



API DOCUMENTATION

"ALL SYSTEMS CHARGED"
- EZREAL

GETTING STARTED

AUDIENCE

Before proceeding with this introductory guide, we recommend becoming familiar with JavaScript Object Notation (JSON) (<http://json.org>) and object-oriented programming concepts. (<http://docs.oracle.com/javase/tutorial/java/concepts/>)

This document will provide you with a basic understanding of the Riot Games API. It is designed to help you begin exploring and developing with the API as quickly as possible. We can't wait to see what you make!

REGISTERING FOR THE RIOT GAMES API

Before you can begin developing with us, you must sign in (</sign-in>) with your *League of Legends* account. This allows you to track your API usage. It also helps us get in contact with you about your application if needed.

Some things to note:

- Every request requires an API key. Pass the key to the API by appending it to the URL.

```
https://na.api.pvp.net/api/lol/na/v1.4/summoner/by-name/RiotSchmick?api_key=<key>
```

Remember to replace *<key>* with your API key.

HELLO, WORLD!

The quickest route to making awesome is to see the simplest example possible. The following cURL request loads RiotSchmick's basic summoner object in JSON.

```
curl --request GET 'https://na.api.pvp.net/api/lol/na/v1.4/summoner/by-name/RiotSchmick?a
```

Remember to replace *<key>* with your API key.

If you don't have cURL, but still want to try this out, you can copy and paste the URL into your browser.

RATE LIMITS

In order to minimize abuse and maintain a high level of stability, every API key is limited in the maximum number of requests per second that can be made. For development keys, this limit is set to *10 requests every 10 seconds*. If you find your application requires more resources, please register your app through your dashboard and tell us why you need a higher rate limit.

Rate limiting is performed on a per key/per user basis. For instance, if you create a mobile application, a single rate limit will exist for all users because they all use the same key.

All HTTP method definitions fall under the same rate limit. For example, if a key is given 5 requests per second, then the developer cannot make 3 GET requests and 3 POST requests in one second.

AVOIDING THE RATE LIMIT

One of the worst experiences from the player's perspective is trying to use an awesome application that "doesn't work." Whether it's the friendly Reddit [/r/leagueoflegends](#) DDoS or an official Riot promotion, the player will expect your application to function properly. That's why we recommend taking extreme care when crafting your code. Please note that some features you might want to provide are impossible with a rate limit.

In addition to defensive programming, caching most, if not all, of the requests that your application makes may improve its performance. A local cache is especially helpful when many players request the same data over a short period of time (e.g., a pro player's recent games).

RESPONSE FORMATS

The Riot Games API returns all data in valid JSON. A few programming languages include native support for JSON. For those that don't, you can find a suitable library at <http://www.json.org> (<http://www.json.org>).

Note that our APIs return only non-empty values to save on bandwidth. Zero is considered an empty value, as well as empty strings, empty lists, and nulls. Any numeric field that isn't returned can be assumed to be 0 (or null as you prefer). Any list field that isn't returned can be assumed to be an empty list or null. Any String field that isn't returned can be assumed to be empty string or null.

SEED DATA

We offer static seed data to help get you started.

- The seed data contains 1,000 **ranked solo queue games**, but no games from any other queue type.
- The seed data is split into 10 files named **matches1.json** through **matches10.json**.
- The seed data will be updated once a quarter or whenever the format of match/match history APIs change.

You can find the seed data in the following directory:

https://s3-us-west-1.amazonaws.com/riot-api/seed_data/

For example:

https://s3-us-west-1.amazonaws.com/riot-api/seed_data/matches1.json (https://s3-us-west-1.amazonaws.com/riot-api/seed_data/matches1.json)

GREAT! NOW WHAT?

Since you're already signed in with your *League of Legends* account, consider viewing the full API reference.

VIEW FULL API REFERENCE (/API/METHODS)



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