

## League of Legends API endpoints (Riot Games Developer Portal)

The **Riot Games Developer Portal** organizes League of Legends endpoints under versioned “API groups.” Each group corresponds to a set of operations (usually REST `GET` or `POST` / `PUT`) that return specific data objects. Below is an exhaustive list of all League of Legends endpoints available as of **Oct 7 2025**. Endpoints are grouped by API version.

### Account-v1 (Riftbound RSO)

Method & endpoint	Purpose/response (summary)	Notes
<code>GET</code> <code>/riot/account/v1/accounts/by-puuid/{puuid}</code>	Retrieve an account by encrypted PUUID <sup>1</sup> . Returns an <code>AccountDto</code> with <code>puuid</code> , <code>gameName</code> (Riot ID) and <code>tagLine</code> .	Use <code>AMERICAS</code> , <code>ASIA</code> or <code>EUROPE</code> routing. There is an esports variant returning the same payload <sup>2</sup> .
<code>GET</code> <code>/riot/account/v1/accounts/by-riot-id/{gameName}/{tagLine}</code>	Lookup an account by Riot ID (gameName and tagLine) <sup>3</sup> .	Also available as an esports endpoint <sup>4</sup> .
<code>GET</code> <code>/riot/account/v1/accounts/me</code>	Retrieve account information using the caller’s access token <sup>5</sup> .	Also has an esports variant <sup>6</sup> . Requires OAuth authorization header.
<code>GET</code> <code>/riot/account/v1/active-shards/by-game/{game}/by-puuid/{puuid}</code>	Return the active shard (i.e., current server/shard) for a player in a specific game (VAL, LOR, etc.) <sup>7</sup> .	<code>game</code> values include <code>val</code> or <code>lor</code> .
<code>GET</code> <code>/riot/account/v1/region/by-game/{game}/by-puuid/{puuid}</code>	Retrieve the player’s active region for <b>League of Legends</b> or <b>Teamfight Tactics</b> <sup>8</sup> .	Only <code>lol</code> and <code>tft</code> are valid values for <code>{game}</code> .

### Champion-Mastery-v4

Method & endpoint	Purpose/response (summary)
<code>GET</code> <code>/lol/champion-mastery/v4/champion-masteries/by-puuid/{encryptedPUUID}</code>	Returns <b>all champion mastery entries</b> for a player, sorted by champion points <sup>9</sup> .

Method & endpoint	Purpose/response (summary)
<b>GET</b> <code>/lol/champion-mastery/v4/champion-masteries/by-puuid/{encryptedPUUID}/by-champion/{championId}</code>	Returns a single champion mastery entry for a given player and champion ID <sup>10</sup> .
<b>GET</b> <code>/lol/champion-mastery/v4/champion-masteries/by-puuid/{encryptedPUUID}/top</code>	Retrieves the top champion mastery entries for a player; the <code>count</code> query parameter (default 3) limits the number returned <sup>11</sup> .
<b>GET</b> <code>/lol/champion-mastery/v4/scores/by-puuid/{encryptedPUUID}</code>	Returns the player's <b>total champion mastery score</b> (sum of mastery levels across champions) <sup>12</sup> .

## Champion-v3

Method & endpoint	Purpose/response (summary)
<b>GET</b> <code>/lol/platform/v3/champion-rotations</code>	Returns champion rotation information, including free-to-play rotations and low-level rotations <sup>13</sup> .

## Clash-v1

Method & endpoint	Purpose/response (summary)
<b>GET</b> <code>/lol/clash/v1/players/by-puuid/{puuid}</code>	Returns a list of active <b>Clash</b> registrations for the given player; includes team ID, position and role <sup>14</sup> .
<b>GET</b> <code>/lol/clash/v1/teams/{teamId}</code>	Retrieves team information for a Clash team ID, including roster and captain <sup>15</sup> .
<b>GET</b> <code>/lol/clash/v1/tournaments</code>	Lists all active or upcoming Clash tournaments <sup>16</sup> .
<b>GET</b> <code>/lol/clash/v1/tournaments/by-team/{teamId}</code>	Returns the tournament entry for the specified team ID <sup>17</sup> .
<b>GET</b> <code>/lol/clash/v1/tournaments/{tournamentId}</code>	Returns details for a specific tournament ID <sup>18</sup> .

## League-Exp-v4

Method & endpoint	Purpose/response (summary)
<b>GET</b> <code>/lol/league-exp/v4/entries/{queue}/{tier}/{division}</code>	Returns <b>all league entries</b> (players) for a ranked queue, tier and division <sup>19</sup> . Supports pagination via the <code>page</code> query parameter <sup>20</sup> .

## League-v4

Method & endpoint	Purpose/response (summary)
<b>GET</b> <code>/lol/league/v4/challengerleagues/by-queue/{queue}</code>	Retrieves the challenger league for a given queue (e.g., <code>RANKED_SOLO_5x5</code> ) <sup>21</sup> .
<b>GET</b> <code>/lol/league/v4/entries/by-puuid/{encryptedPUUID}</code>	Returns a player's league entries across all queues <sup>22</sup> .
<b>GET</b> <code>/lol/league/v4/entries/{queue}/{tier}/{division}</code>	Retrieves all league entries for a given queue, tier and division <sup>23</sup> .
<b>GET</b> <code>/lol/league/v4/grandmasterleagues/by-queue/{queue}</code>	Retrieves the grandmaster league for a specific queue <sup>24</sup> .
<b>GET</b> <code>/lol/league/v4/leagues/{leagueId}</code>	Returns league information for a given league ID (includes all entries, active and inactive) <sup>25</sup> .
<b>GET</b> <code>/lol/league/v4/masterleagues/by-queue/{queue}</code>	Retrieves the master league for the specified queue <sup>26</sup> .

## LoL-Challenges-v1

This API allows retrieval of **challenge configuration**, leaderboards and player progress.

Method & endpoint	Purpose/response (summary)
<b>GET</b> <code>/lol/challenges/v1/challenges/config</code>	Returns a list of all basic challenge configuration information, including translations for names and descriptions <sup>27</sup> .
<b>GET</b> <code>/lol/challenges/v1/challenges/percentiles</code>	Provides a map of challenge percentiles (challenge ID → season → level → percentile) <sup>28</sup> .
<b>GET</b> <code>/lol/challenges/v1/challenges/{challengeId}/config</code>	Returns configuration details for a specific challenge <sup>29</sup> .
<b>GET</b> <code>/lol/challenges/v1/challenges/{challengeId}/leaderboards/by-level/{level}</code>	Returns the top players for a given challenge and level (level must be <code>MASTER</code> , <code>GRANDMASTER</code> or <code>CHALLENGER</code> ) <sup>30</sup> . Optional <code>limit</code> query parameter restricts the number of entries returned.
<b>GET</b> <code>/lol/challenges/v1/challenges/{challengeId}/percentiles</code>	Provides a map of percentile values (level → percentile) for a specific challenge <sup>31</sup> .

Method & endpoint	Purpose/response (summary)
<b>GET</b> <code>/lol/challenges/v1/player-data/{puuid}</code>	Returns a player's challenge progress, including lists of progressed challenges and category points <sup>32</sup> .

## LoL-RSO-Match-v1

This API uses **Riot Sign-On (RSO) authentication**. Only tokens obtained from the player via OAuth can access these endpoints.

Method & endpoint	Purpose/response (summary)
<b>GET</b> <code>/lol/rso-match/v1/matches/ids</code>	Returns match IDs for the authenticated player. Query parameters support filters ( <code>startTime</code> , <code>endTime</code> , <code>queue</code> , <code>type</code> , <code>start</code> , <code>count</code> ) <sup>33</sup> .
<b>GET</b> <code>/lol/rso-match/v1/matches/{matchId}</code>	Returns match details for the given match ID <sup>34</sup> .
<b>GET</b> <code>/lol/rso-match/v1/matches/{matchId}/timeline</code>	Returns the timeline for the match, including events and state changes <sup>35</sup> .

## LoL-Status-v4

Method & endpoint	Purpose/response (summary)
<b>GET</b> <code>/lol/status/v4/platform-data</code>	Returns platform status information, including maintenance and incident notices <sup>36</sup> .

## Match-v5

This API provides high-level match information and timelines (authenticated via any LoL API key and using regional routing values `AMERICAS`, `ASIA`, `EUROPE` or `SEA` ).

Method & endpoint	Purpose/response (summary)
<b>GET</b> <code>/lol/match/v5/matches/by-puuid/{puuid}/ids</code>	Returns a list of match IDs for a player's PUUID <sup>37</sup> . Supports query parameters such as <code>startTime</code> , <code>endTime</code> , <code>queue</code> , <code>type</code> , <code>start</code> and <code>count</code> <sup>38</sup> .
<b>GET</b> <code>/lol/match/v5/matches/{matchId}</code>	Returns detailed match data (metadata and info) for a specific match <sup>39</sup> . The response includes participants, teams, events and numerous stats.

Method & endpoint	Purpose/response (summary)
<b>GET</b> <code>/lol/match/v5/matches/{matchId}/timeline</code>	Returns the timeline of events for a match (kills, objectives, item purchases, etc.) <sup>39</sup> .

## Spectator-v5

Method & endpoint	Purpose/response (summary)
<b>GET</b> <code>/lol/spectator/v5/active-games/by-summoner/{encryptedPUUID}</code>	Retrieves current (live) game information for a given player PUUID, including champion picks, banned champions and match metadata <sup>40</sup> .
<b>GET</b> <code>/lol/spectator/v5/featured-games</code>	Returns a rotating list of featured games (games that appear on the front page of the LoL client) <sup>41</sup> .

## Summoner-v4

Method & endpoint	Purpose/response (summary)
<b>GET</b> <code>/lol/summoner/v4/summoners/by-puuid/{encryptedPUUID}</code>	Retrieves Summoner information for a given player PUUID (profile icon, level, etc.) <sup>42</sup> .
<b>GET</b> <code>/lol/summoner/v4/summoners/me</code>	Returns the Summoner data associated with an OAuth access token <sup>43</sup> . Requires an <code>Authorization: Bearer &lt;token&gt;</code> header.

## Tournament-Stub-v5 (Testing)

These endpoints are for the **Stub environment** (testing). They mirror the production tournament endpoints but do not create real tournaments.

Method & endpoint	Purpose/response (summary)
<b>POST</b> <code>/lol/tournament-stub/v5/codes</code>	Creates one or more tournament codes for a given tournament in the stub environment <sup>44</sup> .
<b>GET</b> <code>/lol/tournament-stub/v5/codes/{tournamentCode}</code>	Retrieves a tournament code definition (DTO) by code string <sup>45</sup> .
<b>GET</b> <code>/lol/tournament-stub/v5/lobby-events/by-code/{tournamentCode}</code>	Returns lobby events (players joining, leaving etc.) for the specified code <sup>46</sup> .
<b>POST</b> <code>/lol/tournament-stub/v5/providers</code>	Creates a tournament provider by registering a callback URL and region (returns provider ID) <sup>47</sup> .

Method & endpoint	Purpose/response (summary)
<b>POST</b> <code>/lol/tournament-stub/v5/tournaments</code>	Creates a new tournament associated with a provider and returns the tournament ID <sup>48</sup> .

## Tournament-v5 (Production)

This API is used to organize custom tournaments within League of Legends. Endpoints mirror those of the stub environment but operate in production.

Method & endpoint	Purpose/response (summary)
<b>POST</b> <code>/lol/tournament/v5/codes</code>	Creates tournament codes for a given tournament ID <sup>49</sup> . You can specify <code>count</code> (number of codes) and supply parameters (map type, pick type, team size, spectator type and allowed participants).
<b>GET</b> <code>/lol/tournament/v5/codes/{tournamentCode}</code>	Retrieves the tournament code DTO by code string <sup>50</sup> .
<b>PUT</b> <code>/lol/tournament/v5/codes/{tournamentCode}</code>	Updates properties of an existing tournament code (pick type, map, spectator type, allowed PUUIDs) <sup>51</sup> .
<b>GET</b> <code>/lol/tournament/v5/games/by-code/{tournamentCode}</code>	Retrieves details of games played with the specified tournament code (e.g., start time, participants) <sup>52</sup> .
<b>GET</b> <code>/lol/tournament/v5/lobby-events/by-code/{tournamentCode}</code>	Returns lobby events for a tournament code <sup>53</sup> .
<b>POST</b> <code>/lol/tournament/v5/providers</code>	Creates a tournament provider and returns its ID <sup>54</sup> . Providers register callback URLs for receiving match results.
<b>POST</b> <code>/lol/tournament/v5/tournaments</code>	Creates a tournament associated with a provider and returns its tournament ID <sup>55</sup> .

## Notes and usage

- **Routing values:** Many endpoints require routing values (e.g., `BR1`, `NA1`, `AMERICAS`, `EUROPE`). Use the region that corresponds to the player's account or match region. For `match-v5` and `lol-rso-match-v1`, use `AMERICAS`, `ASIA`, `EUROPE` or `SEA` routing. <sup>56</sup>.
- **Authentication:** All endpoints require an API key (`X-Riot-Token` header) unless otherwise noted. Some endpoints (e.g., `/accounts/me`, `summoner/me`, `lol-rso-match`) require OAuth access tokens.
- **Deprecations:** older summoner endpoints (by-name, by-summoner-id) are no longer exposed on the Developer Portal. As of 2025 the API emphasizes PUUID-based queries. <sup>57</sup>.

This table should serve as an exhaustive inventory of current League of Legends API endpoints available via the Riot Games Developer Portal as of Oct 7 2025.

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50	51	52	53	54	55	56	57	Riot		

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<https://developer.riotgames.com/apis>