

Privacy Policy

PFL Automation — Discord Application

Effective date: August 23, 2026 Last updated: August 23, 2026

1. Overview

PFL Automation (the “Bot”) is a Discord application built and operated by Providence RoSports (“PRS”, “we”, “us”, “our”) to run our competitive Roblox sports leagues — PFL, PFL 5v5s, PBL, and PUFL — together with the Providence RoSports support server and the league website at **providencerosports.com**.

This policy explains what information the Bot collects, why it collects it, where that information is stored, who it is shared with, how long it is kept, and how you can ask us to give you a copy of it or delete it.

By using the Bot, or by participating in a Discord server where the Bot is installed, you agree to the collection and use of information as described in this policy. If you do not agree, please do not use the Bot and do not participate in our leagues. You may request removal of your data at any time using the process in **Section 9**.

2. Who we are and how to contact us

Providence RoSports is a community organization that operates Roblox sports leagues on Discord. We are responsible for the information handled by the Bot.

- **Organization:** Providence RoSports
- **Application:** PFL Automation (Discord bot)
- **Support server:** <https://discord.gg/providencerosports>
- **Website:** <https://providencerosports.com>

All privacy questions, and all requests to access or delete your data, are handled through our support ticket system. Full instructions are in **Section 9**.

3. Information we collect

The Bot only collects information that is needed to operate our leagues. We do not ask for, and do not knowingly store, real-world identifying information: no legal names, home addresses, phone numbers, email addresses, payment card numbers, or government identification. We do not process payments through the Bot.

The categories of information the Bot stores are:

Category	What is stored, and why
Discord account	Your Discord user ID, username and display name, avatar, which of our servers you are in, the roles you hold, and the times you join or leave. This is how the Bot recognizes you, applies your roles, and delivers notifications.
Roblox account	Your Roblox user ID and your current and previous Roblox usernames, obtained when you verify. This links your in-game performance to your Discord account so your statistics stay attached to you after a username change.
League participation	Your team, roster and lineup positions, signing and release history, team ownership periods, staff positions and hiring history, awards, contract offers and terms, and invite attribution (which member invited you).
Competition records	Game statistics imported from in-game match exports, matchup results and scores, standings, scheduled game times, stream claims, and player-of-the-game selections.
Moderation records	Timeouts, suspensions, blacklists, and expulsions issued to you, with the reason, the staff member who issued them, and the start and end times. This also includes alternate-account link reports produced by third-party verification bots in our servers.
Support and applications	Ticket transcripts, the ticket type and the staff who handled it, and your answers and uploaded attachments for league and staff applications.
Media and content	Media channel ownership and cohosts, segment titles you post, ratings you submit to other members' segments, your channel subscriptions, and media warnings issued to you.
Staff payroll	For paid staff only: the Roblox username you select to be paid on, the tasks you completed, and the Robux amounts earned in each period.
Preferences	Your notification opt-outs, such as turning game-time or task direct messages off.

Message content

The Bot reads messages in the servers where it is installed so that it can run automated moderation, format free-agent posts, and answer common questions. That processing is transient: message content is checked in memory and is not written to our databases.

Message content is retained only in these specific cases:

- Messages inside a support ticket, which are saved to the ticket transcript when the ticket is closed.
- Match statistics files and screenshots you submit as part of a score report.
- Answers and attachments you provide in an application or questionnaire.

- The content or context of a message that resulted in a moderation action, recorded in the relevant staff log.

4. How we use your information

We use the information described above only to operate the leagues. Specifically, to:

- Verify your identity across Discord and Roblox so your stats and records are correctly attributed to you.
- Assign, remove, and repair Discord roles for teams, staff positions, and league membership.
- Run competitions: schedule matchups, record results, and calculate standings, ranks, and awards.
- Record and display player statistics in Discord and on our website.
- Enforce league rules, including issuing and lifting disciplinary actions and identifying ban evasion through alternate accounts.
- Operate support tickets, applications, and appeals.
- Calculate and pay staff compensation in Robux.
- Send you notifications you have not opted out of, such as game times and roster changes.

We do **not** sell, rent, or trade your information. We do not use it for advertising or profiling, and we do not share it outside the operation of our leagues except as described in Section 6.

5. Where your information is stored

The Bot stores data in configuration files and databases on the server that runs the Bot. That data is copied on a recurring schedule to a private Google Drive folder owned by Providence RoSports, which serves as our backup, and relevant league records are replicated to the Providence RoSports website so that public league pages stay current.

Information that is publicly visible

Providence RoSports runs public league pages. You should assume the following is visible to anyone on the internet:

- Your Roblox username, together with your player statistics, game logs, and career totals.
- Your team, your standings position, your awards, and your ownership or staff role where applicable.
- Matchup results and scores you took part in.

Disciplinary decisions are not published on the website, but they may be announced inside the relevant league Discord server, which is standard practice for our leagues. Ticket transcripts, applications, and payroll records are never published publicly and are visible only to authorized staff.

6. Third-party services

The Bot depends on the following third-party services. Each operates under its own privacy policy, which we encourage you to read:

- **Discord** — the platform the Bot runs on, and the source of your account and server information.
- **Roblox** — we query Roblox's public user API to resolve Roblox user IDs to current usernames.
- **Bloxlink and Double Counter** — third-party Discord verification bots used in our servers. Our Bot reads their verification results to link your Discord and Roblox accounts and to receive alternate-account reports.
- **Google Drive** — stores our private backups of settings and databases.
- **Our hosting providers** — the Bot and the website run on third-party hosting infrastructure, which stores the underlying files and serves the public pages.

We do not grant any of these providers permission to use your information for their own marketing purposes.

7. How long we keep information

We keep information for as long as it is needed to operate the leagues, and then for the periods described below:

- **Account and participation records** are kept while you are a member of one of our servers, and afterwards so that historical seasons remain accurate.
- **Competition and statistics records** are kept indefinitely as the historical record of the league, including past seasons and all-time totals.
- **Moderation records** are kept for the duration of the punishment, and afterwards as a disciplinary history so that repeat conduct and ban evasion can be identified.
- **Ticket transcripts and applications** are kept so that decisions and appeals can be reviewed.
- **Backups** are retained on a rolling basis, so deleted information may persist in a backup copy for a short period after removal, until that copy is overwritten.

Leaving our Discord servers does **not** automatically delete your information. To have it removed, you must submit a request as described below.

8. Your rights

You may, at any time and free of charge, ask us to:

- Tell you what information we hold about you.
- Provide you with a copy of that information.
- Correct information that is inaccurate, such as a mis-linked Roblox account.
- Delete your information, subject to the limited exceptions in Section 9.
- Withdraw from optional features, such as notification direct messages or media subscriptions.

9. How to request your data or its removal

All privacy requests, including requests to delete your data, are made through our support ticket system in the Providence RoSports server. This is the only channel we accept privacy requests on, because it lets us confirm that a request genuinely comes from the account it concerns.

Submitting a request

1. Join the Providence RoSports support server at <https://discord.gg/providencerosports>.
2. Open the ticket channel and press the **Open Ticket** button on the ticket panel.
3. Select the league your request relates to. If you are unsure, select any league you have participated in.
4. Choose the **Support** category, then the **General** ticket type.
5. In the ticket, state clearly that you are making a **data access request** or a **data deletion request**, and include your Discord username and your Roblox username if you have verified one.

A staff member will confirm your identity and handle the request. We aim to acknowledge every request within 7 days and to complete it within 30 days. If a request will take longer than that, we will tell you why.

What a deletion request removes

On a verified deletion request, we remove the personal records tied to your account, including:

- Your Roblox verification link, stored Roblox user ID, and username history.
- Your stored profile record, notification preferences, and media subscriptions.
- Your saved staff payroll account details, once any outstanding payment has been settled.
- Your lineup assignments, contract terms, and other personal league records.
- Your application answers and attachments, and closed ticket transcripts, where no open dispute depends on them.
- Your individual statistics, or, if you prefer, removal of your username from them so the match records stay complete but are no longer attributed to you.

What we may need to keep, and why

We will tell you if any of the following applies to your request:

- **Active or recent disciplinary records.** Deleting a live suspension, blacklist, or expulsion would immediately undo an enforcement decision and allow ban evasion. We keep these for the duration of the punishment and for a limited period afterwards.
- **Shared competition results.** Match scores, standings, and championships are records of a competition involving other participants and other teams. We keep these at the team and league level, without your personal identifiers where you have asked for removal.
- **Records tied to an open matter.** If you have an unresolved dispute, appeal, or outstanding payment with us, we keep the relevant records until it is concluded.
- **Anything held by Discord itself.** Messages you have posted and your Discord account are controlled by Discord, not by us. To remove those, use Discord's own privacy tools and contact Discord directly.

Once a deletion is completed it cannot be undone. If you later return to one of our leagues you will need to verify again, and your prior history will not be restored.

10. Children's privacy

Our leagues are used through Discord, which requires all users to be at least 13 years old, or older where local law sets a higher minimum age. The Bot is not directed at children under that age, and we do not knowingly collect information from them.

If we learn that we hold information belonging to someone below the minimum age, we will delete it and remove the account from our servers. A parent or guardian who believes we hold such information should open a ticket using the process in Section 9, and we will act on it promptly.

11. Security

We take reasonable measures to protect the information we hold:

- Access to our databases, backups, and staff-only records is restricted to authorized Administration staff.
- Bot credentials and access tokens are held in protected configuration and are never shared with members.
- Backups are stored in a private folder that is not publicly accessible.
- Staff permissions are recorded per position, so access ends when a staff member leaves their role.

No method of transmission or storage is completely secure, and we cannot guarantee absolute security. If a breach occurs that affects your information, we will notify affected members in our support server as soon as we are able.

12. Changes to this policy

We may update this policy as the Bot changes. The effective date at the top of this document always reflects the current version, and material changes will be announced in the Providence RoSports support server. Continuing to use the Bot after a change takes effect means you accept the updated policy.

13. Contact

For any question about this policy, about the information we hold, or to make a request, open a General support ticket in the Providence RoSports server:

<https://discord.gg/providencerosports>

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