

# TITANS LEAGUE

*League of Legends · Amateur Circuit*

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## Official Rulebook — Season 2024/25

### 1. INTRODUCTION

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Welcome to the TITANS League. A league created by players, for the League of Legends community. The TITANS League was born from the desire to offer players a place to rediscover the beauty of competition without the pressures of extreme professionalism. Here, teams of real friends or people met on the platform compete in a balanced environment built on respect and sportsmanship. The goal is simple: to recreate the excitement of major tournaments like 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 community together. Get ready to join a league where passion meets challenge. Get ready to write your story on the Summoner's Rift.

### 2. PARTICIPATION AND REQUIREMENTS

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To enter the TITANS League arena, every team and every summoner must follow a few simple rules:

#### 2.1 NO AGE LIMIT

The league is composed of 5 divisions: Bronze, Silver, Gold, Emerald and Diamond. Everyone can participate without any age restrictions.

Diamond	Emerald	Gold	Silver	Bronze
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#### 2.2 REGISTRATION

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

- For players: Simply register on the website and join the TITANS Discord server.
- For teams: Go to the "Register your team" section and fill out the form. Registered teams will have a dedicated section, just like in professional leagues, which will include: Team Logo and a direct link to the player's OP.GG profile.

#### 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 to one team and it is strictly forbidden to play for more than one team or in more than one division, except in the case of the Academy (see point 2.3.3).

### 2.3.1 ROSTER LOCK

Player substitutions on the roster may only be made outside of split periods. During an active split it is not possible to substitute one player with another. However, if the team still has available substitute slots, new players may be added during the split up to the maximum limit of 9 total players (who must comply with the elo cap).

A new player can be added by filling out the appropriate form at

<https://www.elderiftleague.com/modulo-aggiungi-o-rimuovi-giocatore>. For further details see point 7 of the rulebook.

### 2.3.2 ELO CAP FOR ADDITIONS/SUBSTITUTIONS AND COMMUNICATION

**ADDITION:** The addition of a new player will be subject to compliance with the Elo Cap of the relevant division.

**What does Elo Cap mean?** Each division, except Diamond, will have a maximum reference value expressed in TITANS Points, which will be communicated before the start of the season. To add a player (substitute) to your team, the average TITANS Points of the five highest-rated players must fall within the limit set by the division.

**Calculation method:** The player's value is calculated by averaging their ranks over the last seasons/splits considered, converted into TITANS Points.

#### Practical example — Maximum permitted average (Elo Cap):

<p><b>✗ Case 1 – Player NOT admitted</b>                      Division average: Platinum 2                      Team average: Platinum 4                      Average with new player: Platinum 1                      👉 <b>The player CANNOT be added, because the team exceeds the division's Elo Cap.</b></p>	<p><b>✗ Case 2 – Player NOT admitted</b>                      Division average: Platinum 2                      Team average: Platinum 1                      Average with new player: Emerald 4                      👉 <b>The player CANNOT be added, because the team already exceeds the Elo Cap and this value cannot increase.</b></p>
<p><b>✓ Case 3 – Player admitted</b>                      Division average: Platinum 2                      Team average: Platinum 4                      Average with new player: Platinum 2                      👉 <b>The player CAN be added, because they fall within the permitted limit.</b></p>	<p><b>✓ Case 4 – Player admitted</b>                      Division average: Platinum 3                      Team average: Platinum 1                      Average with new player: Platinum 1                      👉 <b>The player CAN be added, because the team does not increase its initial value.</b></p>

**Purpose of the rule** — This change was introduced to:

- maintain a balanced competition from the start of the season
- distribute teams as fairly as possible based on elo
- prevent disproportionate level increases during the year through substitutions or additions of substitutes.

All communications regarding player additions or substitutions must be made at least 24 hours before the match.

**REMOVAL OF A PLAYER AND ADDITION OF A NEW ONE:** The player being added cannot have a TITANS Points score higher than the player being removed.

### 2.3.3 ACADEMY

It is possible to affiliate one and only one team from a lower division as your Academy, subject to communication and approval from staff at least 24 hours in advance. This will allow the Academy players to participate as substitutes for the main team (not the other way around).

N.B.: this is the only case in which a player may belong to more than one team.

## 2.4 REFEREE

Every team MUST provide a person designated as referee. This person must attend an entire tournament match and will be responsible for ensuring the entire game is played in compliance with the rules, and must report any irregularities via ticket.

The referee must also request the streaming of the match from a player or be added to the lobby. Just like the members of the two competing teams, the referee must join the specific Discord room assigned to them 15 minutes before the start of the match.

The referee role is not fixed and may change from week to week, but it is mandatory for every team to designate one by Sunday before the game week. The referee role can be obtained in the **#take-referee-role** channel and will be automatically removed by the bot.

Failure to report the referee will have negative consequences for the entire team (see table 5.3).

## 2.5 LOL NAME CHANGE

Changing your name during the season is strictly forbidden. For sanctions see table 5.3.

# 3. LEAGUE STRUCTURE

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

## 3.1 DIVISIONS

Teams are divided into five main divisions: Diamond Division, Emerald Division, Gold Division, Silver Division, Bronze Division.

N.B.: the name of the division does not specify the elo of the players in it. Each division is independent and is currently composed of an average of 6 teams.

### 3.1.1 BRONZE DIVISION

To protect the Bronze Division, the maximum elo permitted for players on rosters will be Platinum; players of higher elo will not be allowed to play even if registered for the league. However, a maximum of 2 Platinum players may be included in the starting lineup per match.

## 3.2 REGULAR SEASON

Teams will compete in a single round-robin format once a week in Bo3 Fearless format.

N.B.: match scheduling is the responsibility of team captains, who must agree on the day and time. Matches can be played from MONDAY to THURSDAY.

If no agreement can be reached on the above days, teams may request to play on Friday.

N.B.: If the two teams, despite having the entire week available, are unable to find a day and time to play the match, the organizers will automatically schedule the match for Friday at 9:00 PM. If, at the agreed date and time, one of the two teams does not show up, or shows up with an insufficient number of players, or with players not officially registered for the league, that team will forfeit the match.

Winning the series awards 1 point in the standings.

**Important!** — In the event of a tie between two teams at the end of the regular season, the number of red cards will be counted, and if the standings are still not determined, head-to-head results will be consulted.

**MULTIPLE TIES** — In the event of a tie between three or more teams, a sub-standings will be created based only on head-to-head results between the teams involved; in the event of a further tie, games won and lost will be considered.

Example 1: team A beat both team B and C, Team B beat team C and lost against team A, team C lost against both team A and B. Standings: 1st A, 2nd B, 3rd C.

### 3.3 PLAYOFFS

All teams, once regular season matches are completed, must compete in the playoffs. The playoff phase is organized as a double elimination bracket where regular season placement will be crucial for seeding advantages.

It is important to note that in UBS matches, the loser with the highest seed from the regular season will advance directly to the LBS match, while the lower-seeded loser must play the LBR2A match.

### 3.4 SEASONS

The TITANS League is divided into three main blocks:

<b>1st Split</b> October — November	<b>2nd Split</b> February — March	<b>3rd Split</b> May — June
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## 4. MATCH CREATION RULES AND DRAFT PHASE

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### 4.1 COMMUNICATION THREAD AND LOBBY SETUP

A dedicated thread will be created on Discord where the two captains and a staff member can coordinate the match date.

#### Side Determination (Side Selection)

The side is determined by a coin flip. The team listed first (on the left) represents heads, while the team listed second (on the right) represents tails. The winning team chooses whether to play as Blue or Red side in the match.

N.B.: if no communication is made, the team winning the coin flip will automatically be blue side for the first game.

**The game lobby must be created with the following settings:**

- Map: Summoner's Rift
- Match name: TAG vs TAG - TTL (Example: ABC vs DEF - TTL)
- Team size: 5v5
- Game mode: Tournament Draft
- Allow spectators: Lobby Only. However, the referee must be present in the Discord voice chat.
- Each player must choose a role and 5 different roles must be selected.

N.B.: For the match it is mandatory to use the dedicated voice channel created for each team on the TITANS Discord. Once the match has started, only players, the coaching staff (who must be muted) and the referee are allowed to remain in the voice channel. Violations will result in disciplinary sanctions.

Important! The captain responsible for creating the lobby is the one whose team won the coin flip, unless the match is being streamed on Twitch, in which case the lobby will be organized by staff.

Important! Matches must be played until the destruction of the enemy Nexus, without behaviors that imply intentional defeat (such as open laning or similar). Surrendering at minute 15 is NOT permitted (NO FF!). In the event of non-compliance, a penalty will be applied: the removal of all bans in the draft for the next match.

### 4.1.1 MATCH FLOW

#### Pre-match

All players must ensure that their accounts and nicknames comply with the rulebook. Twitch streams are only permitted with a minimum delay of 6 minutes; otherwise, they must be disabled. In both cases, prior notification to the organizers is mandatory. Fifteen minutes before the scheduled start time of the match (T-15), a ready check must be performed on Discord. After the draft, any coach must mute themselves or leave the voice channel (in the absence of a referee), and may no longer provide communications during the match.

**The use of external programs during the draft phase is NOT permitted.**

#### During the game

During the match, only the five starting players are authorized to remain in the team voice channel. Coach presence is permitted only if a referee is present. In the in-game chat, only functional messages are permitted, such as "ready", "pause", "unpause" or "gg". Any non-functional communication or insults of any kind will be considered violations of the rulebook.

#### Pauses

Pauses are only permitted for genuine technical reasons, such as disconnections (DC), game crashes, hardware issues or bugs that prevent the match from continuing normally. During a pause, players may not discuss game strategies and must limit themselves to communicating exclusively with the referee for resolution of the issue. The maximum time to resolve a technical issue is set at 10 minutes, except in cases approved by the referee.

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

- 1) The captain of the team that won the coin flip, after notifying the opposing team, creates the lobby on the LoL client as indicated above.
- 2) All players enter ordered by role (Top, Jungle, Mid, Adc, Support). In the event of a live broadcast on the official TITANS Twitch channel, wait for the staff's go-ahead to start the game. (Important!: anyone wishing to stream their game is asked to notify staff and set their stream with a minimum delay of 6 minutes).
- 3) When both teams and the production team (if present) are ready within the established time, the match may begin.

N.B.: no more than ten minutes may pass between the destruction of the nexus and the start of the next draft phase.

### 4.3 RESULT COMMUNICATION

At the end of the match, the winning team's captain has 30 minutes to send the result with an attached screenshot (including Bans) in the appropriate "results" chat for their division on the TITANS League Discord server, in order to allow the organizers to update the website.

In the event of failure to upload the files, the match will be considered void and both teams will receive 0 points.

### 4.4 MATCH SCHEDULING

Matches will be played from Monday to Thursday and it is preferable for both teams to indicate at least 2 available days. Matches may be played on Friday only if both teams cannot agree on a day (until 11:59 PM of the preceding Saturday).

If one team indicates their availability and the other fails to provide 2 options, the victory will be awarded by forfeit to the first team (provided no common day can be found). If a team fails to show up on the scheduled match day, they will be subject to penalties (official yellow card) in addition to forfeiting the series.

Furthermore, the following week's match must be scheduled by Saturday 11:59 PM of the preceding week. Don't leave it to the last minute! Standings will be updated every Sunday, so play, have fun and do your best to climb to the top!

## 5. CONDUCT AND SANCTIONS

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### 5.1 CODE OF CONDUCT

In the TITANS 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 platform channels (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, etc.).
- Respect schedules and show up punctually to matches.

## 5.2 WHAT IS CONSIDERED MISCONDUCT

- Direct or indirect flaming toward opponents, teammates or referees.
- Intentionally trolling official matches.
- Surrendering (FF) during official matches.
- Unjustified delays of more than 15 minutes from the agreed time.
- Repeated disconnections without a justified reason.
- Accusations, spam or flooding, insults or unsportsmanlike behavior in official league chats.

In the case of particularly serious behavior (for example, threats, racism, discrimination, etc.), immediate expulsion of the individual or team will be proceeded with.

If it is suspected that a player is not actually playing themselves but is having someone else use their League of Legends account, staff may request a screen share to verify the player's identity, and it will be the referee's responsibility to open a ticket and describe the situation.

Once the match has started, only players are allowed to remain in the voice channel. If no referee is present, coaches may not be in the voice channel but will be able to enter the game lobby and watch the match with the delay of the lobby itself (if not being streamed on Twitch). In the case of streaming by TITANS staff and without a referee present, it will not be possible to be in the voice channel while waiting for the lobby delay.

Anything that TITANS League staff deems incorrect or inappropriate during evaluation. Final decisions rest with the league administrators.

## 5.3 SANCTIONS SYSTEM

INFRACTION	FIRST VIOLATION	SECOND VIOLATION	THIRD VIOLATION
<b>FAILURE TO REPORT REFEREE</b>	YELLOW CARD TO THE TEAM	RED CARD TO THE TEAM (IN TIEBREAKER MATCHES, THE TEAM WITH THIS CARD WILL AUTOMATICALLY BE RANKED LOWER)	LAST PLACE GUARANTEED
<b>FAILURE TO COMMUNICATE MATCH AVAILABILITY</b>	YELLOW CARD TO THE TEAM + FORFEIT LOSS OF THE SERIES	RED CARD TO THE TEAM AND FORFEIT LOSS OF THE SERIES	LAST PLACE GUARANTEED
<b>FAILURE TO COMPLY WITH DRAFT AND/OR LOBBY RULES</b>	DRAFT OR LOBBY REPLAY (OFFICIAL WARNING)	REMOVAL OF FIRST 3 BANS IN NEXT MATCH	MATCH FORFEITED
<b>FREQUENT IN-GAME DISCONNECTIONS</b>	OFFICIAL WARNING AND IF NECESSARY ASSESSMENT FOR SANCTION TO BE DETERMINED	/	/
<b>UNJUSTIFIED DELAY</b>	REMOVAL OF 1ST BAN IN MATCH (AFTER 15 MIN DELAY)	MATCH LOST BY FORFEIT (AFTER 20 MINUTES DELAY)	SERIES LOST BY FORFEIT (AFTER 30 MIN DELAY)
<b>INTENTIONAL TROLLING AND FEEDING</b>	SERIES LOST BY FORFEIT AND 2-WEEK SUSPENSION OF THE PLAYER	SERIES LOST BY FORFEIT AND PLAYER EXPELLED FROM TTL	TEAM EXPELLED FROM TTL
<b>FLAME AND INSULTS</b>	PLAYER EXPELLED FROM TTL	TEAM EXPELLED FROM TTL	/

INFRACTION	FIRST VIOLATION	SECOND VIOLATION	THIRD VIOLATION
USE OF UNREGISTERED PLAYERS / IRREGULARITIES IN THE LEAGUE DISCORD CHANNEL	SERIES LOST BY FORFEIT	3-POINT DEDUCTION IN STANDINGS	TEAM EXPELLED FROM TTL
FAILURE TO RESPOND TO STAFF COMMUNICATIONS	TO BE ASSESSED: FORFEIT LOSS, POINTS DEDUCTION AND/OR EXCLUSION FROM LEAGUE	/	/
FF (SURRENDER) IN MATCH	REMOVAL OF 5 BANS IN DRAFT FOR THE NEXT MATCH	/	/
SMURF ACCOUNT AND MAIN DECLARATION	FORFEIT LOSS OF THE SERIES AND RED CARD TO THE TEAM	FORFEIT LOSS OF ALL MATCHES THE PLAYER PARTICIPATED IN	TEAM EXPELLED FROM TTL AND/OR FUTURE TOURNAMENTS
LOL NAME CHANGE	OFFICIAL WARNING	EXCLUSION FROM TOURNAMENT AND/OR FUTURE TOURNAMENTS	/

## 5.4 COMPLAINTS

If a team believes it has suffered misconduct, it must: Send within 24 hours of the end of the match a documented report (screenshots, recordings, etc.) to an administrator via the Discord section **?-need-help-?** by opening a ticket **COMPLAINT - TEAM (filing it) AGAINST WHICH TEAM**. Complaints without evidence will not be considered.

## 5.5 SPIRIT OF THE LEAGUE

The TITANS League was created to offer a competitive but peaceful experience. We want to see passion, competition, but always with respect for others. Be the legends this league deserves.

## 6. TIMING AND ATTENDANCE

The proper conduct of the competition is a fundamental value for the success of the league. The following rules ensure the correct execution of matches in terms of timing, punctuality and communication. In case of no response from captains or the team, the team may be excluded from the league or face penalties.

### 6.1 GAME WEEK

- 4) Each official match day takes place from Monday to Thursday.
- 5) Teams are required to organize and agree on the day and time of the match (E.g. match to be played in the 3rd week of October must be organized by the end of the 2nd week of October).

### 6.2 SCHEDULE AND PUNCTUALITY

The day and time agreed upon by the captains must be respected precisely. A maximum waiting time of 15 minutes beyond the agreed time is permitted. After this time, the team will incur the sanctions provided in table 5.3, unless timely communication and agreement is reached between the two teams and staff. After 20 minutes of delay (see table 5.3), after 30 minutes (see table 5.3).

N.B.: delays are cumulative. Example: if the first game is delayed by 10 minutes and the second as well, the 20-minute penalty will apply.

### 6.3 MATCH POSTPONEMENT

Postponements are only possible for exceptional circumstances and must be communicated to staff at least 24 hours before the match via the Discord section **? -need-help- ?** by opening a ticket **POSTPONEMENT (Team name) (Team name) (Division)**. The postponement will be accepted only if both teams agree and the match can be rescheduled for Friday at 9:00 PM of the same week, except in exceptional cases approved by the organizers.

### 6.4 MANDATORY COMMUNICATION

If it is impossible to play the match during the scheduled week, the captain is obligated to promptly inform staff and the opposing team of the problem. Each team must propose at least 2 available days and time slots during the game week. If both teams propose two availabilities but fail to reach an agreement by Saturday at 11:59 PM before the game week and do not request staff mediation, the match must be played on Friday. 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 failure to respond to messages may result in automatic loss or penalties. In the event of disagreement over responsibility for failure to appear, staff will judge based on the evidence provided (screenshots, chats, etc.).

## 7. TEAM FORMATION AND ROSTER

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The organization of teams and management of the roster are essential to ensuring fairness, continuity and competitiveness throughout the season. This rulebook clarifies 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, meaning 5 starters and up to 4 substitutes (reserves). At the time of registration, all member details must be clearly communicated: LoL nickname with #, Discord name, email and main role.

The team captain will be the SOLE person responsible for official communications with staff and other teams. Communications from other players will not be taken into consideration except in cases of change in the captain role.

### 7.2 ROSTER

Once the official season begins (first day of the calendar), the roster will be locked and it will no longer be possible to make changes without staff authorization. It will however be possible (if substitute slots are still available) to add players by communicating via Discord **? -need-help- ?** by opening a ticket **NEW PLAYER**, indicating: LoL nickname with #, Discord name, email and main role, up to the maximum roster size (9 players). Changes (player substitutions) will only be possible during transfer windows between seasons (at the end of one regular season and the start of the next), or in exceptional cases (see section 7.4).

### 7.3 USE OF NEW PLAYERS AND SUBSTITUTE SPECIFICS

Substitutes can be used freely on any tournament day, but the use of new players must be communicated to the opposing team with AT LEAST 24 hours' notice before the match (providing the name of the substituted player and the one playing). Substitutes must be included in the initial roster. It is not permitted to add new players during the ongoing season if there are no more substitute slots available (maximum 4 substitutes per team).

### 7.4 REPLACEMENT OF RIOT GAMES BANNED ACCOUNT

In the event of a ban on a player's Riot Games account, a replacement with a new account is permitted, provided it is already at level 50 and has the necessary champions. If not all required champions are unlocked and selection problems occur during the draft phase, the player is obligated to choose a champion from their own collection. No lobby remakes will be accepted for this reason and penalties may be applied as provided in table 5.3.

### 7.5 SANCTIONS FOR IRREGULARITIES

The use of a player not registered on the lineup or not authorized results in the automatic forfeiture of the series, and in serious cases, further 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 league.

## 8. RESULTS AND STANDINGS

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

### 8.1 WEEKLY SCORING

Win	<b>1 point</b>
Loss	<b>0 points</b>
Win by forfeit	<b>1 point</b>
Loss by forfeit	<b>0 points</b>
No agreement (neither team plays on Friday)	<b>0 points each</b>

### 8.2 STANDINGS

The division standings will be updated weekly based on reported results. The ordering criteria are as follows: in the event of a tie at the end of the regular season, head-to-head results will be consulted; if the standings are still not determined, red cards will be counted, and if there is still a tie, a tiebreaker match must be played between the teams involved (Bo3 fearless to be organized).

In the event of a tie between three or more teams in the division standings (same number of points), the following procedure applies: a sub-standings will be created based only on head-to-head results between the teams involved; in the event of a tie, games won and lost will be considered.

Example 1: Team A beat both team B and C, Team B beat team C and lost against team A, team C lost against both team A and B. Standings: 1st A, 2nd B, 3rd C.

Example 2: Team A beat Team B, Team B beat team C and lost against team A, Team C beat Team A. In this case the difference between games won and lost will be examined considering only the three teams; in the event of further tie, the difference across all season games will be considered.

### 8.3 PENALTIES

In the event of any other infraction and/or behavior deemed unlawful by staff, the latter reserves the right to apply sanctions at their own discretion, which may include warnings, in-match penalties or exclusion from the tournament.

## 9. COMPLAINTS AND SUPPORT

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The proper conduct of the competition is based on compliance with the rules and the ability for participants to report misconduct, technical issues or questionable situations. The TITANS League provides an official channel for handling complaints: **? -need-help- ?** by opening a COMPLAINT ticket.

### 9.1 WHEN TO FILE A COMPLAINT

A complaint may be filed in the following cases:

- 6) Unsportsmanlike conduct, flaming, insults or chat abuse.
- 7) Serious technical issues that compromised the game.
- 8) Irregularities in team composition (for example, unregistered players, unauthorized substitutions).
- 9) Serious delays or failure of the opposing team to appear.
- 10) Failure to communicate substitutions or failure to communicate by the opposing captain.
- 11) Disputes over results or decisions.

### 9.2 HOW TO FILE A COMPLAINT

**? -need-help- ?** by opening a ticket COMPLAINT) [Division] - [Team name] - [Day/match]

**Example:** COMPLAINT - Gold Division - StormWalkers - Day 4

The message body must include:

- 12) A brief description of the problem.
- 13) Screenshots or supporting evidence (mandatory).
- 14) Any attempt at contact or resolution made with the opposing team.

### 9.3 RESPONSE TIMES AND MANAGEMENT

Administrators will try to respond within 48 hours of receiving the complaint. Every decision will be made impartially and based on the evidence and testimonies provided. Staff may request further clarification from the parties involved before deciding.

Staff decisions are final and non-appealable.

## 9.4 GENERAL SUPPORT REQUESTS

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

## 9.5 A COMMUNITY-BORN PROJECT

TITANS 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 social media support, 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 personal or work commitments of staff members.

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

# 10. USE OF IMAGES, VIDEOS AND MULTIMEDIA CONTENT

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## 10.1 PURPOSE AND CONSENT

By participating in the league or tournaments organized by the TITANS League (hereinafter "TTL"), each participant, team or member expressly agrees that all audiovisual, photographic, textual or audio material collected during league-related activities (including but not limited to matches, live streams, interviews, events and public communications) may be used, distributed and published by TITANS for promotional, informational and project growth purposes.

## 10.2 DISTRIBUTION CHANNELS

Such material may be published, broadcast or shared on any platform or social media managed 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 through participation constitutes a free and unlimited grant of rights to use the collected material for the purposes stated above. No compensation or claim may be made by participants for the use, modification or distribution of content produced during or in connection with League events. TITANS commits to using such materials with respect for participants' personal dignity and image, avoiding any improper or harmful use.

## 10.4 ACCEPTANCE

Registration and participation in the TITANS League or tournaments organized by it imply full acceptance of this article and authorize TITANS to process and use multimedia content as established above.

## 11. RULE AND REGULATION AMENDMENTS

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### 11.1 FLEXIBILITY AND UPDATES

The rules of the TITANS League are subject to possible changes during the season, should corrections, clarifications or adjustments become necessary for the proper functioning of the league.

### 11.2 REASONS FOR AMENDMENTS

Amendments may be introduced to:

- 15) Resolve ambiguities or gaps that emerge during the tournament.
- 16) Adapt to technical, managerial or organizational issues.
- 17) Ensure fairness, clarity and respect for fair play.
- 18) Introduce improvements suggested by the community or through field experience.

### 11.3 OFFICIAL COMMUNICATION

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

- 19) Announcement on the Discord server.
- 20) Update on the official website (where necessary).
- 21) Email or direct Discord communication to team captains (where necessary).

### 11.4 ENTRY INTO FORCE

Amendments will take effect upon publication in the Discord rules section and cannot have retroactive effect on events or matches already played, except in exceptional and well-justified cases.

### 11.5 DECISIONS ON UNFORESEEN CASES

For any circumstance or situation not expressly covered by this rulebook, the final decision rests with the Admin. Such decision is binding and is automatically considered an integral part of the rulebook.

### 11.6 COLLABORATION WITH PARTICIPANTS

The TITANS League staff commits to maintaining transparent and collaborative management. Any changes will be guided by the principle of providing a fair, fun and sustainable experience for all teams.

### 11.7 REQUESTS FOR CLARIFICATION OR RULE AMENDMENTS

For any clarification, report or suggestion regarding amendments to this rulebook, a ticket must be opened in the Discord channel **?-need-help-?**, writing **RULE AMENDMENTS**. Organizers will consider the request and, if deemed valid, may officially update the rulebook.

TITANS LEAGUE — [www.elderiftleague.com](http://www.elderiftleague.com)