



Teamfight Tactics

APAC⁽¹⁾ Licensed Competition Guidelines

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*(1) These guidelines apply to organizers resident in one of the following territories ("The Territory"):
Bangladesh, Cambodia, Guam, Hong Kong, India, Indonesia, Laos, Macao, Malaysia, Myanmar (Burma),
Nepal, Pakistan, Philippines, Singapore, Sri Lanka, Taiwan, Thailand, Vietnam*

I. OVERVIEW

Teamfight Tactics Tournament Licenses are provided by Riot Games Limited (“Riot”) for the Territory. Four levels of tournament license are available. These licenses are granted on a per-tournament basis, with the level of license required depending on both the nature of the proposed tournament **and** the nature of the applicant.

Please note: The tournament licenses described below cannot be granted to brands, agencies acting on behalf of brands, specific brand activation, company, for-profit entity, or have any form of sponsorship. Please reach out to **apac-competitive-experiences@riotgames.com** to discuss this further.

Small Tournament License:

1. Reserved for non-commercial organizers (e.g. players and community groups).
2. Strict limitations on the tournament prize pool, format, and length.
3. No sponsors or brand activations.
4. No use of Riot Games intellectual property for marketing beyond the creative kit provided by Riot.
5. The license granted provided you are compliant with these guidelines.
6. The tournament must be registered with Riot Games.

Medium Tournament License:

1. Available to commercial organizers.
2. Moderate limitations on the tournament prize pool, format, and length.
3. Moderate limitations on sponsorships and commercialization
4. Dates must not clash with major Riot events.
5. Use of Riot Games' intellectual Property for marketing purposes may be granted with express permission from Riot.
6. Applications are generally processed within 28 days.

Multi-School Tournament License:

1. Available to commercial organizers.
2. Moderate limitations on the tournament prize pool, format, and length appropriate to scholastic competition.
3. Moderate limitations on sponsorships and commercialization.

4. Dates must not clash with major Riot events.
5. Use of Riot intellectual property for marketing purposes may be granted with express permission from Riot.
6. Applications are generally processed within 28 days.

Major Tournament License:

1. Available to commercial organizers.
2. No limitations on the tournament prize pool, format, and length.
3. No limitations on sponsorships and commercialization.
4. Dates must not clash with major Riot events.
5. Use of Riot Intellectual property for marketing purposes may be granted with express permission from Riot.
6. Applications may take considerable time to process and are **only** granted under exceptional circumstances.

The sections that follow describe the detailed terms and conditions for each license level. You must fully comply with these terms and conditions to succeed in your application. **Please review the full document before considering how to proceed.**

II. APPLICATION PROCESS

The application process varies depending on the license level required.

Small Tournament License:

1. No application needed. You are granted a Small Tournament License provided you strictly adhere to the terms and conditions set out in these guidelines.

Medium Tournament License:

1. You must apply for a custom Medium Tournament License.
2. Your application will be considered, and you will receive a decision within 28 days.
3. Medium Tournament Licenses are granted at Riot 's discretion. Agreeing to comply with these guidelines does not guarantee you will receive a Medium Tournament License.
4. You must not announce your proposed tournament or advertise to players until you have received your license.

Multi-School Tournament License:

1. You must apply for a custom Multi-School Tournament License.
2. Your application will be considered, and you will receive a decision within 28 days.
3. Multi-School Tournament Licenses are granted at Riot 's discretion. Agreeing to comply with these guidelines does not guarantee you will receive a Medium Tournament License.
4. You must not announce your proposed tournament or advertise to players until you have received your license.
 - Please reach out to **apac-competitive-experiences@riotgames.com** to discuss this further

Major Tournament License:

1. You must apply to the Global Riot Games Esports Team (i.e. LAX) for a custom Major Tournament License.
2. Applications may take considerable time to process and are only granted under exceptional circumstances.
3. You must not announce your proposed tournament or advertise to players until you have received your license.
 - Please reach out to **apac-competitive-experiences@riotgames.com** to discuss this further

III. ORGANISER NATURE

The **minimum** license level required is determined by the nature of the organizer independent of the proposed competition. Any person applying on behalf of a third party (e.g. an agency applying on behalf of a client) should consider the end beneficiary of the license as the subject with regard to this section.

Small Tournament License:

1. Individual players.
2. Player-driven community groups (e.g. Discord communities).
3. Schools, colleges, and universities provided no more than two schools are competing in the proposed competition.
4. PC cafes and LAN gaming centers.

Medium Tournament License:

1. Small to medium-scale tournament & event organizers.

2. Tournament platforms.
3. Esports teams & organizations.
4. Major influencers
5. Other business and commercial entities.

Multi-School Tournament License:

1. As per Medium, with the addition of schools, colleges, and universities where more than two schools will compete in the proposed competition.

Major Tournament License:

1. Major esports tournament & event organizers (e.g. ESL, Dreamhack, etc).

IV. COMPETITION DETAILS

Small Tournament License:

1. The duration of your proposed tournament should be a maximum of 4 weeks.
2. Your proposed tournament must be clearly positioned as a standalone competition. For the avoidance of doubt, this means:
 - a. Your proposed tournament *must not* serve as a direct qualifier for another tournament.
 - b. Your proposed tournament *must not* award points that help qualify for another tournament.
 - c. Your proposed tournament *may* have multiple stages (e.g. groups into single elimination), provided these are clearly positioned as belonging to a single tournament.

Medium Tournament License:

1. The duration of your proposed tournament should be a maximum of 4 weeks.

2. The dates of your proposed tournament must not conflict with any major Riot Games Teamfight Tactics competition relevant to the sub-region(s) in which the competition will occur.

Multi-School Tournament License:

1. The duration of your proposed tournament should be a maximum of 90 days.
2. Your proposed tournament must be clearly positioned as a standalone competition. For the avoidance of doubt, this means:
 - a. Your proposed tournament *must not* serve as a direct qualifier for another tournament.
 - b. Your proposed tournament *must not* award points that help qualify for another tournament.
 - c. Your proposed tournament *may* have multiple stages (e.g. groups into single elimination), provided these are clearly positioned as belonging to a single tournament.
3. The dates of your proposed tournament must not conflict with any major Riot Games Teamfight Tactics competition relevant to the sub-region(s) in which the competition will occur.

Major Tournament License:

1. The dates of your proposed tournament must not conflict with any major Riot Games Teamfight Tactics competition relevant to the sub-region(s) in which the competition will occur.

V. COMPETITION GEOGRAPHY

All-Tournament Licenses:

To be eligible for **any** license (small/medium/multi-school/major), your competition must only target players in **one** of the territories outlined above.

For the avoidance of doubt, this means that all marketing and communication should be in a language native to the chosen territory and conducted through channels familiar to local players. You are not required to exclude players from other territories, but there should always be a minority of those competing.

Licenses for APAC-wide competition and competition containing multiple territories will only be granted on a case-by-case basis. Please reach out to **apac-competitive-experiences@riotgames.com** to discuss this further

VI. TRADEMARKS OR AFFILIATION

Small Tournament License:

1. You may use the name Teamfight Tactics to promote your Competition.
2. You must not use the words “Championship”, “Champions”, “Season”, “League,” “Regional Finals”, Open Qualifiers”, “Division”, or any other word which might imply that your tournament is part of an official Riot Games esports circuit, in the name of your competition.
3. You must not use the words “Pro”, “Professional”, or any other language that might suggest your competition contains professional players in the name of your proposed tournament.
4. You must not suggest that your proposed tournament or tournament website is endorsed, approved by, or affiliated with Riot in any way.

5. You must additionally include the following notice in a clear and conspicuous manner on your competition website and any competition materials: "This competition is not affiliated with or sponsored by Riot Games, Inc. or Teamfight Tactics."
6. When designing promotional assets for your proposed tournament, you must pick one of the following two options:
 - Either you agree not to use the Riot Games or Teamfight Tactics logos or trademarks (including game logo treatments, Esports leagues trademarks (professional or amateur), or the name Riot Games, Inc., Riot Games, or Riot) to promote your Competition or Competition website.
 - Or, you agree to use the small tournament asset pack [HERE](#) and abide strictly by the guidelines within.
7. You must not suggest your proposed tournament in any way constitutes a "national" or "state" competition and/or that competing players are representing their respective territories.

Multi-School Tournament License:

1. You may use the name Teamfight Tactics to promote your Competition.
2. You must not use the words "Championship", "Champions", "Season", "League", "Division", or any other word which might imply that your tournament is part of an official Riot Games esports circuit, in the name of your competition.
3. You must not use the words "Pro", "Professional", or any other language that might suggest your competition contains professional players in the name of your proposed tournament.
4. The name of your proposed competition must include language that indicates it is an academic competition (e.g. student, university, school).
5. You must not suggest that your proposed tournament or tournament website is endorsed, approved by, or affiliated with Riot in any way.
6. You must additionally include the following notice in a clear and conspicuous manner on your competition website and any competition materials: "This competition is not affiliated with or sponsored by Riot Games, Inc. or Teamfight Tactics."
7. When designing promotional assets for your proposed tournament, you must pick one of the following routes:
 - a. Either you agree not to use the Riot Games or Teamfight Tactics logos or trademarks (including game logo treatments, Esports leagues trademarks (professional or amateur), or the name Riot Games, Inc., Riot Games, or Riot) to promote your Competition or Competition website.

- b. Or, you agree to submit any use of the Riot Games logos or trademarks (including game logo treatments, Esports leagues trademarks (professional or amateur), or the name Riot Games, Inc., Riot Games, or Riot) to Riot Games for approval no less than 14 days before their proposed use.
 - c. Or, you agree to use the small tournament asset pack [HERE](#) and abide strictly by the guidelines within.
- 8. Use of Official School Marks: organizers must solicit any rights to use school or association trademarks, logos, and brands directly from the relevant institutions.
- 9. You must not suggest your proposed tournament in any way constitutes a "national" or "state" competition and/or that competing players are representing their respective territories.

Medium & Major Tournament Licenses:

- 1. You may use the name Teamfight Tactics to promote your Competition.
- 2. You must not use the words "Championship", "Champions", "Season", "League", "Division", or any other word which might imply that your tournament is part of an official Riot Games esports circuit, in the name of your competition.
- 3. You must not use the words "Pro", "Professional", or any other language that might suggest your competition contains professional players in the name of your proposed tournament.
- 4. Unless otherwise advised, you must not suggest that your proposed tournament or tournament website is endorsed, approved by, or affiliated with, Riot Games in any way.
- 5. Unless otherwise advised, you must additionally include the following notice in a clear and conspicuous manner on your competition website and any competition materials: "This competition is not affiliated with or sponsored by Riot Games, Inc. or Teamfight Tactics."
- 6. When designing promotional assets for your proposed tournament, you must pick one of the following routes:
 - a. Either you agree not to use the Riot Games or Teamfight Tactics logos or trademarks (including game logo treatments, Esports leagues trademarks (professional or amateur), or the name Riot Games, Inc., Riot Games, or Riot) to promote your Competition or Competition website.
 - b. Or, you agree to submit any use of the Riot Games logos or trademarks (including game logo treatments, Esports leagues trademarks (professional or amateur), or the name Riot Games, Inc., Riot Games, or Riot) to Riot Games for approval no less than 14 days before their proposed use.

- c. Or, you agree to use the small tournament asset pack [HERE](#) and abide strictly by the guidelines within.
7. You must not suggest your proposed tournament in any way constitutes a "national" or "state" competition and/or that competing players are representing their respective territories.

VII. ENTRY FEES

Small, Medium & Major Tournaments:

1. You may charge an entry fee for your Competition. Entry fee revenue must be used solely to help offset the Competition Costs (such as venue, web hosting, casters, etc.) or towards the Competition's prize pool.
2. If a profit is to be gained from entry fees, you must notify us in advance of the Competition to discuss how those profits will be dispersed.
 - Please reach out to apac-competitive-experiences@riotgames.com to discuss this further

Multi-School Tournaments:

1. You must not charge an entry fee for your Competition.

VIII. COMPENSATION

The value of the total compensation pool, including but not limited to prizes, prize money, and appearance fees paid by the organizer, and sponsors, including any organizer or sponsor or other affiliates, to the combined players, teams, and team owners for participating in the competition (collectively, the "Compensation"), must not exceed:

Small Tournament License:

1. USD 2,000 or its regional equivalent OR USD 2,500 in non-cash compensation (excluding all local taxes).
2. The total value of your compensation pool, including the cash value of non-cash compensation, across all competitions you organize in a calendar year may not exceed USD 20,000 or its regional equivalent (excluding all local taxes) without prior approval from Riot.

Medium Tournament License:

1. USD 50,000 or its regional equivalent (excluding all local taxes), including cash and non-cash compensation.

2. The total value of your compensation pool, including the cash value of non-cash compensation, across all competitions you organize in a calendar year may not exceed USD 200,000 or its regional equivalent (excluding all local taxes) without prior approval from Riot.
3. Riot may contribute to your compensation pool.

Multi-School Tournament License:

1. USD 10,000 or its regional equivalent (excluding all local taxes) in cash or non-cash compensation. This amount does not include any University Scholarships.
2. The total value of your compensation pool across all competitions you organize in a scholastic year may not exceed USD 50,000 or its regional equivalent (excluding all local taxes) without prior approval from Riot.

Major Tournaments

1. Riot Games may contribute to your compensation pool.

IX. BROADCASTING

All-Tournament Licenses:

1. If you broadcast your competition online, you are responsible for ensuring that any accompanied chat is adequately moderated to prevent a vulgar, abusive, or an otherwise mean-spirited environment.
2. You may not charge fees of any kind for spectators to watch the competition online.

Small Tournament License:

1. You may broadcast your competition online and stream on whichever platform you like, provided you comply with the Riot Games [Legal Jibber Jabber](#).
2. You must only broadcast in a language native to the territory you have selected for your tournament.
3. All other forms of broadcast (e.g., linear television) are prohibited.

Medium, Multi-School & Major Tournament Licenses:

1. You must abide by the Broadcast terms set forth in your custom license.
2. If Riot Games promotes your competition, contributes to your prize pool, and/or helps monetize your competition in any way, you may be asked to promote Riot Games social media accounts and/or channels during your broadcast.

X. SPONSORS & PARTNERS

All-Tournament Licenses:

1. Your competition, and all teams participating in it, must not be sponsored by, partnered with, or otherwise affiliated with any organization listed in Section XI (Prohibited Sponsor & Advertiser List).
2. You must not sell naming rights to the competition (e.g. BrandX Teamfight Tactics Cup) or integrate the name of any sponsor or partner into the name of the proposed competition.
3. None of your sponsors or other brand affiliates, for any event, may use the Teamfight Tactics Intellectual property or Marks (e.g. Champions, ingame material, highlights, logos, art, etc.) in promotion of the event, their products, or otherwise advertise themselves as an official partner of Riot Games.
4. Competitions may not be sponsored or sanctioned by an association, membership body, or other entity that either:
 - Refers to itself explicitly as an esports governing body.
 - Sanctions esports competitions as part of or on behalf of a territory's government and/or national sports authorities.
 - Seeks to bind its members under common policy.

Small Tournament License:

1. This tournament license is not applicable to brands, companies, for-profit entities, and for-profit organizations. (e.g. players and community groups only)
2. You may not have any sponsors or partners appearing on your promotional assets.
3. Any tournaments that are organized by brands, companies, for-profit entities, and for-profit organizations or have any form of sponsorship must apply for a Medium, Multi-School, or Major Tournaments tournament license.

Medium, Multi-School & Major Tournaments:

1. You must abide by the terms set forth in your custom license.
2. Riot Games may assist in monetizing your event through sponsorships, in which case a predetermined percentage of the proceeds would be contributed to your prize pool.

XI. PROHIBITED SPONSOR & ADVERTISER LIST

We may make changes to the Prohibited Sponsorship List. You are responsible for reviewing the Prohibited Sponsorship List for updates or changes.

The Prohibited Sponsor and Advertiser List:

- Any other video game, other video game developer, or publisher.
- Any video game consoles.
- Any esports or other video game tournament, league, or event.
- Gambling, sportsbooks, and casinos.
- Fantasy esports operators (including daily fantasy).
- Any prescription drugs or drugs that are not “over-the-counter” drugs, including items such as CBD oils, etc.
- Firearms, ammunition, or firearm accessories.
- Pornography or pornographic products.
- Tobacco products or paraphernalia.
- Alcohol products (including non-alcoholic beverages marketed by alcohol companies) or other intoxicants, the sale or use of which is regulated by applicable law.
- Sellers of or marketplaces for virtual items known to be counterfeit or illegal.
- Seller of or marketplaces for goods or services that violate the Riot Games Terms of Service.
- Cryptocurrencies or any other unregulated financial instruments or markets.
- Political campaigns or political action committees.
- Charities that endorse particular religious or political positions or are not reputable. (Red Cross, American Cancer Society, Stand-Up to Cancer, and other similar mainstream charities would be considered reputable).
- State lotteries.

If you have any questions on the above or are unsure about the category, please seek clarification and secure express written permission from Riot Games.

- Please reach out to **apac-competitive-experiences@riotgames.com** to discuss this further

XII. MERCHANDISING

Small Tournament Licenses:

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

Medium, Multi-School & Major Tournament Licenses:

1. Riot, or via one of its affiliates, may provide or permit the sale of, Riot Games, Teamfight Tactics, or similar branded merchandise.

XIII. RIOT'S RIGHTS TO CONTENT

All-Tournament Licenses:

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

XIV. OTHER LEGAL STUFF

All-Tournament Licenses:

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

3. Riot may revoke a competition license if the competition promotes or represents anything contrary to Riot Game's values, the interpretation and application of which is at Riot 's sole discretion.
4. If there is a disagreement between you and Riot, we will try to resolve that by negotiating with you for a period of thirty days. If that doesn't work, any disputes will be resolved under **Singapore** law in the courts of Singapore.
5. On the condition that you follow all of the guidelines described in this policy (the "Guidelines"), our [Legal Jibber Jabber](#), and our [Terms of Service](#), Riot Games, Inc. ("Riot", "we", or "us") may grant you a personal, non-exclusive, non-sublicensable, non-transferable, revocable, limited license ("Competition License") for you to organize and operate a Teamfight Tactics competition (the "Competition"), but we may take action or otherwise shut down any competition at any time if we decide it violates or misinterprets these Guidelines, our [Terms of Service](#), or any of our other policies, promotes or represents anything contrary to our [Values](#), or otherwise uses our intellectual property ("IP") inappropriately.

XV. CODE OF CONDUCT

All-Tournament Licenses:

1. It is your responsibility (and the responsibility of any sponsors or other third parties involved with your competition) to comply with the [League of Legends Code of Conduct](#).
2. Tournament organizers must be in good standing with their communities and foster a safe and inclusive environment.
3. Riot may revoke a competition license if the competition promotes or represents anything contrary to Riot Game's values, the interpretation and application of which is in Riot 's sole discretion.

XVI. APPLICATION PROCESS

Small Tournament, Medium, Multi-School & Major Tournament License:

1. Please apply for your tournament through [THIS](#) form.

Have questions? Reach out to us via apac-competitive-experiences@riotgames.com!