

EIFLEAGUE – STATUTORY ADDENDUM



Virtual Competitions & eFootball Nations Cup

1. Purpose

This Statutory Addendum establishes the rules applicable to EIFLEAGUE virtual competitions, including but not limited to the **eFootball Nations Cup**, and complements the EIFLEAGUE Official Statute.

2. Nature of Virtual Competitions

EIFLEAGUE virtual competitions are digital sporting events conducted online through officially licensed football simulation games.

These competitions may operate independently from physical tournaments or as a preliminary, complementary, or developmental stage.

3. Eligibility and Participation

Participation is open to players worldwide.

EIFLEAGUE prioritises immigrant communities and their descendants as a **cultural identity concept**, without requiring proof of immigration status.

Participation is inclusive and open to **male, female, and mixed-gender categories**.

4. National Representation

Players may represent a nation based on:

- Nationality
- Country of origin
- Cultural or family heritage

Each participant may represent **only one nation per competition edition**.

5. Organisation and Management

EIFLEAGUE may organise virtual competitions directly or through:

- Appointed coordinators
- Freelancers
- Partner agencies

These entities may manage registrations, brackets, match schedules, communications, and dispute resolution.

6. Fair Play and Digital Conduct

Participants must respect:

- Fair play principles
- Anti-discrimination policies
- Platform rules and digital conduct standards

Violations may result in warnings, match forfeits, suspensions, or exclusion, as determined by the organising committee.

7. Commercial and Media Rights

EIFLEAGUE retains full rights over:

- Competition branding
- Broadcasting and streaming
- Recorded content
- Commercial and promotional use

Participants authorise the use of their gamer tag, image, and match footage for official purposes.

8. Integration with the Official Statute

This Addendum forms an integral part of the EIFLEAGUE Official Statute and prevails in matters related to virtual competitions.

9. Entry into Force

This Addendum enters into force upon approval by the management of **EIFLEAGUE LTD.**