



Teamfight Tactics (“TFT”)

Global Player Policy

I. Introduction

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

II. Applicability of Policy

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

III. Player Eligibility

- A. Players may not participate in any competition if doing so would violate local law.
- B. Residency
 - 1. 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.

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

- a) North America

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

- (1) USA, Canada

- b) Latin America

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

- (1) 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

- c) Brazil

The Brazil region consists of the following countries and territories:

- a. Brazil

- d) Europe

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

- (1) 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, Macedonia, Malta, Monaco, Montenegro, Netherlands, Norway, Poland, Portugal, Romania, San Marino, Serbia, Slovakia, Slovenia, Spain, Sweden, Switzerland, United Kingdom (UK), Vatican City (Holy See)

e) CIS

The CIS region consists of the following countries and territories:

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

f) MENA

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

- (1) Algeria, Bahrain, Djibouti, Egypt, India, Iraq, 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.

g) Türkiye

The Türkiye region consists of the following countries and territories:

- a. Türkiye

h) Oceania

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

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

i) South Korea

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

- a. South Korea

j) South East Asia

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

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

k) China

The China region consists of the following countries and territories:

- a. China
- l) Japan

The Japan region consists of the following countries and territories:

- a. Japan
- m) Other countries or territories

(1) 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.

4. Joint Regions

- a) 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.

5. 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.

6. Proof of Residency

- a) 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).

(1) 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.

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

C. Minimum Age

1. The minimum age to participate in TFT competition is determined at the regional level and subject to BOTH of the following:
 - a) The minimum age to participate may not be younger than 13 years of age; AND
 - b) The minimum age to participate may not be younger than the Game Rating requisite age for TFT in that region.
2. All players who are younger than the age of majority in their region must receive parental permission to participate in a TFT competition.

D. Ineligible Players.

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

E. Additional Rules.

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.

IV. Player Accounts

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

V. Sponsorships

- A. Participants may sign sponsorship deals with brands and companies, and represent those sponsors while participating in TFT competitions as long as they are otherwise in compliance with the rules and restrictions set forth in this section..
- B. Restrictions
 - 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
- Firearms, ammunition or firearm accessories
- Pornography or pornographic products
- Tobacco products or paraphernalia

- Betting or gambling providers, and related companies (bookmakers and betting sites)
- Alcohol products (including non-alcoholic beverages marketed by alcohol companies) or other intoxicants the sale or use of which is regulated by Applicable Law
- Sellers of or marketplaces for virtual items known to be counterfeit or illegal
- Seller of or marketplaces for goods or services that violate the Riot Terms of Service
- Fantasy esports operators (including daily fantasy)
- Political campaigns or political action committees
- Charities that endorse particular religious or political positions, or are not reputable (by way of example, Red Cross, Stand-Up to Cancer and other similar mainstream charities would be considered reputable)
- Cryptocurrencies, or any other unregulated financial instruments or markets

C. Apparel

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:
 - a) Contains any false, unsubstantiated, or unwarranted claims for any product or service, or testimonials, that Riot, in its sole and absolute discretion, considers inappropriate.
 - b) Advertises any brand whose business falls within the Globally Prohibited Sponsorship Categories.
 - c) 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.
 - d) 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.

- e) 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.
- f) Disparages or libels any opposing player or any other person, entity or product.
- g) Riot reserves the right to refuse entry or continued participation in the match to any player who does not comply with the aforementioned apparel rules.

D. Professional Teams

- 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.

VI. Player Conduct Rules

A. The following rules apply to all participants in TFT competitions. Participants are responsible for reviewing and understanding the rules.

B. Competitive Integrity

- 1. Players are expected to play at their best at all times within any Riot game, and to avoid any behavior inconsistent with the principles of good sportsmanship, honesty, or fair play.

C. Unfair Play

- 1. Players are prohibited from engaging in any behaviors that constitute unfair play, as defined herein.
- 2. Collusion

a) Collusion is defined as any agreement among two (2) or more players to disadvantage opposing players. This includes behavior among players who are part of the same esports organization or otherwise affiliated outside of the competition. Collusion includes, but is not limited to, acts such as:

- (1) 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.
 - (2) Pre-arranging to split prize money and/or any other form of compensation (except as otherwise permitted under the rules of the competition).
 - (3) Sending or receiving signals, electronic or otherwise, from a confederate to/from a player.
- 3. Hacking
 - a) Hacking is defined as any modification of the League of Legends game client by any player, or person acting on behalf of a player.
- 4. Exploiting
 - a) Exploiting is defined as intentionally using any in-game bug to seek an advantage. Exploiting includes, but is not limited to, acts such as: glitches in buying items, glitches in Champion ability performance, or any other game function that, in the sole determination of Riot officials, is not functioning as intended.
- 5. Spectator Monitors
 - a) Looking at or attempting to look at spectator monitors.
- 6. Ringing
 - a) Playing under another player's account or soliciting, inducing, encouraging or directing someone else to play under another player's account. Additionally, a player may not have others provide advice to them during tournament play.
- 7. Association with Gambling
 - a) No player or Riot official may take part, either directly or indirectly, in betting or gambling on any results of any TFT game, match or competition.
- 8. Match-Fixing
 - a) No player may offer, agree, conspire, or attempt to influence the outcome of a game or match by any means that are prohibited by law or this Global Player Policy.
- 9. Gifts
 - a) No player may accept any gift, reward or compensation for

services promised, rendered, or to be rendered in connection with competitive play of the game, including services related to defeating or attempting to defeat a competing player or services designed to throw or fix a match or game. The sole exception to this rule shall be in the case of performance-based compensation paid to a player by a team's official sponsor or owner.

10. Unauthorized Devices

- a) The use of any kind of cheating device and/or cheat program.
- b) Add-Ons

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

11. Intentional Disconnection

- a) An intentional disconnection without a proper and explicitly-stated reason.

12. Unsportsmanlike Conduct

- a) Any other further act, failure to act, or behavior which undermines the competitive integrity of the competition or otherwise violates this Global Player Policy and/or the standards of integrity established by Riot for competitive game play.

D. Unprofessional Behavior

1. Hostility

- a) Profanity and Hate Speech

(1) 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.

- b) Disruptive Behavior / Insults

(1) 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.

c) Abusive Behavior

(1) 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.

d) Harassment

(1) 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.

e) Sexual Harassment

(1) 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.

f) Discrimination and Denigration

(1) 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.

g) Disparaging Remarks

(1) Players may not give, make, issue, authorize or endorse any statement designed to undermine the perception of a competition or competition officials, or have any other effect prejudicial or detrimental to the best interest of Riot Games or its affiliates, or TFT, as determined in the sole and absolute discretion of Riot.

h) Criminal Activity

(1) 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.

i) Moral Turpitude

(1) 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.

2. Operational Misconduct

a) Studio Interference

(1) For live events, no player may touch or otherwise interfere with lights, cameras or other studio equipment. Players may not stand on chairs, tables or other studio equipment. Players must follow all instructions of Riot studio personnel.

b) Unauthorized Communications

(1) For live events, all mobile phones, tablets and other voice-enabled and/or “ringing” electronic devices must be removed from the play area before the game. Players may not text/email or use social media while in the match area.

c) Identity Concealment

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

d) Confidentiality

- (1) 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.

e) Non-Compliance

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

f) Document or Miscellaneous Requests

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

VII. Subjection to Penalty and Investigation

A. Violations

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

B. Penalties

1. Upon discovery of any Player committing any violations of the rules listed above, Riot may issue the following penalties:
 - a) Verbal Warning(s)
 - b) Fine(s) and/or Prize Forfeiture(s)
 - c) Game Forfeiture(s)
 - d) Match Forfeiture(s)

- e) Suspension(s)
 - f) Disqualification(s)
 - g) Any combination of the above
 - 2. Standard penalties are set forth in the Global Penalty Index. Riot reserves the right to modify or exceed the penalties set forth in the GPI in its sole discretion. For an English version of the Global Penalty Index, [see this link](#).
- C. Right to Publish
- 1. Riot has the right to publish a declaration stating that a player has been penalized and to maintain a public record of suspended players.

VIII. Spirit of the Rules

- A. Finality of Decisions
- 1. Unless expressly prohibited under regional law, all decisions regarding the interpretation of these rules, player eligibility, and penalties for misconduct, lie solely with Riot, the decisions of which are final. Riot decisions with respect to this Global Player Policy cannot be appealed and shall not give rise to any claim for monetary damages or any other legal or equitable remedy.
- B. Rule Changes
- 1. This Global Player Policy may be amended, modified or supplemented by Riot, from time to time, in order to ensure fair play and the integrity of TFT competition.
- C. Best Interests of Riot Games
- 1. 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 Knights Cup - MENA TRC Rulebook

All Riot Games Global Player Policy rules apply to the Teamfight Tactics Knights Cup 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 Rising Legends 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. *Rising Legends (RL)*

- 1.1.1. The Tournament Series catering to the macro-region of EMEA. The top players from the Rising Legends will represent EMEA in the TFT Global Championship

1.2. *Golden Spatula Cups (GSC)*

- 1.2.1. The premier 3-day closed tournament of Rising Legends. Players that will participate in a GSC will come from: TFT Regional Competitions, Open Qualifiers, and Ranked Ladder.

1.3. *TFT Regional Competitions (TRC)*

- 1.3.1. Riot recognized local region-focused competitions. Each recognized TRC will feed players directly into the GSCs and the EMEA Superbrawl.

1.4. *Open Qualifiers (OQs)*

- 1.4.1. Prior to each GSC, an Open Qualifier will be held to get 64 players to fill out the remaining slots in a GSC.

1.5. *Ranked Ladder / Ladder Snapshots*

- 1.5.1. The official in-game ranked Ladder play. Depending on rank, players will either be directly invited to a GSC, Open Qualifier, or play a part in their respective region's TRC.

1.6. *Ladder / Open Qualifier Rank Lock*

- 1.6.1. The lock of in-game rank to determine automatic qualification to the Golden Spatula Cups, as well as players ranks for the Open Qualifier sign ups.

1.7. TFT Knights Cup (TKC)

- 1.7.1. The tournament was organized by **Royal Knights** for the MENA region. This tournament will function as the MENA TRC and will feed the players directly into the GSCs and the EMEA Superbrawl.

Eligibility

1.8. Eligible Regions

- 1.8.1. The region eligible to compete in the Royal Knights Cup Series is the Middle East and North Africa
- 1.8.2. The MENA Region is further divided into sub-regions, countries, and or territories. Refer to the Global Player Policy and the TFT Regional Competition sections for specific region breakdown.
- 1.8.3. Royal Knights reserves the right to ask for Proof of Residence or Proof of Age at any time.
- 1.8.4. A player must be a resident of the eligible region to participate in the tournament.

1.9. Residency

- 1.9.1. A player who has lived at least 13 years of their life within a competitive region is eligible to participate in their region's tournament.
 - 1.9.1.1. A player may keep their residency should they move to another region, so long as they can prove their previous residency.
- 1.9.2. A player who has recently moved to a region must live at least one full calendar year in said region to be able to participate in that region's tournament.
 - 1.9.2.1. For clarity, 1 full calendar year is 12 full months.
- 1.9.3. In general, a player may only participate in one regional tournament at a time.
- 1.9.4. Riot Games and licensed tournament partners may request for Proof of Residence or Proof of Age at any time.

1.10. TFT Regional Competitions (TRCs)

- 1.10.1. In the event that a player qualifies for the Golden Spatula cup, they cannot participate in the following TRCs at any given time for the duration of the set.
- 1.10.2. A player may only participate in a TRC they are a resident of.
- 1.10.3. If a player is eligible to participate in 2 or more TRCs, the player must declare which TRC they will participate in.
- 1.10.4. For more information on how to participate in a TRC a player is eligible for, see local region channels.
- 1.10.5. The following sub-regions, countries, or territories are eligible for the TKC Competition:
 - 1.10.5.1. MENA: *Jordan, Palestine, Lebanon, Egypt, Morocco, Algeria, Tunisia, Libya, Saudi Arabia, United Arab Emirates, Kuwait, Bahrain, Qatar, Oman, Iraq*
- 1.10.6. A player must be at least Platinum I in the current ongoing TFT set to participate in a TKC.

1.11. Golden Spatula Cups

- 1.11.1. Players must be signed up to the tournament platform on the tournament website one week before the start date to be eligible to play in a Golden Spatula Cup.

1.12. TFT EMEA Superbrawl

- 1.12.1. The top 4 players from a separate TKC split will qualify to compete in a set of games based on their accumulated points throughout the TKC splits.
- 1.12.2. 32 players will compete and the top 4 players will be sent to the EMEA Superbrawl.
- 1.12.3. The format of these games will be similar to each TKC's tournament proper, the top 4 players in the final standings will be sent to the EMEA Superbrawl.

2. Competition Schedules

- 2.1. Competition Schedules will be shared in the Tournament Discord and Website directly after the end of the registration period.

3. Competition Communication

- 3.1. For day-to-day official tournament communications, information, and questions, an official Discord Server can be found in the official rulebook [\[here\]](#)
- 3.2. Official announcements, updates, and information will also be posted on our website [\[here\]](#).

4. Competition Format

4.1. TFT Knights Cup (TKC)

- 4.1.1. TFT Knights Cup will be a 3 day event featuring a maximum of 128 players.
- 4.1.2. TKCs will send their top 3 players for every Golden Spatula Cup, and will send the top 4 players similarly to SuperBrawl.
- 4.1.3. The manner of how TKCs determine which players are sent to the Golden Spatula Cups or the EMEA Superbrawl are entirely at their own discretion.
- 4.1.4. TKCs may each have their own unique tournament format, ruleset, code of conduct, and tournament regulations.
- 4.1.5. A player must be at least Platinum I in the current ongoing TFT set to participate in a TKC.

4.2. Open Qualifiers

- 4.2.1. Open Qualifiers will be 3 day events featuring a maximum of 128 players.
- 4.2.2. There will be at least one Open Qualifier for each Golden Spatula Cup (GSC).
- 4.2.3. Sign ups for Open Qualifiers will open in the week before the Open Qualifier itself, exact sign up dates will be announced in advance of each cup.
 - 4.2.3.1. A player must be at least Platinum I on the EUW server at rank lock to play in an Open Qualifier. Players of any rank may sign up to an Open Qualifier.

4.2.4. A player must check in by the deadline to play. Check in deadlines will be communicated to players through the official Tournament Discord and Website.

4.2.4.1. Check-in will be done via the official Tournament Website.

4.2.5. Qualifier Tournament Proper:

4.2.5.1. Day 1: The registered players will play six games each. The registered players will be randomly seeded into the lobbies accordingly. Each lobby will play twice before reseeding into the next lobby based on the tournament standing. The top 16 scorers will advance. Games for Day 1 will start at 8 PM DXB Time (GMT+4).

4.2.5.2. Day 2: 16 players will play six games each, similar to Day 1, each lobby will play twice before reseeding into the next lobby. Players will be seeded in the first lobbies based on the tournament standing of Day 1. Eight players will be eliminated and the top eight scorers will advance. Games for Day 2 will start at 8 PM DXB Time (GMT+4) and will end at 11 PM DXB Time (GMT+4).

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

4.2.5.3. Day 3: Eight players will play the final games in the same format as Day 1 and Day 2 without reseeding; players will play six games in total for the finals. Top 3 qualify for the GSC. Games for Day 3 will start at 8 PM DXB Time (GMT+4).

4.2.6. Tiebreakers are done in the following order:

- Total Tournament Points
- Number of wins on the day
- Number of top 4 placements on the day
- Least number of 8th places on the day.
- Number of 2nd places on the day.
- Number of 3rd place on the day.
- Placement in the final game.
- Placement in the 5th game, then 4th, then 3rd, etc..

4.2.7. Open Qualifiers will be played on the EUW server, if your accounts server is not EUW, you must have an EUW account prepared to play on.

5. Points

5.1. Tournament Point System

5.1.1. Points in TKC will be awarded as follows:

Placement	1	2	3	4	5	6	7	8
Points	8	7	6	5	4	3	2	1

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

- These do not contribute whatsoever to standing Golden Spatula Cup Points, Ladder Points, etc.
- Points are reset between each day in the tournament unless stated otherwise.

6. Tournament Regulations

6.1. Disconnections

6.1.1. Players are responsible for their own internet connection. A remake can be considered in one of the following situations at an admins discretion, a remake is not guaranteed in either:

6.1.1.1. Players disconnect during the first carousel and are unable to select an item.

6.1.1.2. Live server issues that cause multiple players to be unable to play the game.

6.1.2. All players are required to remain for the duration of any broadcasted matches they have started. If a player preemptively leaves a match after losing they must tell an admin and wait for approval to leave.

6.2. Game Bugs

6.2.1. A player playing in the Teamfight Tactics Knights Cup Tournament Series will not knowingly use any bugs to gain a competitive advantage. In the event that this happens, disciplinary action will be taken at an Admins discretion.

6.3. No Shows

6.3.1. TKC Open Qualifiers

6.3.1.1. If a player fails to show up for a game that is being played on live servers then the game will start with the 7 present tournament players, with the final spot filled by a player from the matchmaking pool. This player will always count as 8th place.

6.3.1.2. Signing up for the tournament commits you to playing all of your games. Dropping from a tournament early without legitimate reason will disqualify you from the next tournament cycle in the calendar. I.e. If you were to leave either OQ1 or GSC1, you would be disqualified from OQ2 and GSC2.

6.4. Point Submission

6.4.1. The players who come first and second in each lobby MUST screenshot the result of their lobby and submit it to admins, either on discord or the official tournament platform. Players who fail to submit screenshots may be subject to disciplinary action.

6.5. POV Streaming

6.5.1. Players are free to stream their own POV of any games they play in the Teamfight Tactics Knights Cup Tournament series.

- 6.5.1.1. Any sponsors must comply with the rules set out in the Global Player Policy.
- 6.5.1.2. We recommend setting a delay on your stream, however this is entirely left to the discretion of the individual.
- 6.5.1.3. Any advantage from streaming such as coaching during the tournament will be investigated as a breach of the sportsmanship and fair play rules.

6.6. Game Moderation

- 6.6.1. Players participating in TKC are obliged to join a designated Discord voice channel on the official Royal Knights Discord server. Each voice channel will be joined and moderated by a Royal Knights official to ensure competitive integrity and fair play, if deemed necessary, and said official has the right to ask any player to share their screen.
- 6.6.2. Players may keep their microphones muted unless asked otherwise.
- 6.6.3. In the event of a caster joining a lobby for the watch party, all the players are obliged to share their screens for the casters.
- 6.6.4. Players are prohibited from viewing, or joining any on-going Discord stream in their respective voice channels, failing to abide by this rule will hold the player accountable and may result in points deduction and/or disqualification in the event of repeated offense.

7. Code of Conduct

- 7.1. All players who participate in the TFT Knights Cup Tournament Series are automatically under the Code of Conduct, detailed below. Players must follow the guidelines for sportsmanship and professional conduct set out in the Global Player Policy.
 - 7.1.1. Any violation of the Code of Conduct will result in disciplinary action. Disciplinary action will be subject to proper protocols unless immediate action is deemed necessary by TFT Knights Cup Officials.
 - 7.1.2. If TFT Knights Cup Officials determine that a player has violated the Summoner's Code, the Teamfight Tactics Terms of Use, or other rules of

Teamfight Tactics, TFT Knights Cup Officials may assign penalties at their sole discretion.

- 7.1.3. If a Royal Knights Officials contacts a player to discuss the investigation, the player is obligated to tell the truth. If a player withholds information or misleads a Royal Knights Official creating an obstruction of the investigation then the player is subject to punishment.
- 7.2. Unless expressly stated otherwise, offenses and infringements of these rules are punishable, whether or not they were committed intentionally or successfully. Attempts to commit such offenses or infringements are also punishable.
- 7.3. 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.
- 7.4. 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.
- 7.5. Players may not offend the dignity or integrity of a country, private person or group of people through contemptuous, discriminatory or denigrating words or actions on account of race, skin color, ethnic, national or social origin, gender, language, religion, political opinion or any other opinion, financial status, birth or any other status, sexual orientation or any other reason.
- 7.6. **Unsportsmanlike Conduct**
 - 7.6.1. Players must play at the best of their ability to win each individual game at all times.
 - 7.6.2. Players must not surrender and must allow themselves to be knocked out of the game as normal to damage.

7.7. Disciplinary action

7.7.1. If a player has been found in violation of Riot's Global Player Policy or any of the rules above or below, the Admin reserves the right to issue any disciplinary action based on the severity of the action. This action could include but is not limited to: Warnings, Game Forfeits, Loss of Points, Disqualification, Prize Forfeiture. This action is solely at the discretion of the administration team.

8. Prize Distribution

8.1.1. TFT Knights Cup Seasons

Total: \$3,000

Placement	1	2	3	4	5-8
Prize S1	\$750	\$375	\$225	\$150	4 Eggs
Prize S2	\$750	\$375	\$225	\$150	4 Eggs
Prize S3	\$750	\$375	\$225	\$150	4 Eggs

8.1.2. Superbrawl

Total: TBD

8.1.3. EMEA Finals

Total: €43900

Placement	1	2	3	4	5	6	7	8	9-16	17-24	25-32
Prize	€10000	€5000	€4000	€3000	€2250	€2000	€1750	€1500	€800	€600	€400

9. Payment

- 9.1. Payments, compensations, prize pool distribution, and financial terms issued by Royal Knights are to be disbursed within a period of up to 30 working days following the conclusion of the project.
- 9.2. The recipient party is required to provide Royal Knights with all necessary payment details to ensure a prompt and accurate transaction. In the event of false or inaccurate information, the recipient party will be held fully accountable for any additional charges and/or fees.
- 9.3. The recipient party is responsible for any transaction or exchange fees and/or taxes that may apply, and Royal Knights is neither obligated nor liable for covering these fees and/or taxes.
- 9.4. Payments and compensations issued by Royal Knights may be subject to delays due to the recipient party's bank regulations, local laws, and the terms and conditions governing such transactions.
- 9.5. If a payment encounters any issues and is returned, the recipient party will be promptly notified and will be responsible for providing an alternative payment method that aligns with the available payment options outlined in these terms and conditions.
- 9.6. Royal Knights exclusively manages bank transfers for fund transfers and will not be held accountable or liable for any mishaps or delays that may arise from alternative methods of fund transfer.

10. Rule Changes

- 10.1. These Rules and Regulations may be amended, modified or supplemented by Royal Knights, from time to time, in order to ensure fair play and the integrity of TFT competition, and to ensure that player voices and feedback are heard.