



Teamfight Tactics - Global Esports

Global Player Policy & TFT Paris Open Rulebook



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Global Player Policy

1. Introduction

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

2. Applicability of Policy

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

3. Player Eligibility

3.1. Residency

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

3.1.2. Some TFT tournaments may require participants to be residents of a specific region. To be eligible to compete in a given region, the player must qualify as a legal resident in one of the listed countries or territories in the region for at least one year prior to the tournament date.

3.1.3. Players may not be the resident of two or more regions at the same time. Any player who relocates to a new region, will remain a resident of his or her prior region until the one-year anniversary of their relocation.

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

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

- USA, Canada

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

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

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

- Brazil

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

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

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

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

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

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

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

- Turkey

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

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

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

- South Korea

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

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

3.1.4.11. China. The China region consists of the following countries and territories:

- China

3.1.4.12. Japan. The Japan region consists of the following countries and territories:

- Japan

3.1.4.13. Other countries or territories. Any player who is a resident of a country or territory not otherwise listed above, should contact the nearest regional Riot office for guidance, prior to registering for a competition.

3.1.5. Joint Regions. Some competitions may combine multiple regions into a single pan-region. In those competitions, a player must qualify as an eligible participant in one of the constituent regions to participate.

- 3.1.5.1. Riot reserves the right to add, modify or remove competitive regions, or to change a player's eligible competitive region at Riot's sole discretion at any time.

3.1.6. Proof of Residency

- 3.1.6.1. Riot may require a player to provide proof of residency prior to, during or following a competitive tournament. Players may prove residency by submitting Government-issued documentary evidence of eligibility to their regional Riot office (e.g., driver's license, government benefits records, military/draft registration papers).
 - Minors may also have a parent or guardian prove residency on their behalf by first, providing documentary evidence of the parent- /guardian-child relationship (e.g., a birth certificate) and second, submitting documentary evidence belonging to the parent/guardian, as outlined above.
- 3.1.6.2. Riot may, at its discretion, establish additional or alternative regional processes for proving residency.

3.2. Minimum Age

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

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

3.3. Ineligible Players.

- 3.3.1. Competition participants may not be employees of Riot Games, Inc. (“RGI”) or any of their respective affiliates at the start of or at any point during a TFT competition.
- 3.3.2. In addition, for a competition administered by a third party; directors, officers and employees of the entity operating the competition, its parent, and any of their respective affiliate companies, subsidiaries, agents, professional advisors, advertising and promotional agencies, and immediate family and household members of each are not eligible to participate in any competitions, win any prizes, or to have any share or interest of any competition player’s prize.
- 3.3.3. Players who are subject to an active competitive ban in any Riot esports are not eligible to compete in sanctioned TFT competitions.

3.4. Additional Rules.

- 3.4.1. Some competitions may set additional requirements for eligibility. In such cases, those rules shall govern eligibility for that specific competition. In the event there is any conflict or inconsistency between the additional requirements and the requirements in this Global Player Policy, the provisions of this Global Player Policy shall prevail.

4. Player Accounts

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

5. Sponsorships

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

5.1. Restrictions

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

Globally Prohibited Sponsorship Categories

- Any Other Video Game, Other Video Game developer, or publisher
- Any video game consoles
- Any esports or Other Video Game competition, league, or event
- Any other esports team, owner, or affiliate thereof

- Any prescription drugs or drugs that are not “over-the-counter” drugs.
- Firearms, ammunition or firearm accessories
- Pornography or pornographic products
- Tobacco products or paraphernalia
- Betting or gambling providers, and related companies (bookmakers and betting sites)
- Alcohol products (including non-alcoholic beverages marketed by alcohol companies) or other intoxicants the sale or use of which is regulated by Applicable Law
- Sellers of or marketplaces for virtual items known to be counterfeit or illegal
- Seller of or marketplaces for goods or services that violate the Riot Terms of Service
- Fantasy esports operators (including daily fantasy)
- Political campaigns or political action committees
- Charities that endorse particular religious or political positions, or are not reputable (by way of example, Red Cross, Stand-Up to Cancer and other similar mainstream charities would be considered reputable)
- Cryptocurrencies, or any other unregulated financial instruments or markets
- Businesses engaged in offering Contracts for Difference (CFD) trading, or similar trading on margin products

5.2. Compliance with TFT Activations. Players are prohibited from covering, blocking or removing any TFT Sponsor activation or markings at any TFT event. All players are required to participate in TFT Sponsor activations, including acceptance of any awards or participation in any ceremonies in the manner reasonably directed by Riot. In connection with such acceptance or participation, players may be photographed in connection with TFT Sponsor logos or markings, but will not be required to directly interact with any TFT Sponsor product (for example, if Riot attaches a TFT Sponsor to an award, such as “Player of the Game” or “Event MVP”, Riot may require the recipient(s)

of the award to accept a branded item from the TFT Sponsor (such as car keys) but will not require the recipient(s) to directly interact with the underlying sponsored product (such as getting in or driving the car)).

5.3. Apparel

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

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

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

5.3.1.3. Contains any material constituting or relating to any activities which are illegal in any Riot region, including but not limited to, a lottery or an enterprise, service or product that abets, assists or promotes gambling.

5.3.1.4. Contains any material that is defamatory, obscene, profane, vulgar, repulsive or offensive, or that describes or depicts any internal bodily functions or symptomatic results of internal conditions, or refers to matters which are not considered socially acceptable topics.

5.3.1.5. Contains any trademark, copyrighted material or other element of intellectual property that is used without the owner's consent or that may give rise to, or subject Riot or its affiliates to, any claim of infringement, misappropriation, or other form of unfair competition.

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

5.3.1.7. Riot reserves the right to refuse entry or continued participation in the match to any player who does not comply with the aforementioned apparel rules.

5.4. Professional Teams

5.4.1. Players may sign contracts to represent “professional esports teams” or other esports organizations. This will be treated as any other player sponsorship and must adhere to the sponsorship guidelines and restrictions set forth in this section.

6. Player Conduct

6.1. Competition Conduct

6.1.1. Unfair Play. The following actions will be considered unfair play and will be subject to penalties at the discretion of TFT tournament officials.

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

- Soft play, which is defined as any agreement among two (2) or more players to not damage, impede or otherwise play to a reasonable standard of competition in a game.
- Pre-arranging to split prize money and/or any other form of compensation.
- Sending or receiving signals, electronic or otherwise, from a confederate to/from a player.
- Deliberately losing a game for compensation, or for any other reason, or attempting to induce another player to do so.

6.1.1.2. Competitive Integrity. Players are expected to play at their best at all times within any TFT game, and to avoid any behavior

inconsistent with the principles of good sportsmanship, honesty, or fair play.

6.1.1.3. Hacking. Hacking is defined as any modification of the League of Legends game client by any player, team or person acting on behalf of a player or a team.

6.1.1.4. Exploiting. Exploiting is defined as intentionally using any in-game bug to seek an advantage. Exploiting includes, but is not limited to, acts such as: glitches in using items, glitches in swapping units, glitches in unit ability performance, or any other game function that, in the sole determination of Riot officials, is not functioning as intended.

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

6.1.1.6. Cheating Device. The use of any kind of cheating device and/or cheat program.

- Add-ons are not considered a cheating device and may be used in online tournaments unless prohibited by the specific rules of that tournament.

6.1.1.7. Intentional Disconnection. An intentional disconnection without a proper and explicitly-stated reason.

6.1.1.8. Riot Discretion. Any other further act, failure to act, or behavior which, in the sole judgment of Riot, violates these Rules and/or the standards of integrity established by Riot for competitive game play.

6.1.2. Profanity and Hate Speech. A Player may not use language that is obscene, foul, vulgar, insulting, threatening, abusive, libelous, slanderous, defamatory or otherwise offensive or objectionable; or promote or incite hatred or discriminatory conduct, in or near the match area, at any time. A Player may not use any facilities, services or equipment provided or made available by Riot or its contractors to post, transmit, disseminate or otherwise make available any such prohibited communications. A Player may not use this type of language on social media or during any public facing events such as streaming.

- 6.1.3. Disruptive Behavior / Insults.** A Player may not take any action or perform any gesture directed at an opposing Player, fan, or official, or incite any other individual(s) to do the same, which is insulting, mocking, disruptive, or antagonistic.
- 6.1.4. Drugs and Alcohol.** The use, possession, distribution or sale of controlled substances, such as drugs or alcohol, or being under the influence of such controlled substances, is strictly prohibited while any player is engaged in any TFT competitions. The unauthorized use or possession of prescription drugs by a player is prohibited. Prescription drugs may be used only by the person to whom they are prescribed and in the manner, combination and quantity as prescribed. Prescription drugs may only be used to treat the condition for which they are prescribed and may not be used to enhance performance in a game.
- Smoking, including the use of electronic cigarettes and vaporizers, is prohibited at any Live TFT competitions except in designated areas.
- 6.1.5. Abusive Behavior.** Abuse of Riot officials, opposing Players, or audience members will not be tolerated. Repeated etiquette violations, including but not limited to touching another player's computer, body or property will result in penalties. Players and their guests (if any) must treat all individuals attending a match with respect.
- 6.1.6. Studio Interference.** No Player may touch or otherwise interfere with lights, cameras or other studio equipment. Players may not stand on chairs, tables or other studio equipment. Players must follow all instructions of Riot studio personnel.
- 6.1.7. Unauthorized Communications.** All mobile phones, tablets and other voice-enabled and/or "ringing" electronic devices must be removed from the play area before the game. Players may not text/email or use social media
- 6.1.8. Apparel.** Players may wear apparel with multiple logos, patches or promotional language. Riot reserves the right at all times to impose a ban on objectionable or offensive apparel:
- 6.1.8.1.** Containing any false, unsubstantiated, or unwarranted claims for any product or service, or testimonials, that TPO, in its sole and absolute discretion, considers unethical.

- 6.1.8.2. Advertising any non-"over the counter" drug, tobacco product, firearm, handgun or ammunition.
 - 6.1.8.3. Containing any material constituting or relating to any activities which are illegal in any Riot region, including but not limited to, a lottery or an enterprise, service or product that abets, assists or promotes gambling.
 - 6.1.8.4. Containing any material that is defamatory, obscene, profane, vulgar, repulsive or offensive, or that describes or depicts any internal bodily functions or symptomatic results of internal conditions, or refers to matters which are not considered socially acceptable topics.
 - 6.1.8.5. Advertising any pornographic website or pornographic products
 - 6.1.8.6. Containing any trademark, copyrighted material or other element of intellectual property that is used without the owner's consent or that may give rise to, or subject Riot or its affiliates to, any claim of infringement, misappropriation, or other form of unfair competition.
 - 6.1.8.7. Disparaging or libeling any opposing team or player or any other person, entity or product.
 - 6.1.8.8. Riot reserves the right to refuse entry or continued participation in the match to any Player who does not comply with the aforementioned apparel rules.
- 6.1.9. **Identity.** A player may not cover his or her face or attempt to conceal his or her identity from Riot officials. Riot officials must be able to distinguish the identity of each player at all times and may instruct players to remove any material that inhibits the identification of players or is a distraction to other players or TPO officials.

6.2. Unprofessional Behavior

- 6.2.1. **Responsibility Under Code.** Unless expressly stated otherwise, offenses and infringements of these Rules are punishable, whether or not they were committed intentionally. Attempts to commit such offenses or infringements are also punishable
- 6.2.2. **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.

- 6.2.3. 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.
- 6.2.4. Discrimination and Denigration.** Players may not offend the dignity or integrity of a country, private person or group of people through contemptuous, discriminatory or denigrating words or actions on account of race, skin color, ethnic, national or social origin, gender, language, religion, political opinion or any other opinion, financial status, birth or any other status, sexual orientation or any other reason.
- 6.2.5. Statements Regarding Riot Games and TFT.** Players may not give, make, issue, authorize or endorse any statement or action having, or designed to have, an effect prejudicial or detrimental to the best interest Riot Games or its affiliates, or TFT, as determined in the sole and absolute discretion of TPO.
- 6.2.6. Player Behavior Investigation.** If Riot determines that a Player has violated the Summoner's Code, the TFT Terms of Service, or other rules of TFT, Riot officials may assign penalties at their sole discretion. If a Riot official contacts a Player to discuss the investigation, the Player is obligated to tell the truth. If a Player withholds information or misleads a Riot official, creating an obstruction of the investigation then the Player is subject to punishment.
- 6.2.7. Criminal Activity.** A Player may not engage in any activity which is prohibited by common law, statute, or treaty and which leads to or may be reasonably deemed likely to lead to conviction in any court of competent jurisdiction.
- 6.2.8. Moral Turpitude.** A Player may not engage in any activity which is deemed by Riot to be immoral, disgraceful, or contrary to conventional standards of proper ethical behavior
- 6.2.9. Confidentiality.** A Player may not disclose any confidential information provided by Riot or any affiliate of Riot Games, by any method of communication, including all social media channels.

- 6.2.10. Bribery.** No Player may offer any gift or reward to a player, coach, manager, Riot official, or Riot Games employee.
- 6.2.11. Gifts.** No Player may accept any gift, reward or compensation for services promised, rendered, or to be rendered in connection with competitive play of the game, including services related to defeating or attempting to defeat a competing 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 Player by a team's official sponsor or owner.
- 6.2.12. Non-Compliance.** No Player may refuse or fail to apply the instructions or decisions of Riot officials.
- 6.2.13. Match-Fixing.** No Player may offer, agree, conspire, or attempt to influence the outcome of a game or match by any means that are prohibited by law or these Rules.
- 6.2.14. Document or Miscellaneous Requests.** Documentation or other reasonable items may be required at various times as requested by Riot officials. If the documentation is not completed to the standards set by Riot then the player may be subject to penalties. Penalties may be imposed if the items or documentation requested are not received and/or completed at the required time or does not meet the standards set by Riot.

6.3. Association with Gambling

No player or Riot official may take part, either directly or indirectly, in betting or gambling on any results of any TFT game, match or tournament.

6.4. Subjection to Penalty

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

6.5. Penalties

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

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

Repeated infractions are subject to escalating penalties, up to, and including, disqualification from future participation in Riot events.. It should be noted that penalties may not always be imposed in a successive manner. Riot, in its sole discretion, for example, can disqualify a player for a first offense if the action of said player is deemed egregious enough to to be worthy of disqualification by Riot officials. Standard penalties are set forth in the Global Penalty Index. Riot reserves the right to modify or exceed the penalties set forth in the GPI in its sole discretion. For an English version of the Global Penalty Index, [see this link](#).

6.6. Right to Publish

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

7. Spirit of the Rules

7.1. Finality of Decisions

Unless expressly prohibited under regional law, all decisions regarding the interpretation of these rules, player eligibility, and penalties for misconduct, lie solely with Riot, the decisions of which are final. Riot decisions with respect to this Global Player Policy cannot be appealed and shall not give rise to any claim for monetary damages or any other legal or equitable remedy.

7.2. Rule Changes

This Global Player Policy may be amended, modified or supplemented by Riot, from time to time, in order to ensure fair play and the integrity of TFT competition.

7.3. Language Differences

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

7.4. Best Interests of Riot Games

Riot officials at all times may act with the necessary authority to preserve the best interests of the Riot Games. This power is not constrained by the lack of any specific language in this document. Riot officials may use any form of punitive actions at their disposal against any entity whose conduct is not within the confines of the best interests of Riot Games.

TFT Paris Open Rulebook

All Riot Games Global Player Policy rules apply to the Teamfight Tactics TFT Paris Open Tournament Series, as well as the additional rules and regulations set out below.

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

All players who participate in the TFT Paris Open Tournament Series are automatically under the jurisdiction of the [Global Player Policy](#), the [Code of Conduct](#), and the [Riot Games Terms of Service](#).

1. General Terms

- 1.1. **Game.** An instance of competition on Teamfight Tactics that is played until a winner is determined by being the last remaining player alive.
- 1.2. **Match.** A set of games that is played where players with the most points will win the match to advance to the next round of the tournament.
- 1.3. **TFT Paris Open (TPO).** The premier 3-day LAN tournament in Paris. Participating Players will come from online registration and direct invites.
- 1.4. **Ranked Ladder / Ladder Snapshots.** The official in-game ranked Ladder play. Depending on rank, players will receive preferential registration windows and seeding for the TPO.
- 1.5. **Ladder / Rank Lock.** The lock of in-game rank to determine seeding for the TPO.

2. Eligibility

2.1. Eligible Regions

- 2.1.1. The regions eligible to compete in the TFT Paris Open are listed in Section III of the Global Player Policy (referenced above).
- 2.1.2. Riot Games reserves the right to ask for Proof of Residence or Proof of Age at any time.

2.1.3. A player must be a resident of one of the eligible regions to participate in the tournament.

2.2. Age. A player who has lived at least 18 years of their life and is a resident of a competitive region is eligible to participate in the TFT Paris Open.

3. Player Equipment

3.1. TPO-Provided Equipment

TPO officials will provide and TPO players will exclusively use, equipment in the following categories for all official TPO matches:

- PC & Monitor
- Headset and/or Earbuds and/or Microphones
- Table and Chair
- PC Keyboards
- PC Mice

At the request of a TPO player, TPO officials will provide the following categories of equipment for use in all official TPO matches:

- Mouse Pads

3.2. Player Provided Equipment

Players are allowed to bring equipment in the following categories, which are owned by themselves into the match area and use such equipment during official TPO matches:

- Mouse Pads
- Keyboard Wrist Rest

In the match area, players may not bring, use, or wear any headsets, earbuds and/or microphones, keyboards, mice, other than those provided by the TPO. In the instance a player is unable to use any TPO-provided equipment due to a documented medical condition a player may provide an alternative to be approved for use by a TPO official.

3.3. Computer Programs & Notes

Players are prohibited from installing their own programs and must only use the programs provided by the TPO.

- 3.3.1. Social Media and Communication.** It is prohibited to use the TPO computers to view or post any social media or communication sites. This includes, but is not limited to: Facebook, Twitter, online forums/message boards and email.
- 3.3.2. Non Essential Equipment.** It is prohibited to connect non-essential equipment, such as cell phones, flash drives or MP3 players, to the TPO computers, for any reason.
- 3.3.3. Third Party Websites and Data Usage.** It is prohibited for players to view third party websites or any data outside of the TFT client during an official TPO match.
- 3.3.4. Written Notes.** Players may make handwritten notes on a blank 8.5 by 11 inch piece of paper while competing in a TPO match. Notes may be taken only during the match and TPO officials will collect and provide an additional piece of paper after each match.

3.4. Client Accounts

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

4. Competition Format

4.1. Ladder Snapshots

- 4.1.1.** Rank/LP lock will occur on the following dates for registration and seeding purposes:
 - Set 15 Registration Snapshot
 - August 31, 12:15 AM Server Time
 - Set 15 Seeding Snapshot
 - September 30, 12:15 AM Server Time

- 4.1.2. Only games finished before the Snapshot will count towards it. Any game started before and/or finished after will not.

4.2. TFT Paris Open

- 4.2.1. **Description.** The TPO will be a 768 player competition with a total of five rounds across 3 days. Players will be split into pools of 8 players prior to each round. Players will advance based upon the points they earn throughout each round. A detailed description of each round is provided below:

- **Day 1 Format**

- 768 Players will be split into three groups of 256 with 32 Lobbies in each group. Each group will compete in 4 games.
- Players will initially be seeded into their lobbies based upon their Set 15 Ranking.
- After 4 games the Top 2 Players of each Lobby (192 total) based on points earned from all 4 games across Round 1 will progress to Round 2. In addition, the top 64 remaining players by total tournament points will progress to Round 2. The bottom 512 players by points will be eliminated.
- Points reset between each Round and will only be used to break ties for advancement to the next round.

- **Day 2 Format**

- In Round 2, 256 Players will compete in 3 games with the Top 4 Players from each Lobby (128 total) advancing to Round 3.
- In Round 3, 128 Players will be split into 16 Lobbies and each will compete in 3 games. The Top 4 Players from each Lobby (64 total) will advance to Round 4.
- Points reset between each Round and will only be used to break ties for advancement to the next round.

- In Round 4, 64 Players will be split into 8 Lobbies and each will play in a checkmate format.
- Once a player has achieved 20 points on Day 2, they put the rest of the lobby in “check”.
- When a player has put the lobby in “check” they must win a game to win the checkmate.
- Multiple players can have the lobby in “check” at the same time.
- If no player in "check" has won after 6 games, then the player with the most total points wins the checkmate.
- Once a player has achieved 20 points, they put the rest of the lobby in “check”. The winners of each Checkmate (8 total) will advance to the Final Lobby & Day 3.
- Once a player has won, the rest of the players are sorted by Day 2 Checkmate points to determine their finishing position in the tournament.

- **Day 3 Format**

- The Top 8 players will play in a checkmate format.
- Once a player has achieved 20 points on Day 3, they put the rest of the lobby in “check”.
- When a player has put the lobby in “check” they must win a game to win the tournament.
- Multiple players can have the lobby in “check” at the same time.
- If no player in "check" has won after 8 games, then the player with the most total points wins the tournament.
- Once a player has won, the rest of the players are sorted by Day 3 points to determine their finishing position in the tournament.

4.2.2. The TFT Paris Open will be played on the Tournament Realm. Tournament Realm accounts will be provided for every player in the TFT Paris Open.

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

- Total Tournament Points
- Highest number of wins and Top 4s in the tournament stage (wins are counted twice).
- Highest number of placements for each position achievable in a lobby (1st, 2nd, 3rd, etc.) in the tournament stage.
- Finishing position in the most recent game in the tournament stage followed by position in each previous game (i.e. Game 5, 4, 3, etc.)
- Initial Tournament Seed

4.4. Seeding.

4.4.1. Tier 1

- Players will be seeded based upon their Set 15 Ranking.
 - Ties will be broken by win percentage.

4.4.2. Seeding. Each Round (including Round 1) will be seeded via snake draft. After Round 1 players will be seeded based upon the points they have earned across all rounds.

4.4.3. Placement. Final Tournament Placement within each round for Day 1 & 2 will be determined by total points across all rounds played. Day 3 placement will be determined solely by total points earned in Checkmate Format.

4.4.4. Rank Lock. For seeding purposes your official in-game ranking will lock on the following dates:

- Set 15 Cutoff: September 30th 12:15 AM Local Time

4.5. TFT Paris Open Side Events.

4.5.1. Description. During the TPO, official Side Events will be available on Days 2 & 3 for eliminated competitors and spectators to enjoy TFT in various tournaments & modes. Eliminated competitors can opt to compete in a 4v4 side-tournament, or competitors and spectators alike can queue up to play in “carnival-style” modes.

4.5.2. 4v4 Single Elimination - Tournament

- Eligibility:
 - Only players eliminated from the main tournament can participate.
 - There must be 4 players in a team.
- Registration:
 - Saturday, 11:00 AM - 11:45 AM
- Format:
 - Up to 128 teams (4 players per team) in the tournament.
 - Teams will be randomly seeded across the bracket.
 - Teams play in a Single Elimination Bracket. All matches will be Best of 1. Except the Grand Finals, which will be Best of 3.
- Scoring:
 - Points are given based on final placement (8 for 1st, 7 for 2nd, etc.)
 - Teams total their points and the Team with the highest points wins the match (1st place break tie)
- Prizing:
 - Prize Pool: \$10,000 USD
 - 1st Place: \$5,000
 - 2nd Place: \$3,000
 - 3rd Place: \$1,000
 - 4th Place: \$1,000
 - Prizing is split amongst the 4 players on the team at the conclusion of the tournament.

4.5.3. Carnival / Free Play. All game-modes under this category fall under the “Carnival/Free Play” game-type: there will be no formal tournament for these game types.

- The following game-modes will be available for play on Days 2 and/or 3:
 - Tocker's Trials
 - Carousel of Chaos
 - Mastermind
 - Normals
- Eligibility:
 - Only players eliminated from the main tournament or those with spectator passes can participate.
- Registration:
 - None, open to all when there is an open station.

4.6. Points

4.6.1. Tournament Point System. Points in the TPO and Side Events will be awarded as follows:

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

4.6.2. Points awarded as above are used solely for the isolated competition currently being played.

- Unless stated otherwise, points are reset in between each day and round of each tournament.

4.7. POV Streaming

4.7.1. Only those players designated by Riot are free to stream their own POV of any games they play in the TFT Paris Open.

- Any sponsors must comply with the rules set out in the Global Player Policy.
- We recommend setting a delay on your stream, however this is entirely left to the discretion of the individual.

- Any advantage from streaming, on any platform (e.g. Twitch, discord) such as coaching during the tournament will be investigated as a breach of the sportsmanship and fair play rules.

4.8. Player Cameras / Video Feed

4.8.1. Depending on the stage of the competition, player cameras / video feeds may be required for the TFT Paris Open.

- Player cameras will also be used for the main broadcast.

4.9. Behavior Checks

4.9.1. All players participating in TFT Paris Open tournaments will undergo a behavior check or account vetting.

4.9.2. The behavior check will analyze the player's behavior record across all accounts on the TFT live servers and determine whether or not they are in line with the standards expected from players in TFT Paris Open.

4.9.3. Depending on the result of the behavior check, the player may also receive further sanctions such as warnings, suspensions and/or fines.

5. Match Process

5.1. Roles of Referees

5.1.1. **Responsibilities.** Referees are TPO officials who are responsible for making judgments on every match-related issue, question and situation which occurs before, during, and immediately following match play. Their oversight includes, but is not limited to:

- Checking the player lineup before a match.
- Checking and monitoring player peripherals and match areas.
- Announcing the beginning of the match.
- Ordering pause/resume during play.
- Issuing penalties in response to Rule violations during the match.
- Confirming the end of the match and its results.

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

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

5.2. Competitive Patch

The TPO will be played on the 15.24 patch. Changes to the competitive patch will be at the discretion of the TPO. Any unit may be disabled at any point at the discretion of TPO officials. A list of restricted units, augments, and bugs will be provided to all players before the event.

5.3. Pre-Match Setup

5.3.1. Setup Time. Players will have designated blocks of time prior to their match time to ensure they are fully prepared. TPO officials will inform players of their scheduled setup time and duration as part of their match schedule. TPO 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 TPO official or referee. Setup is comprised of the following:

- Ensuring the quality of all TPO-provided equipment.
- Connecting and calibrating peripherals.
- Ensuring proper function of voice chat system.
- Setting up Legends.
- Adjusting in-game settings.

5.3.2. Seating Order. Players must sit in the order specified by the referee onsite.

5.3.3. Technical Failure of Equipment. If a player encounters any equipment problems during any phase of the setup process, the player must alert and notify a TPO official immediately.

- 5.3.4. Technical Support.** TPO officials will be available to assist with the setup process and troubleshoot any problems encountered during the pre-match setup period.
- 5.3.5. Timeliness of Match Start.** It is expected that players will resolve any issues with the setup process within the allotted time and that match will begin at the scheduled time. Delays due to setup problems may be permitted, at the sole discretion of TPO officials. Penalties for tardiness may be assessed at the discretion of the TPO officials.
- For Game 1, players will be given 10 minutes before they are subject to disqualification.
 - For Game 2, players will be given 5 minutes before they are subject to disqualification.
 - Players may not join the match from Game 3 if they did not show for Game 2.
- 5.3.6. Acknowledgment of Pre-Match Testing.** No fewer than two minutes before the match is scheduled to begin, a TPO official will confirm with each player that their setup is complete.
- 5.3.7. Player Ready State.** Once all eight players in a match have confirmed completion of setup, players may not leave the match area without permission from a TPO official.
- 5.3.8. Game Lobby Creation.** TPO Officials will decide how the official game lobby will be created. Players will be directed by TPO officials to join a game lobby as soon as testing has been completed.

6. Game Rules

6.1. Definition of Terms

- 6.1.1. Unintentional Disconnection.** A player losing connection to the game due to problems or issues with the game client, platform, network, or PC.
- 6.1.2. Intentional Disconnection.** A player losing connection to the game due to player's actions (i.e. quitting the game). Any actions of a player which lead to a disconnection shall be deemed intentional, regardless of the actual intent of the player.

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

6.2. Stoppage of Play

If a player intentionally disconnects without notifying a TPO official or pausing, a TPO official is not required to enforce a stoppage. Players must not surrender and must allow themselves to be knocked out of the game as normal to damage. During any pause or stoppage, players may not leave the match area unless authorized by a TPO official.

- 6.2.1. Directed Pause.** TPO officials may order the pause of a match or execute a pause command on any player station at the sole discretion of the TPO officials, at any time.

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

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

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

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

- 6.2.4. Resuming the Game.** Players are not permitted to restart the game after a pause. After clearance from a Riot official is issued and all players are notified and ready at their stations, which will be contingent on all players confirming through in-game chat or in-person that they are ready to

resume play, the in-client spectator or lobby creator (which may be a player) will unpause the game.

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

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

6.3. Restart Protocol

6.3.1. Bug. An error, flaw, failure or fault that produces an incorrect or unexpected result, or causes a game or hardware device to behave in unintended ways.

6.3.2. Minor Bug. A bug (including a hardware failure) that is, at worst, inconvenient to players. This may include bugs that alter game stats or gameplay mechanics in a manner that, while not optimal, can be played through if necessary.

6.3.3. Play Through Bug. A bug that does not significantly alter the competitive integrity of the game. This may mean that there are mitigation steps available for an otherwise difficult to play around bug (like restarting the game client or computer). Alternatively, this may include situations where the impact of the bug can be mitigated through other in-game functions. This category also includes bugs provided under the “inform designation” - i.e. those bugs that are provided to players in advance of games (usually unit, item, augment, or environment interactions and persistent effects) for which no remake will be offered. These effects or interactions cannot be avoided or mitigated through any means other than disabling of the offending units, skins or items and thus remakes are not available for these bugs, which must be played through.

6.3.4. Unintentional Hardware Failure. The failure of any piece of hardware, including server failure, monitor or PC failure or player peripheral failure. This does not include any hardware failure that is player induced,

including the intentional damage to, or destruction of, a player peripheral, damage to the monitor or a player interfering with a PC. The determination of whether a hardware failure is unintentional is up to the sole discretion of TPO officials.

- 6.3.5. Critical Bug.** A bug (including an Unintentional Hardware Failure) that significantly damages a player's ability to compete in the game situation, significantly alters game stats or gameplay mechanics, or a situation in which the external environmental conditions become untenable. The determination of whether the bug has damaged a player's ability to compete is up to the sole discretion of TPO officials.
- 6.3.6. Verifiable Bug.** A bug or critical bug that is conclusively present and not attributable to player error. The spectator must be able to replay the instance in question and verify the bug or critical bug.
- 6.3.7. Terminal Situation.** A bug or other circumstance that requires that a game be remade. These circumstances include (i) instances of critical bugs which cannot be remedied or avoided including unit or skin bugs that may require that such unit or skin be disabled; or (ii) any other instance in the discretion of TPO officials where the continuation of the game is untenable (including environmental concerns and catastrophic hardware failure).
- 6.3.8. Prompt Reporting.** Once a player is aware of a bug (which, as defined, includes presumed hardware failures), the player is required to pause the game as soon as is practical through one of the methods listed below and alert TPO officials as to the bug. These methods are:
- Pausing the game through the /pause command;
 - Asking a teammate to pause over audible voice communications;
 - Requesting that a referee pause the game.

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

- 6.3.9. Game of Record.** A game where all eight players have loaded and which has progressed to a point of meaningful interaction between players. Once a game attains Game of Record ("**GOR**") status, the period ends in

which incidental restarts may be permitted and a game will be considered as “official” from that point onward. Examples of conditions which establish GOR:

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

6.4. Hardware Malfunction

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

6.5. Post Game Process

6.5.1. Results. TPO officials will confirm and record game results.

6.5.2. Tech Notes. Players will identify any tech issues with TPO officials.

6.5.3. Break Time. TPO officials will inform players of the remaining amount of time before the next game. The standard time for transition in between games is 2 minutes. The exact time will be told to players by the referees. If all the players are not in their seats, then those players that are not in their seats can be penalized for delay of game.

6.6. Post-Match Process.

6.6.1. Results. TPO officials will confirm and record the match result.

6.6.2. Next Match. Players will be informed of their current standing in the competition, including their next scheduled match.

6.6.3. Post-Match Obligations. Players will be informed of any post-match obligations, including, but not limited to, media appearances, post-game and backstage interviews, or further discussion of any match matters immediately following the conclusion of a match.

- **Backstage Interviews.** Players may be required to participate in a live, backstage interview for an official broadcast of the event.

- **Post-Game Interviews.** Players may be required to participate in a pre-recorded, post-game interview for a future official broadcast of the event.

7. Prize Distribution

7.1.1. TFT Paris Open

Total: \$311,300

Placement	Prizing
1st	\$100,000
2nd	\$25,000
3rd	\$15,000
4th	\$12,500
5th	\$10,000
6th	\$9,000
7th	\$8,000
8th	\$7,000
9th-16th	\$3,000
17th-24th	\$2,500
25th-32nd	\$2,000
33rd-40th	\$1,500
41st-48th	\$1,250
49th-56th	\$1,000
57th-64th	\$750
65th-128th	\$450

7.1.2. TFT Paris Open Side Events

- **4v4 Single Elimination - Tournament**
Total: \$10,000

Placement	Prizing
1st	\$5,000
2nd	\$3,000
3rd/4th	\$1,000