Riot Open Access powered by GRID: Terms of Service

These Terms explain how you may use Riot Open Access. Please read them carefully. By registering, you agree to them.

1. About these Terms

1.1. GRID eSports GmbH, Gleimstraße 50, 10437 Berlin, Germany, registered at the Local Court Berlin-Charlottenburg under HRB 198264 B ("**GRID**", "**we**", "**us**"), provides free access to delayed official esports data for League of Legends and VALORANT, games published by Riot Games, Inc. and its affiliates ("**Riot**"), through the GRID Data Portal and its APIs (together, "**Riot Open Access**").

1.2. These Terms (the "**Terms**") apply to anyone who registers for, accesses or uses Riot Open Access or the APIs, or who obtains data from them, whether through their own account or anyone else's. That data, including any copy, extract or derivative of it, is the "**Data**". These Terms apply from the earlier of when you accept them at registration and when you first do any of those things, and by doing any of them you agree to these Terms. They do not apply to members of the public who only view or use the Data within your product (see clause 5.7). If you accept on behalf of a company, you confirm that you have authority to bind it, and "**you**" means that company.

1.3. Riot Open Access is free of charge. We may charge for additional features in future, and will tell you before any charge applies to you.

1.4. These Terms apply only to Riot Open Access. Commercial access to GRID data is available only under a separate written agreement with GRID. To discuss commercial access, contact us at sales@grid.gg.

1.5. "**Documentation**" means the technical documentation, rate limits and guidance we publish for Riot Open Access, as updated from time to time. You must comply with it.

2. Who can use Riot Open Access

2.1. If you register as an individual, you must be at least 18 years old. If you register for a company, the person registering must be at least 18 years old and authorised to bind the company.

2.2. You must not register for or use Riot Open Access if you are located in, or organised under the laws of, a country or territory subject to comprehensive EU, UK, UN or US sanctions, or if you are named on, or owned or controlled by a person named on, any sanctions list of those authorities.

2.3. Each person or company may hold one account. An account and its API keys are for that person or company only and must not be used by anyone else, including affiliates. You must not split a product or business across accounts or entities, or take any other step,

to stay below the Eligibility Ceiling or avoid any other limit in these Terms.

2.4. Riot Open Access is available only to: (a) pre-revenue start-ups; (b) academic institutions, including students and researchers acting within their studies or research; (c) independent developers; and (d) fans (each an "**Eligible Category**"). You must confirm your Eligible Category at registration and keep it up to date.

2.5. Riot Open Access is not available to you if you, together with your affiliates, have annual revenue above 100,000 USD or have raised more than 1 million USD (the "**Eligibility Ceiling**"). You must tell us without undue delay once you exceed it. Your access then ends, and you may continue to use the Data only under a commercial agreement with GRID.

3. Your account and API keys

3.1. You must give accurate registration details, including a contact email address that you monitor, and keep them up to date.

3.2. We issue API keys through your account. Your keys expire on the date shown in your account. We may change that date at any time without notice.

3.3. You must keep your API keys and login details confidential and store them securely. You must not share, transfer, sell or lend them, or disclose, embed or expose them in any public or semi-public environment, including public code repositories and publicly accessible AI tools. You may make them available to an AI agent or other tool acting for you only to the extent it needs them to call the APIs on your behalf, and you must never enter them in prompts. You are responsible for all use made of your account and keys, including by any person, tool or AI agent acting through them. You must tell us promptly if you believe your keys or account have been compromised.

3.4. We set rate limits and quotas in the Documentation and may change them at any time. We meter your use of Riot Open Access.

3.5. You may access the Data only through the APIs we publish and in line with the Documentation.

3.6. If your account is inactive, we may deactivate your API keys automatically and without notice.

4. Confirmations and participation

4.1. At registration, and at any time we ask, you must confirm: (a) your registration details; (b) where and how you use the Data, and your Eligible Category; (c) that you are below the Eligibility Ceiling; (d) that clause 2.2 (sanctions) does not apply to you; and (e) your acceptance of the then-current Terms.

4.2. You must take part in the surveys, interviews, feedback calls and feedback sessions,

and answer the requests for information, that we reasonably make about Riot Open Access and your use of the Data.

4.3. Your permission to use Riot Open Access and the Data is conditional on giving these confirmations and taking part. If you do not do so within the time we set, we may suspend or end your access.

5. Your permission to use the Data

5.1. Subject to these Terms, we make the Data available to you and permit you, for as long as your access lasts, to access and use it to build and operate your own products and services and to display it to end users within them. This permission is limited, non-exclusive, non-transferable and revocable, and you may not extend it to anyone else.

5.2. You must not make the Data available in raw or bulk form, including through an API, feed, download, export or dataset, or in any other form from which the Data can be extracted. This applies to research as well: you may publish findings, analysis and charts, but not the underlying Data.

5.3. You must not sell, resell, license or otherwise pass on the Data to any third party.

5.4. You must not alter the Data in a misleading way, present it as anything other than what it is, or try to obtain the Data sooner than we make it available, including by combining it with other sources to get round the delay we apply.

5.5. If we stop making a game's Data available for any reason, your permission to use that game's Data ends at the same time.

5.6. Nothing in these Terms restricts our own use or supply of the Data.

5.7. You are responsible for your own products and their users. If your product collects personal data from its users, you must have your own terms and privacy notice for it.

6. Non-commercial use only

6.1. No active commercialisation of your product or the Data is permitted. This includes charging for your product or for access to it or the Data, paid features or paywalls, and selling or reselling the Data. Commercialization also includes using the Data, or your product's display of it, to advertise, sponsor, endorse or promote any third-party product, service or brand, whether or not you receive any payment or other benefit. This does not restrict passive monetization permitted under clause 6.2.

6.2. Any passive monetisation, such as advertising, channel subscriptions and creator revenue from videos, streams and social media content, must not be inappropriate, as determined by GRID or Riot at any time, and must comply with any policies we make available to you, including by public notice on the GRID website or by email.

6.3. If you exceed the Eligibility Ceiling or want to commercialise your product, contact us at sales@grid.gg for a commercial agreement.

6.4. You may promote your product on social media and other channels, but you must not do so in a way that disparages any player or team, GRID or Riot.

7. What you must not do

7.1. You must not use Riot Open Access or the Data:

7.1.1. for or in connection with betting, gambling, real-money fantasy, prediction markets, odds-making or trading, including gambling or betting affiliate sites. Businesses in those sectors may not register;

7.1.2. in connection with alcohol, tobacco, financial services, healthcare or any other regulated product or service;

7.1.3. to build or supply a data product or service that competes with GRID or Riot, or that substitutes for Riot Open Access;

7.1.4. to scrape, crawl or access the Data other than through the published APIs, or to get round any rate limit, quota, API key, metering or delay;

7.1.5. to scrape, crawl or otherwise extract data from any website, product or service of GRID or of our customers or partners, including to supplement your product or the Data;

7.1.6. to reverse engineer, interfere with or disrupt the GRID Data Portal, the APIs or our systems, or to introduce malicious code;

7.1.7. to combine the Data with other information to reveal private information about players that is not already public, or to harass or target players, teams or officials;

7.1.8. in any way that could affect the integrity of a match or competition;

7.1.9. in any way that brings, or could bring, GRID, Riot, their games or esports competitions, or any player, team or tournament organiser, into disrepute;

7.1.10. for adult content, for any unlawful purpose, or in breach of any third party's rights or any applicable law; or

7.1.11. in breach of the Riot Legal Policy ("Legal Jibber Jabber"), or any other Riot terms or policies listed in the Documentation or that we notify to you.

7.2. We may add to this list where Riot or applicable law requires, by notice to you.

8. Permitted use of AI

8.1. You may use AI tools to process the Data for your own product and use case.

8.2. You may use a third-party AI service to process the Data only under a paid business or

enterprise plan whose terms give the provider no right to use the Data, or any input or output containing it, for its own purposes, including to train or improve any model. You must enable any settings needed for this.

8.3. Without our prior written approval, you must not use the Data, in whole or in part, to train, fine-tune, evaluate or benchmark any AI or machine-learning model, or to create a dataset for any of those purposes.

8.4. If you breach clause 8.3, you must, when we ask, delete the Data and anything derived from it in breach, including models and datasets.

9. Intellectual property and attribution

9.1. Nothing in these Terms transfers, assigns or licenses to you any right in the Data, Riot Open Access, the GRID Data Portal, the APIs, the Documentation or the software behind them. To the extent any rights subsist in any of them, including copyright, database rights and rights in the selection, arrangement and compilation of the Data, those rights remain with GRID or Riot, as applicable. These Terms are not a licence of intellectual property. Your use of the Data rests only on the contractual permission in clause 5.1, and all other rights are reserved. The GRID name and logo remain GRID's, and you may use them only as clause 9.5 allows.

9.2. Except as clause 5.1 permits, you must not extract or re-use all or a substantial part of the Data, or repeatedly and systematically extract or re-use insubstantial parts of it. This is a contractual obligation and applies whether or not any database right or other right subsists in the Data.

9.3. Riot owns League of Legends, VALORANT and Riot Games, and their trademarks, logos, artwork and other intellectual property. These Terms give you no rights to them, or to the marks of tournament organisers or teams. Any use of Riot's intellectual property is governed by Riot's own policies, including the Riot Legal Policy for non-commercial fan projects, and you must comply with them.

9.4. You own your own product, but that gives you no rights in the Data within it, which remains subject to these Terms. You must not remove or obscure any notice of our or Riot's rights, or claim or register any right in the Data or in any name, mark or domain that includes or resembles "GRID" or "Riot Open Access".

9.5. Wherever you display the Data, you must show the attribution "Official Riot Esports Data powered by GRID", together with the GRID logo, in the form we provide in the Documentation or otherwise notify, clearly and reasonably prominently. We consent to your use of our name and logo for this purpose only.

9.6. Next to that attribution, you must show this notice: "[Your website name] and any product on it are not endorsed or sponsored by Riot Games or GRID." Any use of Riot intellectual property must be made under, and comply with, the Riot Legal Policy, and

you must also show the notice that policy requires.

9.7. You must not suggest that GRID or Riot endorses or sponsors you or your product.

10. Privacy

10.1. We process your registration, account, location and usage data in accordance with our Privacy Policy and Cookie Policy.

10.2. The Data includes information about players, which we process as described in our Esports Player Privacy Notice. You use it as an independent controller, must comply with applicable data protection law, and must keep it only for as long as you need it for your product.

10.3. If we ask you to remove or correct information about a player, you must do so promptly.

11. Changes, suspension and ending access

11.1. We may change, limit, suspend or discontinue Riot Open Access, any game or any part of the Data, or suspend or end your access, at any time and for any reason. We will use reasonable efforts to give notice where practicable, but are not obliged to do so.

11.2. We may update these Terms. Updated Terms apply when you accept them, including when you give confirmations under clause 4. If you do not accept them, we may end your access.

11.3. You may stop using Riot Open Access at any time.

11.4. When your access ends for any reason, you must immediately stop using the Data. When we ask, you must delete all copies of the Data, except where the law requires you to keep them. We may make this request by email to your registered address or by public notice, including in the Documentation or on the GRID Data Portal.

11.5. Clauses 5.6, 6.4, 7, 8.3, 8.4, 9, 10, 11.4 and 12 to 17 continue to apply after your access ends.

12. Confidentiality

12.1. You must keep your API keys, login details and any non-public Documentation confidential, and use them only for Riot Open Access.

13. No warranty and liability

13.1. Riot Open Access and the Data are provided free of charge, "as is" and "as available". The Data may contain errors, gaps and delays. We give no warranty as to accuracy, completeness, timeliness or availability, and no service levels. Support is limited to the Documentation and community channels, with no commitment to respond.

13.2. To the extent permitted by applicable law, we are liable without limitation for intent and

gross negligence, for injury to life, body or health, and under the German Product Liability Act. For slight negligence, we are liable only for breach of an essential obligation, and only for typically foreseeable damage. Otherwise our liability is excluded. These limits also apply to our employees, representatives and agents.

14. Indemnity

14.1. If you use Riot Open Access as a business, you will indemnify GRID and Riot against third-party claims, losses and costs arising from your breach of these Terms or from your products.

15. Feedback and publicity

15.1. Any feedback, suggestions or ideas you give us, including in the surveys, feedback calls and sessions under clause 4.2, may be used freely. You grant GRID and Riot a worldwide, perpetual, irrevocable and royalty-free licence to use, copy, adapt and publish them for any purpose, without compensation to you.

15.2. As a condition of use, you grant GRID and Riot a worldwide, royalty-free and irrevocable licence to use your name, company name, logo, product name, and screenshots and descriptions of your product and your use case, in marketing, case studies, showcases, blogs, social media, presentations, press releases and other publicity for GRID, Riot and Riot Open Access. We do not need your further consent. We may tell you before we do so, but are not obliged to.

15.3. You must take part in reasonable joint promotion, case studies and community activities that we request in connection with Riot Open Access.

16. Riot

16.1. Riot is an intended third-party beneficiary of these Terms. Riot may enforce them directly and may require us to suspend or end your access.

17. General

17.1. German law applies, excluding the UN Convention on Contracts for the International Sale of Goods. If you are a consumer, this does not deprive you of the protection of the mandatory law of your country of habitual residence.

17.2. To the extent permitted by law, the courts of Berlin have exclusive jurisdiction for all disputes, wherever you are located.

17.3. You may use Riot Open Access from anywhere in the world, subject to clause 2.2. You are responsible for complying with the laws that apply to you where you use it.

17.4. We may send you notices by email to your registered address or by publishing them in the Documentation or on the GRID Data Portal. You may send notices to us at the

address given in the Documentation.

17.5. These Terms, together with the Documentation, are the entire agreement between you and us about Riot Open Access. If they conflict, these Terms prevail.

17.6. If any provision is invalid, the rest of these Terms remains in effect.

17.7. If we do not enforce a provision, we do not waive our right to do so later.

17.8. You may not assign or transfer your rights or obligations under these Terms. We may assign or transfer them, in whole or in part, to any affiliate, to any successor, or to any other entity that operates Riot Open Access, including a newly formed GRID entity. If we do, you may stop using Riot Open Access at any time under clause 11.3.

17.9. These Terms are written in English. Any translation is for convenience only, and the English version prevails.

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