

# YELLOWSTONE LEAGUE

## Terms of Service & Tournament Rules

*YellowstoneLeague.org*

Effective Date: 3/19/2026 | Last Updated: 3/19/2026

### 1. Acceptance of Terms

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By creating an account on [YellowstoneLeague.org](https://YellowstoneLeague.org), registering for a tournament, or purchasing a membership, you agree to be bound by these Terms of Service and Tournament Rules ("Terms"). If you do not agree to these Terms, do not use this site or participate in any Yellowstone League tournament.

Yellowstone League reserves the right to update or modify these Terms at any time. Continued use of the site following any changes constitutes your acceptance of the revised Terms. Material changes will be announced on the site.

### 2. Independent Organization & Disclaimers

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#### 2.1 No Affiliation

Yellowstone League is an independent organization and is not affiliated with, endorsed by, sponsored by, or in any way connected to Psyonix LLC, Epic Games, Inc., or any other party involved in the development, publishing, or distribution of Rocket League®. All trademarks, service marks, and trade names referenced on this site are the property of their respective owners.

#### 2.2 No Control Over Game Servers

Yellowstone League hosts tournaments using third-party game servers provided by Psyonix/Epic Games. We have no ownership, access, or administrative control over those servers. We are not responsible for:

- Server outages, maintenance windows, or unexpected downtime
- Connection quality, latency, or packet loss experienced by any player
- Platform-specific outages (Epic Games, PlayStation Network, Xbox Live, Steam, etc.)
- In-game bugs, glitches, or technical errors within Rocket League
- Any disruption to gameplay caused by factors outside our direct control

#### 2.3 No Guarantees of Service Continuity

Yellowstone League is a passion project operated by an individual. While we make every effort to run tournaments as scheduled, we cannot guarantee uninterrupted service.

Tournaments may be delayed, rescheduled, or cancelled due to technical issues, low registration, or other unforeseen circumstances.

### 3. Eligibility

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#### 3.1 Age Requirement

All participants must be 18 years of age or older. By creating an account, you represent and warrant that you meet this requirement. Yellowstone League reserves the right to request age verification at any time and to terminate accounts found to be in violation.

#### 3.2 Geographic Eligibility

Tournaments are currently hosted on US West servers. Participation is open to players regardless of geographic location; however, prize payouts are issued by check mailed to a valid US mailing address only. Players outside the United States are welcome to compete but must provide a valid US mailing address to be eligible for prize disbursement. Yellowstone League is not responsible for complications arising from international address requirements.

#### 3.3 Rank Eligibility

Players must compete in the tournament tier corresponding to their current Rocket League rank at the time of registration. Diamond-tier tournaments are open to Diamond I, II, and III players. Champion-tier tournaments are open to Champion I, II, and III players. Participation in a tier below your current rank ("smurfing") is strictly prohibited and grounds for immediate disqualification.

#### 3.4 Account Verification

Members are required to provide a valid link to their Rocket League Tracker profile ([rocketleague.tracker.network](https://rocketleague.tracker.network)) at the time of membership signup. Accounts are verified manually by Yellowstone League administration. A verified badge will be assigned to your member profile upon successful verification. Verification is typically completed within 48 hours of membership activation.

*Verification is required before you are eligible to register for prize-eligible tournaments. Members whose verification is still pending at the time a tournament's registration closes are not eligible for that tournament's prize.*

### 4. Membership & Fees

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#### 4.1 Free Participation

Any eligible player (18+, correct rank tier) may enter Yellowstone League tournaments at no cost. Free players may compete and are subject to all rules and conduct standards, but are not eligible for prize payouts under any circumstances.

## 4.2 Paid Membership

For \$10.00 per month, members gain eligibility for prize payouts in all tournaments during their active membership period. Membership must be active and in good standing before a tournament's registration deadline to qualify for that tournament's prize.

## 4.3 Cancellation

Members may cancel their membership at any time. Cancellation takes effect at the end of the current billing cycle. No partial-month refunds are issued. Following cancellation, the member retains access through the end of the paid period but is no longer eligible for prizes in tournaments beginning after that date.

## 4.4 Refunds

Membership fees are generally non-refundable, as the fee grants access to all tournaments scheduled within the membership period rather than a single event. Refund requests may be submitted to [admin@yellowstoneleague.org](mailto:admin@yellowstoneleague.org) and are evaluated on a case-by-case basis. In the event Yellowstone League cancels all tournaments within a paid membership period without rescheduling, a prorated refund may be issued at our discretion.

# 5. Tournament Structure & Rules

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## 5.1 Format

Yellowstone League currently runs 4 tournaments per month: 2 Diamond-only and 2 Champion-only. Each tournament features an 8-player bracket. Tournaments are currently offered in 1v1 format only, hosted on US West servers. Format, frequency, and server options are subject to change with notice.

## 5.2 Registration

Players must register for each individual tournament prior to the published registration deadline. Registration for a tournament tier requires that your account rank tier matches that tournament (see Section 3.3). Yellowstone League reserves the right to limit or close registration at any time - 24 hours prior to the start of the tournament is standard.

## 5.3 Match Conduct

Players are expected to:

- Be ready and available at the time of their scheduled match
- Conduct themselves respectfully toward all other participants
- Not exploit bugs, glitches, or unintended game mechanics to gain an advantage

## 5.4 Administrator Decisions

Yellowstone League administrators manage all scheduling, bracketing, dispute resolution, and prize determinations. Due to the nature of online tournaments, Yellowstone League may not monitor matches in real time.

All administrator decisions regarding disputes, disqualifications, scoring discrepancies, and prize eligibility are final and binding. Decisions will be made based on available information and in good faith, but Yellowstone League cannot guarantee perfect outcomes in all circumstances.

## **5.5 Technical Issues During Matches**

Matches affected by technical issues — including disconnections, server errors, or platform outages — are not automatically replayed or reversed. Players experiencing a technical issue during a match should:

- Attempt to reconnect and continue the match where possible
- Document the issue with a screenshot or screen recording
- Submit a dispute through the designated contact method within 24 hours of the match

Yellowstone League will review documented technical issues on a case-by-case basis but makes no guarantee of remedy. Players participate knowing that connectivity issues are an inherent risk of online competition.

## **6. Prize System**

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### **6.1 Prize Eligibility**

Only active, paid members in good standing with a verified account at the time of tournament registration close are eligible for prizes. Free players are not eligible for prizes under any circumstances.

### **6.2 Prize Structure**

Prize amounts scale with the total number of active Yellowstone League members at the time of the tournament. Published prize estimates are projections, not guaranteed minimums. Final prize amounts are confirmed prior to each tournament.

The prize is awarded to the highest-placing eligible member in each tournament in the top 25%.

- If no member places in the top 25%, the prize pool is added to a special jackpot pool that will be used at Yellowstone League's discretion.

### **6.3 Prize Disbursement**

Prizes are disbursed by check mailed to the address on file in the winner's account profile. The following conditions apply:

- A valid US mailing address must be on file at the time of the tournament to qualify for disbursement
- Checks are mailed within 7 business days of the tournament conclusion

- Yellowstone League is not responsible for prizes lost, delayed, or undeliverable due to an incorrect or outdated address provided by the member
- Winners are responsible for maintaining an accurate mailing address in their account profile at all times
- Members may update their mailing address at any time through the account settings page

#### **6.4 Unclaimed Prizes**

If a winner does not respond to prize notification or if a check is returned undeliverable, Yellowstone League will make one additional attempt to contact the winner within 14 days. Prizes unclaimed after 60 days of initial notification are forfeited.

#### **6.5 Tax Responsibility**

Winners are solely responsible for any and all federal, state, and local tax obligations arising from prize receipts. Yellowstone League may be required to collect a completed IRS Form W-9 from any winner receiving \$600 or more in prizes within a single calendar year, and to issue a Form 1099-NEC accordingly. Failure to provide requested tax information may result in withholding or forfeiture of prize payment.

### **7. Account Integrity & Fair Play**

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#### **7.1 One Account Per Person**

Each person may maintain only one Yellowstone League account. Creating multiple accounts for any reason, including to circumvent a ban or to compete in an ineligible rank tier, is strictly prohibited.

#### **7.2 Account Accuracy**

You must register and compete using the same Rocket League account linked to your Yellowstone League profile. The username and platform on file must accurately reflect your in-game identity at all times.

#### **7.3 Rank Integrity**

Players must compete in the tier that reflects their current rank. Yellowstone League reserves the right to re-verify a member's rank at any time, including at the start of each new Rocket League competitive season. Members who have ranked up above their registered tier will be required to re-verify before registering for their next tournament.

#### **7.4 Prohibited Conduct**

The following are grounds for immediate disqualification and permanent account termination without refund:

- Competing under an account or username not on file with Yellowstone League

- Intentional rank manipulation or misrepresentation of rank tier
- Smurfing (competing in a rank tier below your actual rank)
- Collusion with other players to manipulate match outcomes
- Harassment, threats, or abusive conduct directed at any participant or administrator
- Any conduct that Yellowstone League determines, in its sole discretion, to be harmful to the integrity of the competition or the community

## 8. Limitation of Liability

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To the fullest extent permitted by applicable law, Yellowstone League, its operators, and affiliates shall not be liable for any indirect, incidental, consequential, or punitive damages arising out of or related to your participation in tournaments, your use of this site, or any prize-related dispute.

Yellowstone League's total liability for any claim arising out of these Terms or your participation in any tournament shall not exceed the total membership fees paid by you in the calendar month in which the claim arose.

## 9. Privacy & Data

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Yellowstone League collects personal information including your name, email address, Rocket League username, platform, rank tier, and mailing address (for members). This information is used solely for account management, tournament administration, and prize disbursement. We do not sell or share your personal information with third parties except as required by law.

By providing a mailing address, you consent to its use for prize disbursement purposes. You may update or correct your information at any time through your account settings.

## 10. Governing Law & Disputes

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These Terms are governed by the laws of the State of Oregon, without regard to conflict of law principles. Any dispute arising from these Terms or your participation in Yellowstone League shall first be submitted to good-faith negotiation. If unresolved, disputes shall be handled in the appropriate courts of Oregon.

## 11. Contact

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For questions about these Terms, verification issues, prize inquiries, or to report a dispute, please contact:

**Yellowstone League**

**Email:** [admin@yellowstoneleague.org](mailto:admin@yellowstoneleague.org)

**Website:** [YellowstoneLeague.org](https://YellowstoneLeague.org)

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*By creating an account or registering for a tournament, you acknowledge that you have read, understood, and agreed to these Terms.*

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