

Teamfight Tactics - APAC Esports

Rulebook



TFT Esports APAC Rulebook	4
1. General Terms	4
1.1. TFT Esports APAC	4
1.2. APAC Golden Spatula	4
1.3. Golden Spatula Cups (TC)	4
1.4. Tacticians Trials (TTs)	5
1.5. TFT Regional Competitions (TRC)	5
1.6. Ranked Ladder / Ladder Snapshots	5
1.7. Ladder / Tacticians Trial Rank Lock	5
2. Eligibility	6
2.1. Regions	6
2.2. Residency	6
2.3. Ladder Snapshots	7
2.4. TFT Regional Competitions (TRCs)	8
2.5. Tacticians Trials	9
2.6. Golden Spatula Cups	9
3. Competition Schedule & Communication	10
3.1. Official Website	10
3.2. Competition Dates	10
3.3. Official Discord Server	10
4. Competition Regulations & Format	10
4.1. Ladder Snapshots	10
4.2. TFT Regional Competitions (TRCs)	11
4.3. Tacticians Trials	12
4.3.1. Regulations	12
4.3.2. Format	14
4.4. Golden Spatula Cups (TC)	15
4.4.1. Regulations	15
4.4.2. Format	17
4.5. APAC Golden Spatula	19
4.5.1. Regulations	19
4.5.2. Format	21
5. Points	22
5.1. Tournament Point System	22
5.2. Tacticians Trials	23
5.3. Golden Spatula Cup	24
5.4. APAC Golden Spatula	24
6. Tiebreakers	25
6.1. Tiebreaker Breakdown	25
7. Rules of Succession	25
7.1. Golden Spatula Cup Qualification	25

7.2. APAC Golden Spatula Qualification	26
8. Set Championship Qualification & Additional Regulations	27
8.1. Slot Distribution	27
8.2. Play Location	27
9. Tournament Regulations	27
9.1. Disconnections	27
9.2. Game Bugs	28
9.3. Pauses	28
9.4. No Shows	28
9.5. Point Submission	29
9.6. POV Streaming	29
9.7. Player Cameras / Video Feed	29
10. Code of Conduct	31
10.1. General Conduct	31
10.7. Behavior Checks	32
10.8. Unsportsmanlike Conduct	32
10.9. Disciplinary action	32
11. Prize Distribution	34
11.2. Golden Spatula Cup	34
11.3. APAC Golden Spatula	35
12. Rule Changes	36
ANNEX 1: PENALTY INDEX	37
ANNEX 1: CHANGELOG	39

TFT Esports APAC Rulebook

The Teamfight Tactics Global Player Policy rules apply to the TFT Esports APAC 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 Esports APAC Tournament Series are automatically under the jurisdiction of the [Global Player Policy](#), the [Code of Conduct](#), and the [Riot Games Terms of Service](#).

TFT Esports APAC is the APAC equivalent of the TFT Esports circuits held in the Americas, APAC, and China regions.

1. General Terms

1.1. TFT Esports APAC

- 1.1.1. The Tournament Series catering to the macro-region of APAC. The top players from TFT Esports APAC will represent APAC in the TFT Global Championship (Tactician's Crown).
- 1.1.2. TFT Esports APAC Tournaments consists of the following: Tacticians Trials I / II / III (TTs, Tacticians Trials), Tactician's Cup I / II / III (TCs, APAC Finals) and APAC Golden Spatula (APAC Finals).

1.2. APAC Golden Spatula

- 1.2.1. The final competition of TFT Esports APAC. Most or all players who will qualify to the Tactician's Crown will qualify from this tournament.
- 1.2.2. This tournament is equivalent to the Golden Spatula in other regions.

1.3. Tactician's Cup (TC)

- 1.3.1. The premier 3-day closed tournament of TFT Esports APAC. Players that will participate in a TC will come from: TFT Regional Competitions, Tacticians Trials, and Ranked Ladder.
- 1.3.2. This tournament is the equivalent of Tactician's Cups in other regions.

1.4. Tacticians Trials (TT)

- 1.4.1. Prior to each TC, an Tacticians Trial will be held to qualify ~64 players to fill out the remaining slots in a TC.
- 1.4.2. This tournament is the equivalent of Tactician's Trials in other regions.

1.5. TFT Regional Competitions (TRC)

- 1.5.1. Riot recognized local region-focused competitions. Each recognized TRC will feed players directly into the TCs.

1.6. Ranked Ladder / Ladder Snapshots

- 1.6.1. The official in-game ranked Ladder play. Depending on rank, players will either be directly invited to TCs and TTs.

1.7. Ladder / Tacticians Trial Rank Lock

- 1.7.1. The lock of in-game rank to determine automatic qualification to the TC, as well as players ranks for the TT sign ups.

1.8. Time Zones & Start Times

- 1.8.1. Tournament operations start times, snapshots, and deadlines are listed in local timezone format. Depending on the time of the year. Check the official homepage for the most up to date time & information.
- 1.8.2. Snapshot / Rank Lock time is 10PM, based on the local time in each regional servers

2. Eligibility

2.1. Regions

- 2.1.1. The regions eligible to compete in TFT Esports APAC are: East Asia, Southeast Asia, and South Asia..
- 2.1.2. Regions are 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.
- 2.1.3. Riot Games and licensed tournament operators reserve the right to ask for Proof of Residence or Proof of Age at any time.
- 2.1.4. A player must be a legal resident of one of the eligible sub-regions to participate in the tournament.

2.2. Residency

- 2.2.1. A player must be a legal resident of the sub-region they would like to participate in.
- 2.2.2. 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.
 - 2.2.2.1. A player may keep their residency should they move to another region, so long as they can prove their previous residency.
- 2.2.3. A player who has recently moved to a region must live at least four calendar months in said region to be able to participate in that region's tournament.
- 2.2.4. In general, a player may only participate in one regional tournament at a time.
- 2.2.5. Riot Games and licensed tournament operators may request for Proof of Residence or Proof of Age at any time.

2.3. Ladder Snapshots

2.3.1. Servers:

- 2.3.1.1. Residents of the Korea servers MUST play in Korea servers
- 2.3.1.2. Residents of the Japan servers MUST play in Japan servers
- 2.3.1.3. Residents of the Oceania servers MUST play in Oceania servers
- 2.3.1.4. Residents of the Philippines servers MUST play in Philippines servers
- 2.3.1.5. Residents of the Taiwan servers MUST play in Taiwan servers
- 2.3.1.6. Residents of the Thailand servers MUST play in Thailand servers
- 2.3.1.7. Residents of the Singapore and South Asia servers MUST play in Singapore servers
- 2.3.1.8. Residents of the Vietnam servers MUST play in Vietnam servers
- 2.3.1.9. Residents of other countries can choose on any one server to compete
- 2.3.1.10. This server cannot be changed for the duration of the Tournament Series/Set.

2.3.2. On signing up for the website and tournament platform, a player must declare/define what server they are playing on for the purposes of the Ladder Snapshots by signing up with their Riot ID.

2.3.3. Players can only be eligible to qualify through Ladder Snapshots in one region and on one account.

2.3.4. A player can only play in one In-Game region for Ladder Snapshots. Players who play in multiple regions must declare to Riot through the tournament platform what region they wish to be eligible for qualification through.

2.3.5. Players who are found to be entering into Ladder Snapshots in both regions, and to have not declared this, the players Snapshots will be taken in the region they are eligible for.

- 2.3.6. Players must have played 10 ranked Ladder games on their defined server in between each Snapshot to be eligible for the next one. The first snapshot has no game requirement.

2.4. TFT Regional Competitions (TRCs)

- 2.4.1. A player may only participate in **one** TRC at any given time for the duration of the Set.
- 2.4.2. A player may only participate in a TRC they are a resident of.
- 2.4.3. If a player is eligible to participate in 2 or more TRCs, the player must declare which TRC they will participate in.
- 2.4.4. For more information on how to participate in a TRC a player is eligible for, see local region channels.
- 2.4.5. The following sub-regions, countries, or territories are recognized TFT Regional Competitions:
- TBD

2.5. Tacticians Trials

- 2.5.1. Players must be signed up to the tournament platform on the tournament website to be eligible to play in an Tacticians Trials event.
- 2.5.2. Players must be at least Master to participate in the Tacticians Trials.
- 2.5.3. Players qualified for the Tactician's Cup through TRCs or Ladder are ineligible to participate in the Tacticians Trial for said Golden Spatula Cup.
- 2.5.3.1. Example: Player A is #1 in Taiwan on the Ladder on the Tactician's Cup Cutoff Date, hence, already qualified for the TC, and therefore cannot play in the TT. Player B is #102 on the relevant

Ladder Snapshot, and will therefore have time to sign up for the TT before sign ups close.

2.6. APAC Golden Spatula

- 2.6.1. 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.

3. Competition Schedule & Communication

3.1. [Official Website](#) (will be launched from 1st April)

- 3.1.1. All official announcements, updates, tournament information, and competition schedules will be shared in the TFT Esports APAC Website at least 1 week before the tournament start date.

3.2. Competition Dates

- 3.2.1. **Tacticians Trial #1:** April 20-22, 2024
- 3.2.2. **Tactian's Cup #1:** April 26-28, 2024
- 3.2.3. **Tacticians Trial #2:** May 18-20, 2024
- 3.2.4. **Tactian's Cup #2:** May 24-26, 2024
- 3.2.5. **Tacticians Trial #3:** June 15-17, 2024
- 3.2.6. **Tactian's Cup #3:** June 21-23, 2024
- 3.2.7. **APAC Golden Spatula:** July 5-7, 2024

3.3. Official Discord Server

- 3.3.1. For day-to-day official tournament communications, information, and questions, an official Discord Server will be operated from Tactians Trials #1 within APAC, Korea, and Vietnam servers

4. Competition Regulations & Format

4.1. Ladder Snapshots

- 4.1.1. Ladder Snapshots will be taken at 22:00:00 Local Time on Tuesdays.
- 4.1.2. Players must have played 10 ranked Ladder games on their defined server in between each Snapshot to be eligible for the next one. The first snapshot has no game requirement.

4.1.3. Only games finished before the Snapshot will count towards it. Any game started before and finished after will not.

4.1.4. Ladder Snapshot points are based on rank and LP at the time of the Snapshot. Any necessary tiebreakers will be based on win percentage followed by Top 4 percentage.

4.1.4.1. A total of 10 Ladder Snapshots will be taken on the following dates:

- April: 2, 9, 16, 23, 30
- May: 7, 14, 21, 28
- June: 4

4.1.5. Points will be awarded for the Top 50 players of each region, points table below:

Rank	Points	Rank	Points
1	50	21	19
2	47	22	18
3	44	23	17
4	42	24	16
5	40	25	15
6	38	26	14
7	36	27	13
8	34	28	12
9	32	29	11
10	30	30	10
11	29	31-32	9
12	28	33-34	8

13	27	35-36	7
14	26	37-38	6
15	25	39-40	5
16	24	41-42	4
17	23	43-44	3
18	22	45-47	2
19	21	48-50	1
20	20		

- 4.1.6. The Top 14 players with the highest total Snapshot points will qualify directly to the APAC Finals.

In-Game Server	Number of Players
VN	3
KR	3
TW	2
JP	1
OC	1
PH	1
SG	1
TH	1

4.2. TFT Regional Competitions (TRCs)

- 4.2.1. TBD

4.3. Tacticians Trials

4.3.1. Regulations

- 4.3.1.1. Tacticians Trials are operated separated within Korea, Vietnam and APAC (all other countries except Korea and Vietnam)
- 4.3.1.2. Tacticians Trials will be 3-day events featuring a maximum of 448 (Vietnam). 320 (Korea), and 256 (APAC) players.
- 4.3.1.3. There will be at least one Tactician's Trials for each Tacticians' Cup (TC).
- 4.3.1.4. Sign ups for Tacticians Trials will open in the week before the Tacticians Trial itself, exact sign up dates will be announced in advance of each cup. Tacticians Trial sign ups will open for 5 days.
- 4.3.1.5. A player must be at least Master at rank lock to play in an Tacticians Trial. Players of any rank may sign up to a Tacticians Trial.
- 4.3.1.6. Challenger ranked players will get an automatic spot to join the Tacticians Trial as long as they sign up.
 - Players at the rank of Challenger will have a spot reserved in the Tacticians Trials, if they sign up for the tournament at any point during the 5 day sign up window. Players do not have to have played any amount of games for rank lock, that requirement is just for the Snapshots.
 - Any spot not taken by a Challenger player will be filled on a LP (League Point) basis.
 - A waitlist will be formed in order of LP to fill spots for players who drop out before the event, or who do not check-in.
- 4.3.1.7. Rank/LP lock will occur on the following dates for their respective Qualifiers:
 - Qualifier for TC 1 Rank/LP Lock: Sunday 14th April, 2024 at In-Game Ladder Update on each server.
 - Qualifier for TC 2 Rank/LP Lock: Sunday 12th May, 2024 at In-Game Ladder Update on each server.

- Qualifier for TC 3 Rank/LP Lock: Sunday 9th June, 2024 at In-Game Ladder Update on each server.
- 4.3.1.8. 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. Check-in will be done via the official Tournament Website.
- 4.3.1.9. Tacticians Trials will be played on the Korea / Taiwan / Vietnam server, if your account is not on EUW, you must have an Taiwan account prepared to play on.
- 4.3.1.10. Top 4 players in Tactician's Cup I / II will qualify into the next immediate Tactian's Cup II / III, respectively.
- 4.3.1.11. Top 4 players in Tactician's Cup III will qualify into APAC Golden Spatula.
- 4.3.1.12. All players who played in the Tacticians Trials will receive Qualifier Points based on their final placement. For a breakdown of points per placement, see the Points section of the Rulebook.

4.3.2. Format

- 4.3.2.1. Each Tacticians Trial will be a 3-day tournament. Once registered players are expected to participate in all 3-days should they qualify for the next day.
- 4.3.2.2. Day 1 (Saturday) will play 6 games, playing 2 games in a lobby before reseeding into new lobbies based on points.
 - After 4 games, the bottom 25% of each group will be eliminated.
 - After the 6th game, the Top 25% of each group will progress to Day 2.
- 4.3.2.3. Day 2 (Sunday) will play 6 games, playing 2 games in a lobby before reseeding into new lobbies based on points. The Top 64 will progress to Day 3.
- 4.3.2.4. Day 3 (Monday) will play 6 games, playing 2 games in a lobby before reseeding into new lobbies based on points., reseeding after every 2 games.

- 4.3.3. Points between days reset.
- 4.3.4. Any ties in the points for the purposes of seeding lobbies will be sorted randomly.
 - 4.3.4.1. E.g. If 8th, 9th, and 10th place are tied when reseeding, they will be randomly distributed between the first and second lobbies.

4.4. Tactian's Cup I / II / III (TC)

4.4.1. Regulations

- 4.4.1.1. Tactician's Cup 1 will be a 3-day event featuring 128 players.
 - Top 64 from most recent Tacticians Trial

In-Game Server	Number of Players
VN	24
KR	20
APAC	16

- Top 64 from Ladder Rank/LP Lock:

In-Game Server	Number of Players
VN	20
KR	20
TW	8
JP	5
OC	5
PH	2
SG	2
TH	2

- 4.4.1.2. Tactian's Cup 2 & 3 will be a 3 day event featuring 128 players.
 - Top 4 from previous Tactian's Cup
 - Top 60 from most recent Tacticians Trial

- (According to the result from the previous Tactician's Cup, the seeding will be re-arranged. If a Vietnam player won Tactician's Cup 1, one VN seed will be gone - 23 from VN)
- Top 64 from Ladder Rank/LP Lock (see breakdown in Golden Spatula Cup 1 above)
 - Top 35 From TRCs (see breakdown in Golden Spatula Cup 1 above)
- 4.4.1.3. Top players across the 4 servers will automatically qualify through their locked Rank/LP Ladder placement.
- Rank/LP lock will occur on the following dates for their respective TC qualification:
 - Qualifier for TC 1 Rank/LP Lock: Sunday 21st April, 2024 at Ladder Snapshot on each server.
 - Qualifier for TC 2 Rank/LP Lock: Sunday 19th May, 2024 at Ladder Snapshot on each server.
 - Qualifier for TC 3 Rank/LP Lock: Sunday 16th June, 2024 at Ladder Snapshot Update on each server.
- 4.4.1.4. 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. Check-in will be done via the official Tournament Website.
- 4.4.1.5. Players must fill out the player form sent to them prior to the tournament starting.
- Submitting a picture of someone other than yourself is prohibited and may lead to disciplinary action.
- 4.4.1.6. The Tactician's Cup will be played on the Tournament Realm. The tournament realm is a Windows (PC) only client, and players are responsible for themselves being able to compete on it. Tournament Realm accounts will be provided for all players in the TC.
- 4.4.1.7. Securing a Top 4 final placement in a Tactician's Cup (TC):
- TC #1:

- 1st ~ 4th: Automatic qualification to TC #2 and Day 1 of TC #2.
 - TC #2:
 - 1st ~ 4th: Automatic qualification to TC #3 and Day 1 of TC #3.
 - TC #3:
 - 1st ~ 4th: Automatic qualification to TC #3 and Day 1 of APAC Golden Spatula.
- 4.4.1.8. All players who played in the Golden Spatula Cup will receive Qualifier Points based on their final placement. For a breakdown of points per placement, see the Points section of the Rulebook.

4.4.2. Format

- 4.4.2.1. Each Golden Spatula Cup will be a 3-day tournament. Once registered players are expected to participate in all 3-days should they qualify for the next day.
- 4.4.2.2. Day 1 (Friday) will consist of 16 lobbies playing 6 games, reseeded based on points between every 2 games, with the Top 64 players progressing to Day 2.
- 4.4.2.3. Day 2 (Saturday) will consist of 8 lobbies playing 6 games, reseeded based on points between every 2 games with the Top 32 progressing to Day 3.
- 4.4.2.4. Day 3 (Sunday) will consist of 3 stages:
- Stage 1: 32 players split into 4 lobbies playing 5 games, reseeding between every 2 games (see table below). The Top 16 advance to Stage 2.
 - Stage 2: 16 players split into 2 lobbies playing 1 game. Points will not be reset. The Top 8 advance to Stage 3.
 - Stage 3: 8 players play 1 game. Points will not be reset. The Player with the most points at the end of Stage 3 wins the tournament.

Day 1 & 2 - Swiss Seeding

Day 3 (Stage 1) - Snake Seeding

Lobby A	Lobby B	Lobby C	Lobby D
1	2	3	4
8	7	6	5
9	10	11	12
16	15	14	13
17	18	19	20
24	23	22	21
25	26	27	28
32	31	30	29

Day 3 (Stage 2) - Snake Seeding

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

- 4.4.3. Points between days reset. Points do not reset between stages on Day 3.
- 4.4.4. Any ties in the points for the purposes of seeding lobbies will be sorted randomly.
 - 4.4.4.1. E.g. If 8th, 9th, and 10th place are tied when reseeding, they will be randomly distributed between the first and second lobbies.

4.5. APAC Golden Spatula (APAC Finals)

4.5.1. Regulations

4.5.1.1. The APAC Golden Spatula will be a 3-day event featuring 32 players.

- Top 4 Players from Tactician's Cup III
- Top 15 Qualifier point earners.
- Top 13 Ladder Snapshot point earners.

In-Game Server	Number of Players
VN	3
KR	3
TW	2
JP	1
OC	1
PH	1
SG	1
TH	1

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

4.5.1.3. Players must fill out the player form sent to them prior to the tournament starting.

- Submitting a picture of someone other than yourself is prohibited and may lead to disciplinary action.

4.5.1.4. The APAC Golden Spatula will be played on the Tournament Realm. The tournament realm is a Windows (PC) only client, and players are responsible for themselves being able to compete on it. Tournament Realm accounts will be provided for every player in the APAC Golden Spatula.

- 4.5.1.5. All players who played in the APAC Golden Spatula will receive Qualifier Points based on their final placement. For a breakdown of points per placement, see the Points section of the Rulebook.

4.5.2. Format

- 4.5.2.1. The APAC Golden Spatula will be a 3-day tournament. Once registered players are expected to participate in all 3-days should they qualify for the next day.
- 4.5.2.2. Day 1 (Friday) will consist of 4 lobbies playing 6 games, reseeded by snake seeding (see table below) every 2 games, with all 32 players advancing to Day 2.
- Initial seeding into lobbies will be random, except for the 4 TC III Top players who cannot be in the same initial lobby.
- 4.5.2.3. Day 2 (Saturday) will consist of 4 lobbies playing 6 games, reseeded by snake seeding (see table above) every 2 games, with the Top 8 players advancing to Day 3.

Day 1 & 2 - Snake Seeding (number below represent placement)

Lobby A	Lobby B	Lobby C	Lobby D
1	2	3	4
8	7	6	5
9	10	11	12
16	15	14	13
17	18	19	20
24	23	22	21
25	26	27	28
32	31	30	29

- 4.5.2.4. Day 3 (Sunday) will consist of 1 lobby playing 6 games. The Player with the most points at the end of the last game wins the tournament.

- 4.5.3. Points between Days 1 and 2 do not reset. Points after Day 2 will be reset.
- 4.5.4. For reseeding between lobbies, tiebreakers will be used, but if unable to be differentiated by tiebreaker methods, they will be sorted randomly between the positions they are tied for.
 - 4.5.4.1. E.g. If 8th, 9th, and 10th place are tied when reseeding, they will be randomly distributed between the first and second lobbies.

5. Points

5.1. Tournament Point System

- 5.1.1. Points in Tacticians Trials, Tacticians Cups, and APAC Golden Spatula 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

- 5.1.2. Points awarded as above are used solely for the isolated competition currently being played.
 - These do not contribute whatsoever to standing Qualifier Points, Ladder Points, etc.
 - Unless stated otherwise, points are reset in between each day of each tournament.

5.2. Tacticians Trials

Tac. Trials VN Point Breakdown		Tac. Trials KR Point Breakdown		Tac. Trials APAC Point Breakdown	
Placement	Points Awarded	Placement	Points Awarded	Placement	Points Awarded
Day 3		Day 3		Day 3	
29~32	43	21~24	43	17~19	43
33~36	42	25~28	42	20~22	42
37~40	41	29~32	41	23~25	41
41~44	40	33~36	40	26~28	40
45~48	39	37~40	39	29~31	39
49~52	38	41~44	38	32~34	38
53~56	37	45~48	37	35~37	37
57~60	36	49~52	36	38~40	36
Day 2		Day 2		Day 2	
61~66	33	53~57	33	41~44	33
67~72	32	58~62	32	45~48	32
73~78	31	63~67	31	49~52	31
79~84	30	68~72	30	53~56	30
85~90	29	73~77	29	57~60	29
91~96	28	78~82	28	61~64	28
97~102	27	83~87	27	65~68	27
103~108	26	88~92	26	69~72	26
Day 1		Day 1		Day 1	
109~128	24	93~107	24	73~84	24
129~148	23	108~122	23	85~96	23
149~168	22	123~137	22	97~108	22
169~188	21	138~152	21	109~120	21
189~208	20	153~167	20	121~132	20
209~228	19	168~182	19	133~144	19
229~248	18	183~197	18	145~156	18
249~268	17	198~212	17	157~168	17
269~288	16	213~227	16	169~180	16

289~308	15	228~242	15	181~192	15
309~328	14	243~257	14	193~204	14
329~348	13	258~272	13	205~216	13
349~368	12	273~287	12	217~228	12
369~388	11	288~302	11	229~240	11
389~408	10	303~317	10	241~252	10
409~428	9	318~332	9	253~264	9

5.3. Tacticians' Cup

GSC Point Breakdown			
Placement	Points Awarded	Placement	Points Awarded
1	100	35-37	68
2	95	38-40	67
3	93	41-43	66
4	91	44-46	65
5	89	47-49	64
6	88	50-52	63
7	87	53-55	62
8	86	56-58	61
9-10	84	59-61	60
11-12	83	62-64	59
13-14	82	65-69	56
15-16	81	70-74	55
17-18	79	75-80	54
19-20	78	81-86	53
21-22	77	87-92	52
23-24	76	93-98	51
25-26	75	99-104	50
27-28	74	105-110	49
29-30	73	111-116	48
31-32	72	117-122	47
33-34	69	123-128	46

5.4. APAC Golden Spatula

Regional Finals			
Placement	Points Awarded	Placement	Points Awarded
1	50	17	41
2	50	18	40
3	50	19	39
4	50	20	38
5	50	21	37
6	50	22	36
7	50	23	35
8	50	24	34
9	49	25	33
10	48	26	33
11	47	27	32
12	46	28	32
13	45	29	31
14	44	30	31
15	43	31	30
16	42	32	30

5.5. Qualifier Points tiebreakers:

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

5.5.1.1. Number of Tactician's Cups attended.

5.5.1.2. Win rate in TCs.

- Ex: Player 1 and Player 2 both have 50 Qualifier Points. Player 1 has played 10 TC games and won 2 of them, so has a 20% win rate. Player 2 has also played 10 TC games but has won 4 of them, so has a 40% win rate. Player 2 is then rated higher on the leaderboard.

5.5.1.3. Top 4 rate in TCs.

5.5.2. For the TFT Tactician's Crown qualification, APAC Golden Spatula appearance will take precedence over the above tiebreakers.

6. Tiebreakers

6.1. Tiebreaker Breakdown

6.1.1. Total Tournament Points

6.1.2. Highest number of wins and Top 4s in the tournament stage (wins are counted twice).

- 6.1.3. Highest number of placements for each position achievable in a lobby (1st, 2nd, 3rd, etc.) in the tournament stage.
- 6.1.4. Finishing position in the final game in the tournament stage (only applicable at the end of the stage (i.e. end of day 2, or end of day 3)).
- 6.1.5. Placement in the 5th game, then 4th, then 3rd etc...

6.2. For the APAC Golden Spatula, reseeding between lobbies, if players are unable to be differentiated by the above methods, they will be sorted randomly between the positions they are tied for.

7. Rules of Succession

7.1. Tactician's Cup Qualification

7.1.1. Ladder

- 7.1.1.1. Should there be players found ineligible (residence, age, etc.) amongst the invited players, the next eligible player from their server will take their spot.
- 7.1.1.2. 64 players will always qualify to the Golden Spatula Cups from Ladder. Breakdown found above under Golden Spatula Cups Regulations.

7.1.2. TFT Regional Competitions

- 7.1.2.1. Should the players found ineligible amongst the invited players from TRCs, the next eligible player from their TRC will take the spot.

7.1.3. Qualification through ladder will take precedence over qualification through TRCs. If a player qualifies through both their TRC and Ladder slot, their TRC qualification slot will be given to the next eligible player on their TRC.

7.1.4. Qualification through TRCs will take precedence over qualification through the Tacticians Trial. If a player qualifies through both their TRC and the Tacticians Trial, their TT qualification slot will be given to the next eligible player on their server.

7.2. APAC Golden Spatula Qualification

- 7.2.1. Qualifier Points take precedence over Ladder qualification. If a player is qualified for the APAC Golden Spatula through both Ladder points and Qualifier Points, they will be removed from the Ladder leaderboard for the purposes of qualification. Everyone on the Ladder leaderboard below the qualified player will then count as one position higher for qualification.

8. Set Championship Qualification & Additional Regulations

8.1. Qualification from the APAC Region

- 8.1.1. 8 players will qualify for the TFT Tactician's Crown in the following order:
- 8.1.1.1. Highest Qualifier Point Earners in each Sub-region (4)
 - Vietnam
 - Korea
 - Taiwan
 - APAC (Other regions except Vietnam, Taiwan, and Korea)
 - 8.1.1.2. APAC Golden Spatula Top 3 (3)
 - 8.1.1.3. APAC Golden Spatula AVP Finalist (1)
 - For clarity, Finalist means the Final 8 players who play on Day 3 of the APAC Golden Spatula.

9. Tournament Regulations

9.1. Disconnections

- 9.1.1. Players are responsible for their own internet connection. A remake can be considered in one of the following situations at an admin's discretion, a remake is not guaranteed in either:
- 9.1.1.1. Players disconnect during the first PVE rounds and lose loot, or are unable to select their first augment.
 - 9.1.1.2. Live server issues that cause multiple players to be unable to play the game.
- 9.1.2. 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.

9.2. Game Bugs

- 9.2.1. A player playing in TFT Esports APAC 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.

9.3. Pauses

- 9.3.1. In any tournament played on the Tournament Realm can be paused if needed by a player. If a player needs to get in contact with an admin, the player can pause the game by typing “/pause”. In certain cases an admin may reach out to a player through the in-game client to initiate a pause. Abuse of the pause feature will result in disciplinary action.
- 9.3.2. The maximum pause time per player is 10 minutes per game, but cumulatively 25 minutes max per player for the entire duration of the tournament (TT or TC or APAC Golden Spatula).
 - 9.3.2.1. The maximum pause time per game is 30 minutes. For clarity, this would translate to a maximum of 3 player pauses at 10 minutes each.
- 9.3.3. TFT Esports APAC Admins have full discretion and authority to adjust pause timers on a case-by-case basis.

9.4. No Shows

- 9.4.1. Tacticians Trials
 - 9.4.1.1. 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.
 - 9.4.1.2. If a player fails to show up for their game on the tournament realm then the game will start with 7 players.
 - 9.4.1.3. 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 TT1 or TC1, you would be disqualified from TT2 and TC2.

9.4.2. Golden Spatula Cup

- 9.4.2.1. If a player fails to show up for their game on the tournament realm then the next eligible player will be asked to participate (including eliminated players) to avoid 7-player lobbies as much as possible.
 - A waitlist for Day 2 and Day 3 of Golden Spatula Cups will be communicated in advance by Admins.
- 9.4.2.2. If a player does not have the Tournament Realm ready for the start of games they may be subject to a points deduction.

9.5. Point Submission

- 9.5.1. 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.

9.6. POV Streaming

- 9.6.1. Players are free to stream their own POV of any games they play in the Teamfight Tactics TFT Esports APAC Tournament series.
 - 9.6.1.1. Any sponsors must comply with the rules set out in the Global Player Policy.
 - 9.6.1.2. We recommend setting a delay on your stream, however this is entirely left to the discretion of the individual.
 - 9.6.1.3. 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.

9.7. Player Cameras / Video Feed

- 9.7.1. Depending on the stage of the competition, player cameras / video feeds are required for TFT Esports APAC tournaments:
 - 9.7.1.1. Golden Spatula Cups: Top 32 (Day 3) - required for admins
 - 9.7.1.2. APAC Golden Spatula: All 32 players - required for both admins & broadcast.
- 9.7.2. Player camera feeds can be sent by a variety of means:

- 9.7.2.1. PC or laptop webcam
- 9.7.2.2. Tablet or mobile phone
- 9.7.2.3. External camera

9.7.3. The primary use of player cameras are for competitive integrity and to ensure players are at all times adhered to fair play rules.

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

10. Code of Conduct

10.1. General Conduct

- 10.1.1. All players who participate in the TFT Esports APAC Tournament Series fall automatically under the Code of Conduct detailed below as well as the Player Conduct Rules set out in section VI. of the Global Player Policy.
 - 10.1.2. Any violation of the Code of Conduct will result in disciplinary action. Disciplinary action will be subject to an investigation, unless immediate action is deemed necessary by TFT Esports APAC Admins.
 - 10.1.3. If TFT Esports APAC Admins determine that a player has violated the Summoner's Code, the Teamfight Tactics Terms of Use, or other rules of Teamfight Tactics, TFT Esports APAC Admins may assign penalties at their sole discretion.
 - 10.1.4. If a TFT Esports APAC Admin contacts a player to discuss the investigation, the player is obligated to tell the truth. If a player withholds information or misleads a TFT Esports APAC Official creating an obstruction of the investigation then the player is subject to punishment.
- 10.2.** If a player is banned or suspended on the Live server, the player is automatically ineligible to participate in any TFT Esports APAC tournament or event for the duration of their Live server penalty.
- 10.3.** 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.
- 10.4.** 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.
- 10.5.** 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.

- 10.6.** 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.

10.7. Behavior Checks

- 10.7.1. All players participating in TFT Esports APAC tournaments (Tactician's Cups and APAC Golden Spatula) will undergo a behavior check or account vetting.
- 10.7.2. 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 Esports APAC.
- 10.7.3. Depending on the result of the behavior check, the player may also receive further sanctions such as warnings, suspensions and/or fines.

10.8. Unsportsmanlike Conduct

- 10.8.1. Players must play at the best of their ability to win each individual game at all times.
- 10.8.2. Players must not surrender and must allow themselves to be knocked out of the game as normal to damage.

10.9. Disciplinary action

- 10.9.1. If a player has been found in violation of Riot's Global Player Policy or any of the rules herein, the TFT Esports APAC Admins reserves the right to issue any disciplinary action based on the severity of the action. This action could include but is not limited to:
- 10.9.1.1. Official Warning(s)

- 10.9.1.2. Fine(s) and/or Prize Forfeiture(s)
 - 10.9.1.3. Game Forfeiture(s)
 - 10.9.1.4. Match Forfeiture(s)
 - 10.9.1.5. Suspension(s)
 - 10.9.1.6. Disqualification(s)
 - 10.9.1.7. Any combination of the above
- 10.9.2. Repeated infractions are subject to escalating penalties, up to, and including, disqualification from future participation in TFT Esports APAC tournaments.

11. Prize Distribution

11.1. Players are required to fill out the information form sent out by TFT Esports APAC Admins as truthfully and punctually as possible.

11.1.1. Players have up to a maximum of 4 months after the conclusion of a tournament to fill out the information sheet or when the form is sent, whichever is later.

11.1.2. On special or extenuating circumstances an extension may be granted to player/s. This extension is at the discretion of Riot Games and TFT Esports APAC Admins.

11.2. Tactician's Cup

Total: USD 12,500

Placement	Prize
1	3000
2	1700
3	1000
4	800
5	700
6	600
7	500
8	400
9-12	250
13-16	200
17-24	150
25-32	100

11.3. APAC Golden Spatula

Total: USD 50,000

Placement	Prize
1	14000
2	6500
3	5500
4	4500
5	3000
6	2000
7	1600
8	1300
9-16	600
17-24	500
25-32	350

12. Rule Changes

- 12.1.** The Rulebook may be amended, modified or supplemented by Riot, 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.

ANNEX 1: PENALTY INDEX

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

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

*Point deductions will be conducted at the end of the tournament day/stage not during.

ANNEX 2: CHANGELOG

- General Terms
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