



# API DOCUMENTATION

*"ALL SYSTEMS CHARGED"*

- EZREAL

## RANKED INFO

### PREVIOUS SEASON TIER

#### SUMMONER'S RIFT

If a match is played on Summoner's Rift, depending on queueType the **highestTierAchieved** field will return the highest ending tier for the previous season from a group of ranked queues. The table below shows which ranked queues are included in this comparison based on the queueType.

Queue Type	highestTierAchieved
Unranked	RANKED_SOLO_5x5 RANKED_TEAM_5x5
Ranked Solo/Duo	RANKED_SOLO_5x5
Ranked Team 5x5	RANKED_TEAM_5x5

#### TWISTED TREELINE

If a match is played on Twisted Treeline, depending on queueType the **highestTierAchieved** field will return the highest ending tier for the previous season from a group of ranked queues. The table below shows which ranked queues are included in this comparison based on the queueType.

Queue Type	highestTierAchieved
Unranked	RANKED_SOLO_5x5 RANKED_TEAM_3x3
Ranked Team 3x3	RANKED_TEAM_3x3

#### OTHER MAPS

If a match is not played on Summoner's Rift or Twisted Treeline, the **highestTierAchieved** field will return the highest ending tier for the previous season from **any** ranked queue.

## TIER ICONS



Tiers are groups of players of similar skill level, and there are many leagues in each tier. You can find a zip file with the ranked tier icons here: <https://s3-us-west-1.amazonaws.com/riot-api/img/tier-icons.zip> (<https://s3-us-west-1.amazonaws.com/riot-api/img/tier-icons.zip>)



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