

Privacy Policy

Last updated: August 4, 2026

Who we are

RiftRoster ("we", "us") is based in Zurich, Switzerland, and is the controller responsible for the data described in this policy. You can reach us at privacy@riffroster.gg.

RiftRoster and Riot Games

RiftRoster is a companion app for League of Legends. It isn't endorsed by Riot Games and doesn't reflect the views or opinions of Riot Games or anyone officially involved in producing or managing League of Legends. League of Legends and Riot Games are trademarks or registered trademarks of Riot Games, Inc. Game data shown in RiftRoster is retrieved from Riot Games' official API under license.

What data we collect

Website visitors. riffroster.gg doesn't use cookies or analytics today, and doesn't ask you to submit any personal information. Our hosting provider automatically logs basic technical request data (e.g. IP address, browser type, timestamp) for every visit - standard infrastructure logging used only to keep the site secure and running, not linked to an individual profile.

Public League of Legends data. To power features like champion tier lists, matchup stats, and win-probability predictions, RiftRoster's backend automatically collects publicly available League of Legends ladder and match data through Riot Games' official API - things like Riot IDs, summoner names, ranks, and match results for players on the public ranked ladder. This describes League of Legends accounts generally, not RiftRoster users specifically, and is processed to build aggregate statistics rather than to profile any individual player. If you're a League of Legends player and would like your data excluded from these statistics, contact us at privacy@riffroster.gg.

Desktop app, today. The current version of the RiftRoster desktop app doesn't require an account, doesn't ask you to log in, and doesn't collect or transmit any personal data about you as a user.

Desktop app, planned "your stats" feature. We plan to add a feature that looks up your own League of Legends stats automatically. Once available, this will process your Riot ID (and the public match data associated with it) to show you personalized cards and stats. This only happens once that feature ships and you use it - we'll update this policy and the in-app experience before it collects anything.

Future analytics and in-app usage data. We may in the future add analytics or crash reporting to the website or app, and/or in-app usage and interaction data (e.g. which screens are used, general interaction patterns such as cursor movement) to understand how people use RiftRoster and improve it. Where technically feasible this will be aggregated or anonymized rather than tied to your identity, and we'll update this policy with specifics - including which tool, if any - before it's turned on.

Why we process this data

- Running and securing the website and app - legitimate interest in keeping the service operational and secure.
- Building tier lists, matchup stats, and win-probability predictions from public ladder data - legitimate interest in statistical, aggregate use of publicly available game data licensed via Riot's API.
- Providing personalized stats, once that feature exists - your consent, and because it's necessary to provide the feature you've asked for.
- Any future analytics or crash reporting - your consent where required, or legitimate interest for strictly aggregated / anonymized data.

How long we keep data

Public ladder and match data is retained only for a rolling window of the most recent League of Legends patches (currently around five) - once a patch falls outside that window, its underlying data is automatically deleted from our database. Aggregated statistics like champion tier lists are recalculated from current data rather than kept indefinitely. If a personalized-stats feature or account system launches later, we'll define and publish specific retention periods for that data beforehand.

Where data is stored

For users in Europe, our database and backend infrastructure are hosted in Zurich, Switzerland. As RiftRoster grows, we may host infrastructure in other regions to serve users closer to them. Where that involves transferring data outside Switzerland or the EU, we'll ensure appropriate safeguards are in place - such as standard contractual clauses, or hosting in jurisdictions recognized as offering adequate protection - and we'll update this policy accordingly.

Who we share data with

We don't sell personal data and don't share it with advertisers. We use Riot Games' API as the source of League of Legends game data, and rely on infrastructure and hosting providers to run our servers and database. Any such providers only process data on our behalf, under appropriate agreements - they don't get to use it for their own purposes.

Cookies

The website doesn't currently use cookies or similar tracking technologies. If that changes - for example, to add analytics - we'll update this policy and request your consent through a cookie banner where required by law.

Your rights

If you're in the EU, EEA, or Switzerland, you have the right to access the data we hold about you, request correction or deletion, restrict or object to processing, request a copy in a portable format, and withdraw consent at any time. RiftRoster doesn't currently operate user accounts, so most of the data described above isn't tied to an individual RiftRoster user - but these rights apply to any personal data we do hold about you, such as if you email us, or once account features exist. To exercise these

rights, contact privacy@riftroster.gg. You also have the right to lodge a complaint with a supervisory authority - in Switzerland, the Federal Data Protection and Information Commissioner (FDPIC); in the EU, your local data protection authority.

Age

RiftRoster is intended for the same age group as League of Legends itself, and isn't directed at children under 13. If you believe we've inadvertently collected data from someone under 13, contact us and we'll delete it.

Security

We take reasonable technical and organizational measures to protect the data we process, but no method of transmission or storage is 100% secure, and we can't guarantee absolute security.

Changes to this policy

We'll update this page as RiftRoster's features change, and update the "last updated" date above. For material changes - such as new categories of data collection - we'll aim to give notice via the website or app before they take effect.

Contact

Questions about this policy or your data? Email privacy@riftroster.gg. RiftRoster is based in Zurich, Switzerland.