

# 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.**