



# LOL ESPORTS WORLD CHAMPIONSHIP

**AT THE DAWN OF A NEW ERA, LOL ESPORTS  
IS THE FUTURE OF GLOBAL SPORT**

The League of Legends World Championship, also known as Worlds, is the pinnacle of LoL Esports competition in which the top teams from diverse regions compete for the world champion title. Held at the end of the regular season in a different host region each year, more than 20 teams from Riot Games' professional leagues participate in the month-long tournament.

In 2021, the World Championship shattered its previous viewership records, with the Finals hitting a peak concurrent viewership (PCU) of 73,860,742 (+60% from 2020) and maintaining an average minute audience (AMA) of 30,604,255 (+33% from 2020). This made Worlds the most-watched esports event in history.

## ABOUT WORLDS 2022

**WORLDS IS THE BLUEPRINT.  
WHERE EVERYONE ELSE FOLLOWS, WE LEAD.**

LoL Esports' 12<sup>th</sup> World Championship (est. 2011)  
Hosted in North America for the first time since 2016

September 29-November 05, 2022

**PLAY-INS: 9/29-10/04**

Arena Esports Stadium at Artz Pedregal, Mexico City

**GROUPS: 10/7-10/10, 10/13-10/16**

Hulu Theater at Madison Square Garden, New York City

**QUARTERFINALS: 10/20-10/23**

Hulu Theater at Madison Square Garden, New York City

**SEMIFINALS: 10/29-10/30**

State Farm Arena, Atlanta

**FINALS: 11/05**

Chase Center, San Francisco

### ABOUT LOL ESPORTS

LoL Esports is a premier global sport that has attracted the attention of millions of fans around the world since 2011. More than 800 players on 100+ professional League of Legends esports teams compete across a dozen region leagues globally. Within each league, teams battle over the course of two seasonal splits in hopes of earning regional titles and championship points. Placements in these seasonal splits earn top-performing teams invitations to major international tournaments: the Mid-Season Invitational and the World Championship. The 11-year old esports was the first to reach 1 billion views on Twitch, provide baseline salaries for its professional players, spark innovation, and introduce permanent franchising to create a sustainable ecosystem to ensure future brand growth.

### PREVIOUS WORLDS WINNERS

2011: Fnatic  
2012: Taipei Assassins  
2013: SK Telecom T1  
2014: Samsung White  
2015: SK Telecom T1  
2016: SK Telecom T1  
2017: Samsung Galaxy  
2018: Invictus Gaming  
2019: FunPlus Phoenix  
2020: Damwon Gaming  
2021: Edward Gaming