



# **ERL REGULATIONS**

## 1. INTRODUCTION

Welcome to the Elder Rift League. A league created by players, for the League of Legends community. The Elder Rift League was born from the desire to offer players a place where they can rediscover the beauty of competition without the pressures of extreme professionalism. Here, teams of real friends or acquaintances met on the platform compete in an environment balanced by age, respect, and sportsmanship.

The goal is simple: to recreate the excitement of major tournaments such as the LEC or LCK, but in a healthy, amateur, and above all, fun environment. Winning is important, of course... but the real triumph is building a healthy and lasting environment together.

Get ready to join a league where passion meets challenge. Get ready to write your story on the Rift.

## 2. PARTICIPATION AND REQUIREMENTS

To enter the Elder Rift League arena, each team and each summoner must follow a few simple rules:

### 2.1 NO AGE LIMIT

Anyone can register for the Gold, Silver, and Bronze competitions. The league has no age restrictions.

### 2.2 REGISTRATION

Every team and every player on the roster must be registered through the official website [www.elderiftleague.com](http://www.elderiftleague.com).

For players: Simply register on the website and on the ERL Discord server.

For teams: Go to the "Register your team" section and fill out the form.

Registered teams will have a dedicated page, just like in professional leagues. This section will include: Team logo, brief description, name of each team member and assigned role, direct link to the player's OP.GG website, and links to social media (if you have any, please communicate them in the Discord [? -need-help- ?](#) section by opening a ticket **SOCIAL LINK TEAM NAME**).

### 2.3 TEAM COMPOSITION

Each team must consist of a minimum of 5 and a maximum of 9 players (including substitutes).

Each player may only be registered with one team and it is strictly forbidden to play for more than one team or in more than one division, except for the Academy (see point 2.3.3).

#### 2.3.1 PLAYER SUBSTITUTION

Substitutions of players on the roster can only be made outside of the start of the splits:

1st split: October-November

2nd split: February-March

3rd split: May-June

During the splits, it is not possible to replace one player with another. However, if the team still has free slots among the reserves, it will be allowed to add new players during the split until the maximum limit of 9 players in total is reached.

For further details, see point 7 of the regulations.



## 2.3.2 INTRODUCTION OF THE ELO CAP FOR SUBSTITUTES

Starting from this season, the registration of a substitute player will be subject to compliance with the Elo Cap of the division.

What is the Elo Cap?

Each division, except Diamond, will have a maximum reference value expressed in ERL Points.

To add a substitute player to a team, the average ERL Points of the player must not exceed the limit set for that division.

### CALCULATION METHOD

A player's value is calculated by taking the average of their ranks from the most recent considered seasons/splits, converted into ERL Points.

Practical Example – Gold Division

Maximum allowed average (Elo Cap):

Gold → 5.25 ERL Points (Platinum 3)

#### ✗ Case 1 – Substitute NOT allowed

- Season S24 Split 1: Emerald 3 → 6.25
- Season S24 Split 2: Platinum 2 → 5.5
- Season S25: Platinum 4 → 5

Average:  $(6.25 + 5.5 + 5) / 3 = 5.58$  ERL Points (Platinum 2)

👉 **The player CANNOT be registered, as the average exceeds the Gold division Elo Cap.**

#### ✔ Case 2 – Substitute allowed

- Season S24 Split 1: Platinum 3 → 5.25
- Season S24 Split 2: Platinum 4 → 5.5
- Season S25: Platinum 4 → 5

Average:  $(5.25 + 5.5 + 5) / 3 = 5.25$  ERL Points (Platinum 3)

👉 **The player CAN be registered, as the average is within the allowed limit.**

### PURPOSE OF THIS RULE

This rule has been introduced to:

- keep the competition balanced from the start of the season
- distribute teams as fairly as possible based on elo
- prevent disproportionate increases in team strength during the season through substitutions

## 2.3.3 ACADEMY

Each team may affiliate one and only one team from a lower division as its Academy team.

This affiliation allows players from the Academy team to participate as substitutes for the main team (but not the other way around).

Note: This is the only case in which a player is allowed to belong to more than one team.

## 2.4 REFEREE

Each team must designate one person to act as a referee.

All details regarding this role will be explained in the dedicated Discord section.

## 2.5 LEAGUE OF LEGENDS NAME CHANGE

Changing your League of Legends in-game name during the championship is strictly forbidden. For applicable sanctions, please refer to Table 5.3.



## 3. CHAMPIONSHIP STRUCTURE

The Elder Rift League is divided into a system of divisions, designed to ensure balanced, challenging, and always accessible competition.

### 3.1 DIVISIONS

Teams are divided into four main divisions:

- Diamond Division
- Gold Division
- Silver Division
- Bronze Division

Each division is independent and currently consists of 6 teams, all connected through a promotion and relegation system as follows:

- 1st place – Direct promotion.
- 2nd place – Playoff against the 5th place team of the higher division.
- 3rd place – Playoff against the 4th place team of the higher division.
  - The winner of the 2nd vs 5th match will face the winner of the 3rd vs 4th match for promotion to the higher division.
- 4th place – Playoff against the 3rd place team of the lower division.
- 5th place – Playoff against the 2nd place team of the lower division.
  - The winner of the 2nd vs 5th match will face the winner of the 3rd vs 4th match to remain in the division.
- 6th place – Direct relegation to the lower division.

#### 3.1.1 BRONZE DIVISION

To protect the competitive balance of the Bronze Division, the maximum allowed elo for players registered in team rosters is Platinum.

Players with a higher elo will not be allowed to play, even if registered in the championship. However, a maximum of one (1) Platinum player may be fielded in the starting lineup per match.

### 3.2 REGULAR SEASON

During the Regular Season:

- Teams will compete in a single round-robin format, playing once per week in a Best of 3 (Bo3) Fearless format.
- Match scheduling is the responsibility of the team captains, who must agree on the day and time of the match.
- Matches may be played from Monday to Saturday, before the final deadline for result submission, which is Saturday at 11:59 PM.
- If the teams are unable to agree on a date and time within the days listed above, they may request to play on Sunday.
- Note: If both teams, despite having the entire week available, fail to agree on a day and time to play the match, the organizers will automatically schedule the match for Sunday at 4:00 PM.
- If, on the scheduled date and time, one of the teams:
  - does not show up, or
  - shows up with an insufficient number of players, or
  - fields players who are not properly registered in the championship,
- that team will forfeit the match.

#### Standings and Points

- Win: 1 point
- Loss: 0 points

**Important:** Each individual game counts. Games won and games lost within a Fearless Bo3 series will also be recorded and used to determine the final team standings.

## TIEBREAKERS

In the event of a tie at the end of the Regular Season:

- Head-to-head results will be considered first.
- If the tie persists, a tiebreaker match will be played between the tied teams in a Bo3 Fearless format.

## 3.3 SEASONS

The Elder Rift League is divided into three macro blocks:

- 1st split: October-November
- 2nd split: February-March
- 3rd split: May-June

During the breaks between championship sessions, separate events will be organized, such as themed tournaments and much more.

## 4. MATCH CREATION RULES AND DRAFT PHASE

### 4.1 LOBBY SETUP

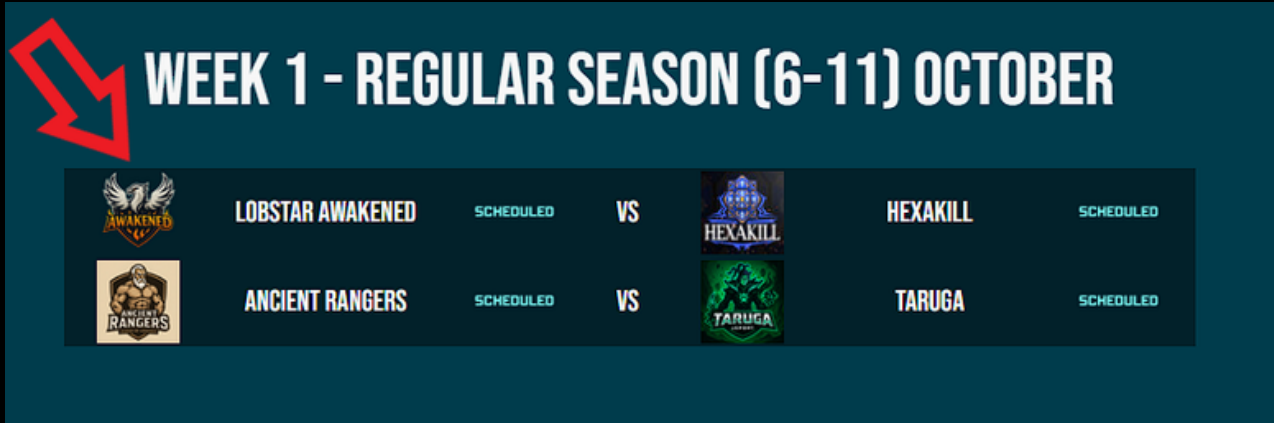
The game lobby must be created using the following settings:

- Map: Summoner's Rift
- Match Name: TAG vs TAG – ERL (Example: ABC vs DEF – ERL)
- Team Size: 5v5
- Game Mode: Tournament Draft
- Allow Spectators: Lobby Only
  - Note: Referees must be present in the Discord voice channel.
- Each player must select a role, and all five roles must be different.





**Note:** For each match, it is mandatory to use the dedicated voice channel created for each team on the ERL Discord server. Once the match has started, only players and coaching staff are allowed to remain in the voice channel. Any violations will result in disciplinary sanctions.



**Important:** The captain responsible for creating the lobby is the home team captain (the team shown on the left side of the bracket on the website). If the match is streamed on Twitch, the lobby will be created and managed by the ERL staff instead.



**WEEK 1 - REGULAR SEASON (6-11) OCTOBER**

	<b>LOBSTAR AWAKENED</b>	SCHEDULED	VS		<b>HEXAKILL</b>	SCHEDULED
	<b>ANCIENT RANGERS</b>	SCHEDULED	VS		<b>TARUGA</b>	SCHEDULED

**Important!** Matches must be played until the opponent's Nexus is destroyed, without any behavior that implies voluntary defeat (such as open lane or similar). Surrendering at the 15-minute mark is not allowed (NO FF!).

Failure to comply with this rule will result in a penalty: the removal of the first 3 bans in the draft for the next match.

## 4.1.1 – MATCH PROCEDURE

### Pre-match

Before the start of the match, a coin toss will be carried out using Google's "Coin Flip". The winning team may decide which side to start the series on. All players must ensure that their accounts and nicknames comply with the regulations. Twitch streaming is allowed only with a minimum delay of 6 minutes; otherwise, it must be disabled. In both cases, prior communication to the organizers is mandatory.

Five minutes before the scheduled match start time (T-5), a ready check must be carried out on Discord.

At the end of the trading phase, any coach must mute their microphone or leave the voice channel (in the absence of a Referee), as they are no longer allowed to communicate during the match.

The use of external draft programs is allowed; if they are used in a match streamed on Twitch, the draft must take place at least 10 minutes before the start of the match.

### During the game

During the match, only the five starting players are authorized to remain in the team voice channel.

The presence of coaches is allowed only if referees are present.

In-game chat is limited exclusively to functional messages, such as "ready", "pause", "unpause", or "gg". Any other unnecessary communication will be considered a violation of the regulations.

### Pauses

Pauses are allowed only for real technical reasons, such as disconnections (DC), game crashes, hardware issues, or bugs that prevent the regular continuation of the match.

During the pause, players may not discuss game strategies and must limit communication exclusively to the referee in order to resolve the issue.

The maximum time to resolve a technical issue is set at 10 minutes, unless exceptions are approved by the referee.



## 4.2 ORGANIZATION OF THE PRE-DRAFT PHASE AND BAN & PICK

1. The captain of the team that wins the coin toss decides whether to play on the blue side or the red side and creates the lobby on the League of Legends client as previously indicated.
2. All players enter the lobby, ordered by role (Top, Jungler, Mid, ADC, Support) if possible. In the event that the match is streamed on the official ERL Twitch channel, teams must wait for staff approval before starting the game.
3. (Important: Any player who wishes to stream their own game must inform the staff in advance and set their stream with a minimum delay of 6 minutes.)
4. When both teams and the broadcast crew (if present) are ready within the scheduled timeframe, the match may be started.

## 4.3 COMMUNICATION RESULT

At the end of the match, the captain of the winning team must submit the result, including a screenshot (showing the bans as well), in the dedicated "results" channel for their division on the Elder Rift League Discord server, in order to allow the organizers to update the website.

### 4.3.1 DEADLINE FOR SUBMISSION OF RESULTS

The result must be communicated by 11:59 p.m. on Saturday of the week of play. Failure to communicate by both teams will result in both teams forfeiting (0 points each).

## 4.4 ORGANIZATION OF LEAGUE MATCHES

Each team must indicate at least **3 days of availability** to facilitate agreement with their opponent. Matches can be played from Monday to Saturday (until 11:50 p.m.) except in exceptional cases, agreed between the two teams and the staff.

In addition, the match for the following week must be scheduled by 4:00 p.m. on the Sunday of the previous week. Don't leave it until the last minute!

The rankings will be updated every Sunday, so play, have fun, and do your best to climb to the top!

## 5. BEHAVIOR AND PENALTIES

### 5.1 RULES OF CONDUCT

At Elder Rift League, we strive to create a healthy, respectful, and fun competitive environment. All participants must:

- Respect opponents, teammates, and organizers.
- Avoid toxic behavior both in-game and on the various channels of the platform (insults, flaming, provocation, discrimination of any kind).
- Maintain appropriate language both during matches and in official chats.
- Play with maximum commitment and fairness, avoiding unsportsmanlike behavior (such as intentional AFK, feeding, or other).
- Respect the schedule and show up on time for matches.



## 5.2 WHAT IS CONSIDERED MISCONDUCT

- Direct or indirect flaming of opponents, teammates, or referees.
- Intentionally trolling official matches.
- Falling for (FF) during official matches.
- Unjustified delays of more than 15 minutes from the agreed time.
- Repeated disconnections without a valid reason.
- Accusations, spam or flooding, insults, or unsportsmanlike behavior in the league's official chats. In the event of particularly serious behavior (e.g., threats, racism, discrimination, etc.), the individual or team will be immediately expelled.
- If there is suspicion that a player is not actually playing themselves, but is allowing another person to use their League of Legends account, staff may request screen sharing to verify the player's identity.
- Once the match has started, only players are allowed to remain in the voice chat.
- Anything that the Elder Rift League staff deems to be incorrect or inappropriate during the evaluation phase.
- The final decisions are made by the league administrators.

## 5.3 PENALTY SYSTEM

Penalties will be applied based on the severity of the behavior and repeat offenses: (see table 5.3 on the next page).

## 5.4 COMPLAINTS

If a team believes it has been subjected to unfair behavior, it must:

Send a documented report (screenshot, recording, etc.) to an administrator within 1 hour of the end of the match via the Discord [? -need-help- ?](#) section, opening a COMPLAINT - TEAM (which is making the complaint) AGAINST WHICH TEAM ticket.

Complaints without evidence will not be considered.

## 5.5 SPIRIT OF THE LEAGUE

Remember:

The Elder Rift League was created to offer a competitive but peaceful experience.

We want to see passion and competition, but always with respect for others. Be the legends that the league deserves.



<b>INFRACTION</b>	<b>FIRST VIOLATION</b>	<b>SECOND VIOLATION</b>	<b>THIRD VIOLATION</b>
<b>FAILURE TO COMPLY WITH DRAFT AND/OR LOBBY RULES</b>	Draft or lobby repeat (official recall)	First ban removal in the next match	Match lost by default
<b>FREQUENT DISCONNECTIONS DURING GAMEPLAY</b>	Official warning and, if necessary, assessment for sanctions to be determined		
<b>UNJUSTIFIED DELAY</b>	Removal of first ban in the match (after 15 minutes delay)	<del>Match lost by default (after a 20 minute delay)</del>	<del>Series lost by default (after a 30 minute delay)</del>
<b>TROLLING AND INTENTIONAL FEEDING</b>	Series lost by default and two-week suspension for the player	Series lost by default and player expulsion from the ERL championship	Team expulsion from the ERL championship
<b>FLAME AND INSULTS</b>	Expulsion of the player from the ERL championship	Team expulsion from the ERL championship	
<b>USE OF PLAYERS NOT OFFICIALLY REGISTERED WITH THE LEAGUE OR IRREGULARITIES WITHIN THE LEAGUE'S DISCORD CHANNEL (OTHER PEOPLE CONNECTED IN CHAT DURING THE GAME, ETC.).</b>	Series lost on paper	Penalty points in the league	<del>Team expulsion from the ERL championship</del>
<b>FAILURE TO RESPOND TO COMMUNICATIONS FROM ERL STAFF</b>	To be evaluated: series lost by default, championship point penalties, and exclusion from the league.	<del>/</del>	<del>/</del>
<b>FF IN THE GAME</b>	Removal of the first 3 bans in the draft for the next match	<del>/</del>	<del>/</del>
<b>SMURF ACCOUNT AND MAIN DECLARATION</b>	Loss of x points in the rankings	Defeat by default in all matches in which the player has played	Disqualification from the tournament and/or from future tournaments
<b>NAME CHANGE LOL</b>	Official warning	Disqualification from the tournament and/or from future tournaments	<del>/</del>



## 6. TIME AND PRESENCE

The proper conduct of the competition is fundamental to the success of the championship. Below are the rules that ensure the proper conduct of matches in terms of timing, punctuality, and communication. Failure to respond by captains or teams may result in the team being excluded from the championship or incurring penalties.

### 6.1 - GAME WEEK

- 1) Each official match day takes place from Monday to Saturday.
- 2) Teams are required to organize themselves to set the date and time of the match within this timeframe during the previous week (e.g., a match to be played in the third week of October must be organized by the end of the second week of October).
- 3) Sunday is considered a day of rest or a possible recovery day only in exceptional cases authorized by the staff.

### 6.2 - TIMETABLE AND PUNCTUALITY

The time and day agreed upon by the captains must be strictly adhered to.

A maximum waiting time of 15 minutes beyond the agreed time is allowed. After this time, the team will incur (see table 5.3), unless timely communication and agreement is reached between the two teams and the staff. After 20 minutes of delay (see table 5.3), after 30 minutes (see table 5.3).

### 6.3 - POSTPONEMENT OF A MATCH

Postponements are only possible in exceptional circumstances and must be communicated to staff at least 24 hours before the match via the Discord [?-need-help-?](#) section by opening a POSTPONEMENT ticket (Team name) (Team name) (Division in which they play).

The postponement will only be accepted if both teams agree and if the match can be rescheduled by 11:59 p.m. on Sunday of the same week, except in exceptional cases with the approval of the organizers.

### 6.4 - MANDATORY DISCLOSURE

If it is impossible to play the match during the scheduled week, the captain is required to promptly inform the staff and the opposing team of the problem.

Each team must propose at least three days and time slots available during the week of play. If one team proposes fewer than three and the other proposes three valid ones, the match is awarded to the latter. If both propose three availabilities but do not reach an agreement by 11:59 p.m. on the Sunday before the week of play and do not request mediation from the staff, the match is declared a double forfeit: 0 points for both teams.

Failure to communicate is considered an unjustified absence and results in automatic defeat.

### 6.5 - SHARED RESPONSIBILITY

Both teams are responsible for organizing the match: failure to show up or respond to messages may result in automatic forfeiture or penalty.

In case of disagreement over responsibility for failure to show up, the staff will judge based on the evidence provided (screenshots, chat logs, etc.).



## 7. TEAM FORMATION AND ROSTER

The organization of teams and the management of their rosters are essential to ensuring fairness, continuity, and competitiveness throughout the season. These regulations clarify the limits and possibilities for team composition.

### 7.1 - INITIAL COMPOSITION

Each team must consist of a minimum of 5 and a maximum of 9 players, i.e., 5 starters and up to 4 substitutes (reserves). At the time of registration, all member details must be clearly communicated: LoL nickname with # included, Discord name, email, and main role.

**The team captain will be solely responsible for official communications with staff and other teams.**

### 7.2 - TEAM

Once the official season has begun (first day of the calendar), the roster will be locked and no further changes can be made without the staff's authorization. However, it will be possible (if there are still slots available in the reserves) to add players by communicating via Discord **?-need-help-?** opening a NEW PLAYER ticket) indicating: nickname on LoL with # present, Discord name, email, and main role, up to the maximum completion of the roster (9 players).

Changes (player substitutions) can only be made during the transfer window between seasons (at the end of a regular season and the beginning of the next), or in exceptional cases (see section 7.4).

### 7.3 - USE OF RESERVES

Reserves can be used freely on any day, but it is mandatory to notify the opposing team before the game (giving the name of the player being replaced and the player coming on). Reserves must be included in the initial roster. It is not permitted to add new players during the current season if you no longer have any reserve slots available (maximum 4 reserves per team).

### 7.4 - EXTRAORDINARY SUBSTITUTIONS

Each request will be evaluated on a case-by-case basis. If approved, the new player can be added in place of the player who left the team without exceeding the limit of 9 players in total on the roster.

#### 7.4.1 - REPLACEMENT OF ACCOUNTS BANNED BY RIOT GAMES

If a player's Riot Games account is banned, they may replace it with a new account, provided that the new account is already level 30 and has the necessary champions.

If not all of the required champions are unlocked and selection issues arise during the draft phase, the player is required to choose a champion from their collection.

Lobby remakes will not be accepted for this reason, and penalties may be applied as outlined in Table 5.3.

### 7.5 - PENALTIES FOR IRREGULARITIES

The use of a player who is not registered on the scoresheet or is not authorized will result in the automatic loss of the series by default and, in serious cases, additional disciplinary sanctions (see section 5.3).

Teams that attempt to circumvent the rules through fictitious or improper substitutions will be subject to review and possible exclusion from the championship



## 8. RESULTS AND STANDINGS

The scoring system is designed to reward victories, encourage active participation, and maintain balanced competition throughout the season.

### 8.1 – WEEKLY POINTS

#### MATCH RESULT – POINTS AWARDED:

- WIN: 1 POINT
- LOSS: 0 POINTS
- WIN BY FORFEIT: 1 POINT
- LOSS BY FORFEIT: 0 POINTS

If the two teams cannot find a day to play the match, an official date will be assigned: Sunday at 3:00 PM. If the teams still fail to play on this date, both teams will receive 0 points.

### 8.2 – STANDINGS

Division standings will be updated weekly based on results submitted by Saturday at 11:59 PM.

Sorting criteria:

- In the event of a tie at the end of the Regular Season, head-to-head results will be considered first.
- If the tie persists, a tiebreaker match (Bo3 Fearless) will be organized between the tied teams.

Tie between three or more teams in the group standings (same number of points):

- Mini Round Robin Bo1:
  - A mini round-robin (lasting a maximum of 1 week) will be played as a Bo1 tiebreaker, where each team faces the others once.
  - The standings of this mini round-robin will determine the final order among the tied teams.
- Further tie (1-1-1):
  - If teams remain tied after the mini round-robin, the ranking will be determined in the following order within the mini round-robin:
    - a. Kill difference (kills for – kills against)
    - b. Total towers destroyed
    - c. Baron/Dragon/Objective control (Proof of Strength)
- The team that wins two consecutive matches (or the last match of the tiebreaker) will obtain the highest position in the standings.
- Side selection: The choice of side (blue/red) for each tiebreaker match will be determined by coin toss or, if applicable, based on the game difference from the main group stage.

### 8.3 - PENALTY

In the event of any other infringement and/or behavior deemed unlawful by the staff, the latter reserves the right to apply sanctions at its discretion, which may include warnings, penalties during the game, or exclusion from the tournament.

### 8.4 – PROMOTIONS AND RELEGATIONS

At the end of the Regular Season, based on the final standings:

- 1st place: Direct promotion (except in the Diamond Division)
- 2nd – 3rd place: Playoffs against the 5th – 4th place teams of the higher division (except in the Diamond Division). The winners of 2nd vs 5th and 3rd vs 4th will move up to the higher division.
- 4th – 5th place: Playouts against the 2nd – 3rd place teams of the lower division (except in the Bronze Division). The losers of 2nd vs 5th and 3rd vs 4th will drop to the lower division.
- 6th place: Direct relegation (except in the Bronze Division)



## 9. COMPLAINTS AND ASSISTANCE

The proper conduct of the competition is based on compliance with the rules and the possibility for participants to report misconduct, technical problems, or questionable situations. The Elder Rift League provides an official channel for handling complaints [?-need-help-?](#) by opening a COMPLAINT ticket.

### 9.1 - WHEN TO FILE A COMPLAINT

You can file a complaint in the following cases:

- 1) Unsportsmanlike behavior, flaming, insults, or abuse in chat.
- 2) Serious technical issues that affected gameplay.
- 3) Irregularities in team composition (e.g., unregistered players, unauthorized substitutions).
- 4) Serious delays or failure of the opposing team to show up.
- 5) Failure to communicate substitutions or failure to communicate by the opposing captain.
- 6) Disputes over results or decisions.

### 9.2 - HOW TO FILE A COMPLAINT

[?-need-help-?](#) opening a ticket COMPLAINT) [Division] - [Team name] - [Day/match] Example: COMPLAINT - Gold Division - StormWalkers - Day 4

The message body must include:

- 1) A brief description of the problem.
- 2) Screenshots or supporting evidence (required).
- 3) Any attempts to contact or resolve the issue with the opposing team.

### 9.3 - RESPONSE TIMES AND MANAGEMENT

Administrators will endeavor to respond within 48 hours of receiving the complaint. All decisions will be made impartially and based on the evidence and testimony provided. Staff may request further clarification from the parties involved before making a decision. Staff decisions are final and cannot be appealed.

### 9.4 - GENERAL SUPPORT REQUESTS

For questions, organizational issues, or help with managing matches (schedules, drafts, technical difficulties), participants can contact staff directly by opening a ticket at [?-need-help-?](#).

### 9.5 - A PROJECT BORN FROM THE COMMUNITY

Elder Rift League is not an initiative promoted by large companies or corporations, but a project created and managed with passion by a small community of League of Legends players, for other players.

All organizational work, from managing rules and matches to communication and support on social media, is carried out by volunteers who dedicate their free time to the project.

For this reason, response times to requests and messages may vary depending on the work or personal commitments of staff members.

We trust in the understanding and cooperation of all participants to maintain a peaceful, respectful, and fun atmosphere.



## **10. USE OF IMAGES, VIDEOS, AND MULTIMEDIA CONTENT**

### **10.1 - PURPOSE AND CONSENT**

By participating in the championship or tournaments organized by the Elder Rift League (hereinafter "ERL"), each participant, team, or member expressly agrees that all audiovisual, photographic, textual, or audio material collected during activities related to the League (including but not limited to matches, live streaming, interviews, events, and public communications) may be used, disseminated, and published by ERL for the purposes of promotion, dissemination, information, and growth of the project.

### **10.2 - DISTRIBUTION CHANNELS**

Such material may be published, transmitted, or shared on any platform or social media managed by or affiliated with the League, including, but not limited to, Instagram, TikTok, X (Twitter), YouTube, Twitch, Facebook, Discord, and the official website [www.elderiftleague.com](http://www.elderiftleague.com).

### **10.3 - RIGHTS AND LIMITATIONS**

Consent given by participating implies the free and unlimited granting of rights to use the material collected for the purposes indicated above. No compensation or claim may be made by participants for the use, modification, or dissemination of content created during or in connection with League events.

ERL undertakes to use such materials with respect for the personal dignity and image of the participants, avoiding any improper or harmful use.

### **10.4 - ACCEPTANCE**

Registration and participation in the Elder Rift League or in tournaments organized by it imply full acceptance of this article and authorize ERL to process and use multimedia content as set out above.

## **11. CHANGES TO RULES AND REGULATIONS**

### **10.1 - FLEXIBILITY AND UPDATES**

The rules of the Elder Rift League are subject to change during the season if corrections, clarifications, or adjustments are necessary for the smooth running of the league.

### **10.2 - REASONS FOR THE CHANGES**

Changes may be introduced to:

- 1) Resolve ambiguities or gaps that arise during the tournament.
- 2) Adapt to technical, managerial, or organizational issues.
- 3) Ensure fairness, clarity, and respect for fair play.
- 4) Introduce improvements suggested by the community or field experience.

### **10.3 - OFFICIAL ANNOUNCEMENT**

Any changes to the rules will be officially communicated through the league's main channels:

- 1) Announcement on the Discord server
- 2) Update on the official website (where necessary)
- 3) Email or direct Discord communication to team captains (where necessary)



## **10.4 - ENTRY INTO FORCE**

The changes will take effect upon publication in the Discord rules section and will not be retroactive to events or matches already played, except in exceptional and well-justified cases.

## **10.5 – DECISIONS ON UNFORESEEN CASES**

For any eventuality or situation not expressly covered by these rules, the final decision rests with the Admin. This decision is binding and is automatically considered an integral part of the rules.

## **10.5 - COLLABORATION WITH PARTICIPANTS**

The Elder Rift League staff is committed to maintaining transparent and collaborative management. Any changes will be guided by the principle of providing a fair, enjoyable, and sustainable experience for all teams.

## **10.6 – REQUESTS FOR CLARIFICATION OR AMENDMENTS TO THE REGULATIONS**

For any clarification, report, or suggestion for changes to these rules, please open a ticket in the Discord channel [?-need-help-?](#), writing RULES CHANGES. The organizers will consider the request and, if deemed valid, may officially update the rules.

**Team ERL**