

4.3. Sponsors

- 4.3.1. A Team has the ability to acquire sponsors. Restrictions on sponsorship acquisition are defined by the applicable Team Participation Agreement. The Team Manager is obligated to notify the League of the intended acquisition of a new sponsor before the acquisition is finalized. If the sponsorship is classified as a Prohibited Sponsorship, then the sponsorship may not be displayed by the Team Members during the use or play of League of Legends, adjacent to League of Legends related material, the LEC, EM, or any other Riot-affiliated event.
- 4.3.2. Team Managers may only sell or manage sponsorships or brand elements for the Team which they are affiliated with. Team Owners may not provide any ownership interest in the Team or any brand elements thereof to any third-party person or entity who engages in the business of selling or managing of LEC Teams.
- 4.3.3. No person or entity may hold the naming rights to more than one Team at a time. A sponsor which holds naming rights to a Team may not sponsor other Teams in the League in any capacity. No person or entity acting as an owner, partial or total, or as a corporate officer for one Organization may sponsor a Team of a different Organization through themselves, a direct connection, another Organization they represent, or a proxy.
- 4.3.4. Any person or entity who engages in the sale or management of sponsorships for multiple Teams may not hold a controlling interest in any Team for a period of no less than two years following the last Split during which they represented multiple Teams.
- 4.3.5. LEC Teams are prohibited from sponsoring another Team, Team Manager or Team Member in a Professional Esports League.

4.4. Prize Money

During the Play-Offs at the end of the Spring Split and the Summer Split Teams shall have the opportunity to earn prize money based on their performance as outlined below:

- 4.4.1. For LEC:

Position:	Prize:
#1	80,000€
#2	50,000€
#3	30,000€
#4	20,000€
#5	12,500€
#6	7,500€