Officials, the Team can be sanctioned for delay of Game.

6.9.5. Post-Match Obligations

Players will be informed of any post-Match obligations, including, but not limited to, media appearances, interviews, or further discussion of any Match matters.

6.9.6. Media Obligations

Teams will be required to make available to the media for a minimum of 15 minutes at least one player that started any Match that day. If a player has started at least 2 Matches throughout WREC Finals, the player will be required to have made him or herself available to the media at least once during the Event. A Team may not make available the same player for media for 4 consecutive Match days.

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6.9.7. Results of Forfeiture

Matches won by forfeit will be reported by the minimum score it would take for one Team to win the Match (e.g. 1-0 for best-of-1 Matches, 2-0 for best-of-three Matches, 3-0 for best-of-five Matches). No other statistics will be recorded for forfeited Matches.

7. Team Member Conduct

7.1. Intention Irrelevant

Unless expressly stated otherwise, offenses and infringements of these Policies are punishable, whether or not they were committed intentionally. Attempts to commit such offenses or infringements are also punishable.

7.2. Competition Conduct

The following actions will be considered unfair play and will be subject to penalties at the discretion of Tournament Officials.

7.2.1. Collusion

Collusion is defined as cooperation or conspiracy to cheat or deceive others. The cooperation or conspiracy can occur among Players, Teams, and/or organizations. The list of conspirators is not exhaustive. Collusion includes, but is not limited to, acts such as:

- Soft play, which is defined as any Player not adhering 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 or a Game for compensation, or for any other reason, or attempting to induce another Player to do so.

7.2.2. Match-Fixing

No Team Member may offer, agree, conspire, or attempt to influence the outcome of a Game or Match by any means that are prohibited by law or these Rules.

7.2.3. Competitive Integrity

Teams are expected to play at their best at all times within any Game, and to avoid any behavior inconsistent with the principles of good sportsmanship, honesty, or fair play.

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7.2.4. Hacking

Hacking is defined as any modification of competition devices, server, internet connection or the Wild Rift client by any Player, Team or person acting on behalf of a Player or a Team.

7.2.5. Exploiting

Exploiting is defined as intentionally using any Bug to seek an advantage. Exploiting includes, but is not limited to, acts such as triggering known Bugs or functions within Wild Rift that, in the sole determination of League Officials, is not functioning as intended.

7.2.6. Ringing

Playing under another Player's account or soliciting, inducing, encouraging or directing someone else to play under another Player's account.

7.2.7. Cheating Methods

The use of any kind of cheating device and/or cheat program, or any similar cheating method such as signaling devices, hand signals, etc.

7.2.8. League Discretion

Any other further act, failure to act, or behavior which, in the sole judgment of League Officials, violates these Rules and/or the standards of integrity established by League for competitive gameplay.

7.3. Player Conduct Towards Others

7.3.1. Profanity and Hate Speech

A Team Member 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.

7.3.2. Abusive Behavior

Abuse of Tournament Officials, opposing Team Members, or audience members will not be tolerated. Repeated etiquette violations, including but not limited to touching another Player's mobile phone, body or property will result in penalties. Team Members and their guests (if any) must treat all individuals attending a Match with respect.

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7.3.3. Behavior in Wild Rift

All Members of the Full Team Roster are subject to behavior checks and reviews for their behavior while playing Wild Rift, including before being permitted to participate in Tournaments. Team Members are expected to behave appropriately in-game and to avoid the use of derogatory, racist and offensive language as well as griefing and intentionally feeding.

7.3.4. Harassment

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.

7.3.5. Sexual Harassment

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.

7.3.6. Discrimination and Denigration

Team Members 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.

7.3.7. Statements Regarding Tournament Operators, WREC Finals, Riot Games, and Wild Rift

Team Members 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 of the Tournament Operator, WREC Finals, Riot Games or its affiliates, or Wild Rift, as determined in the sole and absolute discretion of Riot Games.

7.4. Other Prohibited Conduct

7.4.1. No Interference With Referees

During a game pause or other stoppage of play (including a game server crash), no Team Members may be in the backstage area in proximity to the Head Referee. Team Members may

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interface through a designated Referee or Tournament Official who will relay team input to the Head Referee and relay necessary information from the Head Referee to the Team.

7.4.2. Unauthorized Communications

All mobile phones, tablets and other voice-enabled and/or “ringing” electronic devices that are not the primary device for operating Wild Rift must be removed from the play area before the Game. Players may not directly message offstage players, coaches, or any other entities while in the Match Area. This includes messaging via game client, text, email, social media, and any other avenue of communication. During the Match, communication by a Starter shall be limited to the Players on the Starter’s Team.

7.4.3. Criminal Activity

A Team Member 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.

7.4.4. Confidentiality

A Team Member may not disclose any confidential information provided by the Tournament Operator or any affiliate of Riot Games, by any method of communication, including all social media channels.

7.4.5. Bribery

No Team Member may offer any gift or reward to a Player, coach, manager, Tournament Official, Riot Games employee, or person connected with or employed by another Team for services promised, rendered, or to be rendered in defeating or attempting to defeat a competing Team.

7.4.6. Gifts

No Team Member may accept any gift, reward or compensation for services promised, rendered, or to be rendered in connection with competitive play of LoL, including services related to defeating or attempting to defeat a competing Team 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 Team Member by a Team's official sponsor or owner.

7.5. Compliance with Wild Rift Esports Rules

7.5.1. Subjection to Penalty

Any person found to have engaged in or attempted to engage in any act that Tournament Officials believe, in their sole and absolute discretion, constitutes unfair play, will be subject to penalty. The nature and extent of the penalties imposed due to such acts shall be in the sole and absolute discretion of the Tournament Operator and Riot Games.

7.5.2. Non-Compliance

No Team Member may refuse or fail to apply the reasonable instructions or decisions of Tournament Officials.

7.5.3. Document or Miscellaneous Requests

Documentation or other reasonable items may be required at various times as requested by Tournament Officials or Riot Games. If the documentation is not completed to the standards set by the League then a Team may be subject to penalties. Penalties may be imposed if the items requested are not received and completed at the required time.

7.5.4. Penalties

Upon discovery of any Team Member committing any violations of these Rules, the Tournament Operator and Riot Games may, without limitation of their authority, issue the following penalties:

- Verbal or Written Warning(s)
- Loss of Side Selection for Current or Future Game(s)
- Loss of Ban for Current or Future Game(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 WREC Finals. It should be noted that penalties may not always be imposed in a successive manner. The Tournament, 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 the Tournament.

Penalties that state a listed amount of time for discipline will only apply to competition months. Competition months are defined as the months in which Wild Rift professional competition are taking place (i.e. January through December).

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7.5.5. Penalties for Policy Breach

If the Tournament or Riot determines that a Team or Team Member has violated the Summoner's Code, the Wild Rift Terms of Use, or other rules of Wild Rift, Tournament Officials may assign penalties at their sole discretion.

7.5.6. Player Behavior Investigation

If a Tournament Official contacts a Team Member to discuss the investigation, the Team Member is obligated to tell the truth. If a Team Member withholds information or misleads a Tournament Official creating an obstruction of the investigation then the Team and/or Team Member is subject to punishment.

7.5.7. Right to Publish

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

8. Communication with the Tournament Operator

During WREC Finals events, Team Members can contact the Tournament Operator at the official Discord servers for all communication and support.

9. Interpretation and Construction

9.1. Tournament Operator's Right of Interpretation

Any matters relating to a WREC Finals event that are not covered by these WREC Finals Rules or the Global Policy will be subject to an interpretation made by the Tournament Operator and provided to the Teams from time to time in the form of an update to, or interpretation of, these WREC Finals Rules or the Global Policy. All decisions made by the Tournament Operator and Tournament Officials in regard to interpretations of these WREC Finals Rules and the Global Policy are final and binding.

9.2. Business Judgment

Whenever these WREC Finals Rules or the Global Policy grant, confer or reserve to Riot or the Tournament Operator the right to take action, refrain from taking action, grant or withhold

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consent or grant or withhold approval or make any other determination, unless the provision specifically states otherwise, each of Riot and the Tournament Operator will have the right to engage in such activity in its sole discretion based on its own business judgment, taking into consideration its assessment of the best interests of Riot and the Tournament Operator and the short and long term interests of the Official Competitions, the WREC Finals events, Wild Rift and the businesses and activities of the affiliates and group companies of Riot and the Tournament Operator. Neither a Team nor a Team Member will have any claim or cause of action based on an assertion that Riot, the Tournament Operator or any Tournament Official has unreasonably withheld or delayed any consent, approval, determination or other requested action under these WREC Finals Rules or the Global Policy.

9.3. Language

The original WREC Finals Rules have been written in the English language. In the event of an unintentional conflict in interpretation between the English version and such translation, the English version will control.

10. Spirit of the Rules

10.1. Finality of Decisions

All decisions regarding the interpretation of these Rules, player eligibility, scheduling and staging of the Wild Rift Rivals, and penalties for misconduct, lie solely with the Officials. If the party involved has any objection, such party may appeal to the Officials through the official channel, and the Officials will deal with the appeal according to its contents. The Officials are not liable for any compensation or other remedies.

10.2. Rule Changes

These Rules may be amended, modified, or supplemented by the Officials at any time in order to ensure fair play and the integrity of the Wild Rift Rivals. These Rules will be updated in a real-time manner on the official website of League of Legends.

10.3. Best Interests of WREC Finals

The Officials at all times may act with the necessary authority to preserve the best interests of the Wild Rift Rivals. This power is not constrained by the lack of any specific clause in this document. The 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 the WREC Finals.

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APPENDIX 1 - Glossary of Terms

“**League of Legends: Wild Rift Esports**” means the period starting with the first official game of the Wild Rift Esports Qualifying Period and ending with the final game of the subsequent Wild Rift Esports end-of-year competition.

“**Dispute**” means any dispute, claim or controversy arising out of or relating to the General Rules or the applicable Event-Specific Rules.

“**Demerit**” means a sanction is issued by the Tournament Operator if the Tournament Operator determines that a Team Member or a Team has committed a violation of, or infraction under, this EMEA Policy, the applicable Event-Specific Rules or applicable law and which results in a deduction from the prize money that is awarded to a Team for the Official Competition in which the violation or infraction occurred.

“**Event-Specific Rules**” means rules that apply to one specific Official Competition and not to others, and any updates, amendments or supplements to the foregoing.

“**Feedback**” means suggestions, comments or other feedback.

“**Riot ID**” means a Team Member’s Riot ID or in-game nickname.

“**EMEA Policy**” means (a) this League of Legends: Wild Rift EMEA Competition Policy and each Appendix attached hereto; and (b) any updates, amendments or supplements to the foregoing.

“**Live Event**” means any live, in-person tournament that is part of an Official Competition.

“**Media Event**” means media interviews, press briefings, streaming sessions, sponsor events, photo or video shoots, charitable events, house tours, webcasts, podcasts, chats and other media events that are organized by Riot or the Tournament Operator in connection with the marketing and promotion of the Official Competition and/or League of Legends: Wild Rift.

“**Official Competition**” means any tournament, series of tournaments or other event that (a) is part of an official League of Legends: Wild Rift competition, and (b) has been designated as an “Official Competition” by Riot.

“**Official Game**” means an instance of competition of League of Legends: Wild Rift that is played as part of an Official Competition.

“**Online Event**” means (a) any online tournament, including any online qualifiers, that is part of an Official Competition, and (b) any Official Competition that is ordinarily held live and in-person

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but that has been moved online due to health and safety concerns or the requirements of a governmental authority.

“Owner” means any individual or group registered as an owner of a Team during its registration for the Official Competition.

“Red List” means the list of prohibited product or service categories.

“Region” means the region in which a Team competes in Official Competitions, as published in Appendix 5 or as may be determined by Tournament Officials.

“Resident” means either (i) a lawful resident of a jurisdiction in a particular Region on the date that the player registers for the Official Competition, or (ii) a citizen or national of a country in such Region.

“Riot” means Riot Games, Inc.

“Riot Parties” means Riot, the Tournament Operator or any of their respective affiliates and/or licensors.

“Starter” means any of the five players in a Team’s starting lineup.

“Substitute” means up to three (3) substitute players on a Team’s roster.

“Team” means has the meaning specified in the Background and Purpose section above and includes the five to eight-person squad that participates in an Official Competition.

“Team Captain” means the player for a Team that is designated as captain during the registration for the Official Competition.

“Team Manager” means the individual designated as a manager of the Team during its registration for the Official Competition.

“Team Members” means each Team’s players, managers, coaches, and Owners.

“Tournament Officials” means the officials, referees and administrators designated by the Tournament Operator to operate an Official Competition.

“Tournament Operator” means the entity that operates a particular Official Competition (whether it is Riot, a Riot affiliate or a third-party organizer).

“Transfer Period” means the time periods in which a Team may change its players, as set forth in the applicable Event-Specific Rules.

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“**League of Legends: Wild Rift**” means the multiplayer online battle arena mobile video game distributed by Riot.

APPENDIX 2 - Global Sponsorship Policies

As administrators of a global sport, it is important that we hold some control over what types of brands can sponsor our teams. These sponsors are speaking directly to our core audience, and we have an obligation to ensure that these sponsors don't conflict with our values, as well as to consider the reflection that unwanted sponsorships could have on Riot's corporate brand.

Additionally, while some sponsorships may be controversial in some regions, it's important to consider the ramifications that sponsorship within one region can have on others. Finally, there are legal requirements in some regions that prevent specific sponsorship types, and we need to be respectful of those when considering internationally broadcasted competitions.

Globally Prohibited Sponsorship Categories

These sponsorship categories are globally prohibited - no team in any league worldwide may accept a sponsorship within these categories.

- Any Other Video Game, Other Video Game developer, or publisher
- Any video game consoles
- Any esports or Other Video Game tournament, 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)
- Beer and wine products (including non-alcoholic beverages marketed by alcohol companies) or other intoxicants the sale or use of which is regulated by Applicable Law
- Cryptocurrencies, or any other unregulated financial instruments or markets
- Sellers of or marketplaces for virtual items known to be counterfeit or illegal
- Seller of or marketplaces for goods or services that violate the LoL Game Terms of Use
- 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)

APPENDIX 3 - Riot EMEA Conditional Categories

■ **Conditional Categories**

Categories that Riot considers to have an increased legal risk and so these categories have specified requirements and conditions that must be met and adhered to in any potential sponsorship deal before Riot can give approval. Often, these sponsorship categories will have limitations such as a requirement that there is no link with Riot IP, or the sponsorship not being visible on a Riot broadcast, or certain age/jurisdiction specificity. The conditions under which sponsorships in the Conditional Sponsorships category can be approved may differ from sub-category to sub-category, depending on the legal and business risk specificities of each.

● **Alcoholic beverages**

- Note that any sponsorship involving a Team in this category needs to be submitted for Riot's approval prior to completion. Needed for approval is the list of activations that are planned to be included within the deal. Note that any future new activations will also need to be presented first to Riot for approval.
- Ongoing conditions include:
 - Sponsorship by the below types of beverages of only
 - Non-alcoholic beverages
 - Beer products
 - Wine products
 - Mixed alcoholic beverages below 20% ABV
 - To protect a clean feed, the following are prohibited:
 - No jersey patches for beer sponsors
 - No team naming sponsors
 - No appearance on a Riot broadcast
 - No use of any player under 18 in an activation even if it is inadvertent.
 - Certain jurisdictions require that the endorser is 25 or over
 - No use of any Riot IP in proximity to your activations with an alcoholic sponsor
 - Due to the mixed audience of our sport, activations should be careful to avoid being a direct activation for alcohol
 - Activations must refrain from being focused on minors
 - Regulatory jurisdiction to uphold local rules falls upon the team and their partner, not Riot. If local regulations impose stricter restrictions than above (e.g. age of individuals featured in promotions or total prohibition of alcoholic sponsorships), local applicable laws prevail.
- This category remains Internationally Prohibited

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- **Cryptocurrency Exchanges**

- Note that any sponsorship involving a Team in this category needs to be submitted for Riot's approval prior to completion. Needed for approval is the list of activations that are planned to be included within the deal. Note that any future new activations will also need to be presented first to Riot for approval.
- Any and all cryptocurrency/asset exchange sponsorships must meet the following criteria for them to be approved by Riot for use in association with our esports events:
 - The sponsoring entity is approved by Riot
 - The sponsored activations are approved by Riot. Team must provide the list of all planned activations using this sponsorship.
 - Prohibited activations include (though are not limited to) (note we will update this list for clarity as new activations are suggested or become permitted):
 - In order to maintain our ability to produce a clean feed, Teams will not be able to show this sponsor on our live broadcast thus:
 - No jersey placement
 - No team naming rights
 - No placement on Riot broadcast or exposure on a Riot broadcast
 - Note that this is an ongoing obligation (i.e. any future activations not presented initially need to be presented before occurring)
 - The Team and the sponsor are responsible for legal and regulatory compliance. If local regulations impose stricter restrictions than above (e.g., age of individuals featured in promotions), local applicable laws prevail.
 - Should approval for the exchange be removed from due to legal challenges, regulatory change, or other similar events, the Team cannot extend or renew a deal with the exchange until the situation is rectified
 - All Team sponsorships must contain a termination right (which the Team agrees it will promptly exercise without obligation or liability to Riot) if the exchange begins operating in a Prohibited Category
 - Note that this sponsorship category will be opened at EMEA level but is still Internationally Prohibited
- Note that for an Exchange to be considered for approval, the Exchange must be legally able to operate and advertise within EMEA. The other factors considered are:
 - A check performed on the exchange to assess for legal/reputational risks
 - To be approved, the exchange should be licensed, registered, or otherwise recognized as legally operating in EMEA (for local products and activations targeting a specific jurisdiction, the exchange must be legally recognized in that jurisdiction).

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- Any marketplace or exchange that is the subject of an active regulatory, government or law enforcement investigation which Riot, in its sole discretion, deems material, shall be rejected or have their approval revoked for all prospective (but not retroactive) sponsorship opportunities.
 - Unless the exchange meets the criteria listed above, it should be expected that Riot will deny approval.
 - Teams are required to notify Riot if they become aware that their cryptocurrency exchange sponsor licensing status has changed or they have otherwise been exposed to hire risk.
 - The fact that a cryptocurrency exchange is approved by Riot does not mean that the cryptocurrency exchange is licensed in all jurisdictions, nor is it an endorsement of full regulatory compliance. Teams should always do their own due diligence and legal analysis.
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- **NFTs**
 - Riot is still developing its position regarding NFTs. However, Riot is willing to grant an exception that would allow teams to issue their own NFTs without violating the prohibited sponsorship rules, provided those NFTs do not include:
 - Riot IP,
 - Competition IP,
 - game footage or pictures or footage of our trophies or from our live events (including international Riot events such as MSI, Worlds and EUM).
 - Any link to any other prohibited sponsor (i.e. gambling)
 - Teams may include:
 - Wild Rift Players and staff imagery (provided Teams have the contractual right to use player likeness this way)
 - Wild Rift team jerseys (provided they do not include any Riot IP).
 - Please note that each activation type outside of what is mentioned above that uses Team Members will need to be vetted and pre approved by Riot
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- **Approved blockchain related technology companies**
 - Riot will need to individually review and approve any product or company that is looking to be a sponsor in this space with a team
 - Note that any sponsorship involving your Team in this category needs to be submitted for tRiot's approval prior to completion. Needed for approval is the list of activations that you plan to include within the deal. Note that any future new activations will also need to be presented first to Riot for approval.
 - The following activations will not be possible:

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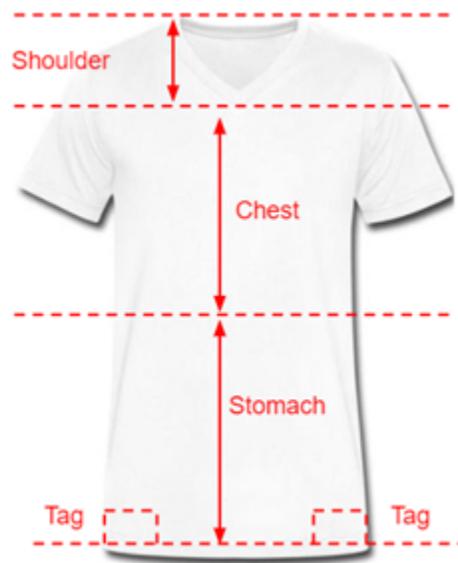
- No jersey placement
- No team naming rights
- No placement on Riot broadcast or exposure on a Riot broadcast
- They should not interact with any Riot IP at all:
 - They should not appear next to any champion art, overlaid over any gameplay, or otherwise associate with both Riot Games / Esports IP.
 - The only exception to this rule is that these sponsors may appear in an end card of a video that has gameplay in it.
 - This exception **does not** include naming rights for this type of clip/content.
- This category remains Internationally Prohibited

APPENDIX 4 - League of Legends: Wild Rift EMEA Competitive Region

Region	Countries / Territories / Locales
EMEA	<p>Albania, Algeria, Andorra, Armenia, Austria, Azerbaijan, Bahrain, Belarus, Belgium, Bosnia and Herzegovina, Bulgaria, Croatia, Cyprus, Czechia, Denmark, Egypt, Estonia, Finland, France, Georgia, Germany, Greece, Holy See (the), Hungary, Iceland, Iraq, Ireland, Israel, Italy, Jordan, Kazakhstan, Kosovo, Kuwait, Kyrgyzstan, Latvia, Lebanon, Libya, Liechtenstein, Lithuania, Luxembourg, Malta, Moldova, Monaco, Montenegro, Morocco, Netherlands, North Macedonia, Norway, Oman, Palestine, Poland, Portugal, Qatar, Romania, Russia, San Marino, Saudi Arabia, Serbia, Slovakia, Slovenia, Spain, Sweden, Switzerland, Tajikistan, Tunisia, Turkey, Turkmenistan, Ukraine, United Arab Emirates, United Kingdom, Uzbekistan</p>

APPENDIX 5 - Jersey Policy

1. There are four defined areas on a jersey, as visible in the image below:



- b. The Shoulder area is defined as the area between the top of the jersey and the bottom of the collar.
 - c. The Chest and Stomach areas (collectively referred to as the “Body”) extend from the bottom of the collar to the bottom of the jersey. They split the Body in the middle.
2. The team must display their logo within the Chest area of the jersey and it must be large enough to be easily visible on broadcast.
 - a. The player's In Game Name must be displayed on the upper back of the jersey.
 - b. The body of a jersey, hoodie, jacket, or any apparel item worn over the upper body can have a total of up to 2 team sponsor logos.
 - c. Teams may choose how team and sponsor logos are distributed across the body area of the jersey.
 - d. Any logo that is split across the body and other areas of the jersey will count against the 2 sponsor logo limit.

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3. For clarity, any logos or marks required by a league (such as the logo of a league-wide apparel sponsor) will not count against this limit.
4. Additionally, if the logo / brand of the apparel item is shown on a tag within one of the “Tag” areas, it will not count against this limit.
5. The team may not use any Riot Games marks or IP without express written permission from Riot Esports. This includes, but is not limited to: Riot Games Logo, Event Logos, League of Legends: Wild Rift Logos, or League of Legends: Wild Rift IP (such as champion art, etc.).
6. There are no restrictions regarding logo placements on the shoulders, top, or back of the jersey. Regions may define additional standards at their own discretion, and these restrictions will be enforced at International Events.
7. Regions may choose to opt out of this policy for local league play, but teams must comply for media and play at international events (First Strike, Masters, Champions [OS31](#)), including event photography. Teams that fail to produce a compliant jersey by the deadline set by Riot Esports may be subject to ad-hoc jersey modifications (excess sponsor logos being taped over, etc.) or other penalties.