

ARAM CUP

OFFICIAL RULES



PRE-TRANSITION RECREATIONAL EVENT AT SPLIT 2

Official dates: January 10 and 11, 2026

Registration opening and closing: December 7, 2025 – January 2, 2026 (or when the number of teams is reached)

ART. 1 – GENERAL INFORMATION

The Aram Cup Tournament is a fun, non-competitive event organized by Elder Rift League in collaboration with Locuste Crew. The goal is to offer a lighthearted and entertaining gaming experience before the start of Split 2 in February. The event will take place exclusively on the EUW server of League of Legends on January 10 and 11, 2026. It is not a competitive tournament: there will be no official rankings or any kind of competitive pressure.

ART. 2 – TOURNAMENT STRUCTURE

- The tournament will be played entirely in ARAM mode, in a single bracket with no Elo limits.
- Matches will be played in Bo1 (Best of 1) format.
- Each team must include a minimum of 5 players and a maximum of 7 players.
- The tournament is designed to be simple, fast-paced, and fun.

ARTICLE 3 – PARTICIPATION REQUIREMENTS

To participate in the tournament, you must be at least 13 years old. Each player must use an active personal account on the EUW server, as smurf, shared, or borrowed accounts are not allowed. You may only use a secondary account if it has all champions, in order to avoid any unfair advantage in ARAM mode.

When participating, each team must be registered via the official ERL platform, and all members—both starters and reserves—must be registered on the ERL website. Furthermore, for organizational and communication reasons, it is mandatory for each participant to be present on the ERL Discord server, where operational instructions will be provided and official communications will be managed.

The staff reserves the right to verify the identity of players in case of doubt or irregularities, to ensure a fair and transparent environment for everyone.



ART. 4 – FORMAT AND SCHEDULE

- Single elimination format.
- Bo1 matches.
- The tournament will take place on January 10 and 11, 2026, following two time slots defined by the organizers.
- It is not possible to play outside the indicated times.
- No match rescheduling is allowed, except in exceptional cases authorized by the staff.

ART. 5 – GAME RULES

All tournament matches are played in ARAM mode, following the standard rules of the game: champions are assigned completely at random by the system, with players able to use their rerolls and make trades using the client's internal functions.

Each team has a maximum of 5 minutes of total break time per match, to be used exclusively in the event of technical problems. Breaks must be clearly communicated in the lobby or match chat, and resumed as soon as possible.

As for delays, there is a maximum tolerance of 10 minutes from the scheduled start time of the match. Once this limit has been exceeded, if a team is still not ready or one or more players needed to start the match are missing, the team will automatically be awarded a forfeit loss.

ART. 6 – FAIR PLAY AND CONDUCT

As this event is organized by Elder Rift League in collaboration with Locuste Crew, the staff requires respectful, calm, and cooperative conduct from all participants.

THE FOLLOWING ARE STRICTLY PROHIBITED (AND WILL BE PENALIZED):

- Offensive or toxic language.
- Cheating, exploiting, or bug abuse.
- Use of unauthorized third-party software.

The staff may issue warnings, penalties, or expulsions in the event of violations.



ART. 7 – MATCH CREATION

LOBBY SETTINGS

- Map: Random
- Mode: ARAM – select “All Random”
- Room name: ACT-TEAMvsTEAM
- Spectators: All; in the case of official streaming, 2 slots must be left for staff.

The “home” team is responsible for creating the lobby. Both captains must verify that all settings are correct.

DISCORD REQUIREMENT

- All players must be present on the ERL Discord server during the match.
- Results must be sent via screenshot to the dedicated channel.

ART. 8 – STREAMING AND IMAGE RIGHTS

Some matches may be broadcast on official ERL channels.

By participating in the event, players authorize the use of images, clips, recordings, nicknames, and game data.

It is forbidden to broadcast matches independently without the authorization of the staff.

ART. 9 – PRIZES

As this is a purely recreational event, any prizes (if applicable) will be announced after the registration deadline on January 2, 2026, or when the maximum number of teams has been reached. Prizes will only be awarded in accordance with the rules.

ART. 10 – FINAL PROVISIONS

Registration for the tournament implies full acceptance of these rules. The organizers may modify or update them for technical or organizational reasons. Any unforeseen circumstances will be assessed and resolved by ERL staff using common sense.