

# A1 ADRIA LEAGUE SEASON 6

## RULEBOOK



A1 Adria League is esports league built on the pillars of fair play, sportsmanship, mutual respect and tolerance towards others. That being said, our goal is to provide players, viewers and staff members with surroundings where they will experience pleasant atmosphere without any kind of prejudice, unwanted behaviour or unsportsmanlike conduct. In order to do so, we created this rulebook.

This document outlines the rules that should at all times be followed when participating in an A1 Adria League competition. Failure to adhere to these rules may be penalized as described.

It should be remembered that it is always the administration of the tournament that has the last word and that decisions that are not explicitly supported, or detailed in this Rulebook, or even goes against this Rulebook may be taken in extreme cases, to preserve fair play and sportsmanship.

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# 1. GENERAL

## 1.1. Definitions

### 1.1.1. Minor penalty points

Minor penalty points are given for minor incidents including, but not limited to, failure to upload required match media, insufficient match statements, and inadequate information on a team account. Every minor penalty point deducts 1% (one percent) of the overall prize money received by the team or player in the tournament.

### 1.1.2. Major penalty points

Major penalty points are given for major incidents including, but not limited to, deliberately deceiving admins, failing to show up for the match, and repeated rule-breaking. Every major penalty point deducts 10% (ten percent) of the overall prize money received by the team or player in the tournament.

### 1.1.3. Tournament Administration

The administration team is responsible for tournament organization and, therefore, will be the main point of contact for any issue during the league. All communication with league administration will be conducted through the official A1 Adria League discord server.

In case of any further questions, please contact:

- Leonardo Bujas - Project Manager - [leonardo@adria.gg](mailto:leonardo@adria.gg)
- Renato Barukčić - League OP - [baro@adria.gg](mailto:baro@adria.gg)

## 1.2. Rules and behaviour

### 1.2.1. Rule Changes

The League administration reserves the right to amend, remove, or otherwise change the rules outlined in this Rulebook, without further notice. The League administration also reserves the right to make a judgement on cases that are not specifically supported, or detailed in this Rulebook, or to make judgments that even go against this Rulebook in extreme cases, to preserve fair play and sportsmanship.

### 1.2.2. The validity of the rules

If any provision of the Rulebook shall be invalid or impracticable in whole or in part this shall not affect the validity of the remaining part of this Rulebook. Instead of the invalid or impracticable provision, an appropriate provision shall apply, which is nearest to the intent of to what would have been the intention in keeping with the meaning and purpose of the Rulebook.

### 1.2.3. Confidentiality

The content of protests, support tickets, discussions, or any other correspondence with tournament officials and administrators are deemed strictly confidential. The publication of such material is prohibited without written consent from the League tournament directors. Breaking this rule will result in adding 1 Major Penalty Point to the team and player.

#### **1.2.4. Code of conduct**

All Teams and Players agree to behave appropriately and respectfully towards other Teams and Players, spectators, the press, the broadcast team, League officials, and League administration. Being role models is the occupational hazard of being a Player or organizer, and we should behave accordingly. Any sort of harassment should be reported to the above-listed League administrators immediately. Harassment includes but is not limited to offensive statements or actions related to gender, gender identity, and expression, age, sexual orientation, disability, physical appearance, body size, race, religion. Also considered harassment are things like sexual images in public spaces, deliberate intimidation, stalking, following, harassing photography or recording, sustained disruption of talks or other events, inappropriate physical contact, and unwelcome sexual attention. Similar restrictions apply not only to the Teams and Players but every single person involved with or present at a stage of the league. Anyone breaking this code of conduct may be punished, including expulsion and possibly criminal prosecution.

#### **1.2.5. Additional agreements**

The League administration is not responsible for any additional agreements, nor do they agree to enforce any such agreements made between individual players or teams. The league highly discourages such agreements taking place, and such agreements that are contradicting the League rulebook are under no circumstances allowed.

#### **1.2.6. Insults, harassments and unwanted behaviour during the league**

All insults occurring in connection with the A1 Adria League made by any member of the team (player, substitute, coach, manager, etc.) towards other participants of the league or league personnel will be punished. This primarily applies to insults during a match, but also on the Social media sites, insults on IRC, IM programs, Email or other means of communication will be punished if they can be linked to the A1 Adria League and the evidence is clear.

Particularly severe abuse cases with radical statements or the threat of physical violence can result in significantly heavier penalties. Depending on the nature and severity of the insult, the penalty will be assigned to the player or the team in team leagues. In team competitions, players may also be barred from playing for one or more match weeks or even seasons.

Unsportsmanlike behaviour and insults are strictly forbidden and may result in:

- Minor penalty points also affect the potential prize pool that the team might win = 1% per 1 minor penalty point)
- Major penalty points (also affect the potential prize pool that the team might win = 10% per 1 major penalty point)
- Disqualification from the ongoing cup (i.e., qualification or the group stage)
- Disqualification from the league
- Total disqualification and barrage (for the future season or stage)
- Permanent disqualification

#### **1.2.7. Collusion**

Collusion is defined as any agreement among two (2) or more players and/or confederates to disadvantage opposing players. Collusion includes, but is not limited to, acts such as: Soft play, which is defined as any agreement among two (2) or more players to not damage, impede or otherwise play to a reasonable standard of competition in a game. Pre-arranging to split the prize money and/or any other form of compensation. Deliberately losing a game for compensation, or for any other reason, or attempting to induce another player to do so.

### **1.2.8. Bribery**

No Team Member may offer any gift or reward to a player, coach, manager, A1 Adria League Management, or person connected with or employed by another A1 Adria League team for services promised, rendered, or to be rendered in defeating or attempting to defeat a competing team.

### **1.2.9. Association with gambling**

No Team Member or A1 Adria League Management may take part, either directly or indirectly, in betting or gambling on any results of any A1 Adria League game, match or tournament.

## **1.3. Conditions of participation in the league**

### **1.3.1. Nationality of players**

The nationality of all players competing in the A1 Adria League has to be from one of the following countries: Albania, Bosnia & Herzegovina, Croatia, Kosovo, Macedonia, Montenegro, Serbia or Slovenia. All players have to submit proof of nationality by sending copies of a passport or ID card if requested by an admin. Failure to prove nationality will be penalized with a default loss and possible disqualification from the tournament.

### **1.3.2. Team and player names**

Team and Player names can't contain socially unacceptable and disrespectful words and must be changed at admins request. If any team or player fails to comply admin team can disqualify them.

### **1.3.3. Playing with wrong game accounts**

It is not allowed to play with a different game account than the one given in the Team licence sheet before the league start. Depending on the stage of the tournament and the repetitiveness of the mistake, an incorrect game account may lead to a barrage for the player and a team, a rematch, or a default loss being given. If there is sufficient evidence that a player in question indeed played the match or if an admin of the A1 Adria League explicitly allowed it beforehand, a protest for a barrage or rematch will not be admitted.

If a non-member of the current team's lineup is found to be playing for the team, the team will automatically gain the maximum amount of penalty points, will be disqualified from the tournament, and will be banned from all A1 Adria League competitions for the next two seasons.

### **1.3.4. Team captain**

The players may nominate one individual who can be a member of their roster (a Captain) or can be an external figure (a Manager), who will serve as their primary point of contact with the league administration. This person will be responsible for keeping the team in order and will be held answerable by the league administration for any irregularities in a team's behavior and performance. The point of contact will also be the individual responsible for submitting roster changes during the possible roster changing times.

If the starting players wish to change their point of contact, they may do so at any time by emailing the league administration. To change a point of contact, the team must demonstrate that a clear majority of the roster approves of the change. The point of contact will be the individual to whom the prize form is submitted at the end of the season.

### **1.3.5. Team licence sheet**

All teams are obligated to fill out Team licence sheets provided by the admin team no later than 72 hours after the last qualification cup is played.

## **1.4. Penalties and consequences for leaving the league**

### **1.4.1. Leaving during any stage**

If a team disbands during the league, all players will be forbidden to play in the next season.

If a player (in leagues where only one player is competing individually) leaves the league during any stage he will be forbidden to play in the next season.

### **1.4.2. Replacement**

In case that team disbands, or player leaves the league administration reserves the right to replace the empty slot. The slot could be filled by:

- Organization of separate qualifier;
- Adding the second-best team or player (by the performance from the earlier stage(s));
- Inviting team or player without separate qualifier
- No actions will be taken due to other reasons (time/structure-wise - the replacement is not possible!)

It should be noted that the administration has the last word regarding the situation. The decision on this is situational.

## **1.5. Bans and cheating**

### **1.5.1. Ban for players**

If a participant gets disqualified from the A1 Adria League during an ongoing stage for any reason, the participant will get banned until the end of the main event and possible for future events depending on the reason for disqualification.

### **1.5.2. Cheating**

When cheating is discovered, the team will be disqualified from the current season of the league, and the player will be banned from all A1 Adria League competitions for two years.

The use of the following programs will result in a cheat ban: Multihacks, Wallhack, Aimbot, Colored Models, NoRecoil, NoFlash and Sound changes.

These are only examples, other programs or methods may be considered cheats as well.

## **1.6. Match broadcasting**

### **1.6.1. Rights**

All broadcasting rights of the League are owned by the A1 Adria League. This includes but is not limited to: Video streams, TV broadcasts, GoTV, shout-cast streams, replays, demos or live score bots

### **1.6.2. POV streaming**

Players are allowed to stream their matches during the league only if that match is not being streamed on official A1 Adria League channels. Breaking this rule will result in penalty points.

## **1.7. Prize money**

All prize money should ideally be paid out 90 days after the League finals have been completed. If a team or player is missing the proper payment information and makes no effort to fix this, the prize money will not be paid out until this is rectified.

Every penalty point that a participant acquires during an event or its qualifiers is penalized with a prize money deduction. The deductions are as follows:

- For every minor penalty point, a 1% overall prize money deduction will occur.
- For every major penalty point, a 10% overall prize money deduction will occur.

The deduction is calculated out of the grand total of prize money awarded to the participant at the end of the League. It should be noted that a team that received extremely high prize money deduction in total over several of the tournament stages may be disqualified.

### **1.7.1. Withdrawal of prize**

As long as the prize money for the League has not been paid out, the A1 Adria League reserves the right to cancel any pending payment if any evidence of fraud or foul play has been discovered.

## **1.8. Event Rules**

### **1.8.1. Accommodation and catering**

The hosts (A1 Adria League) will cover the accommodation. The accommodation details will be provided at a later stage of the competition.

ALL TRAVEL EXPENSES SHALL BE COVERED BY THE PARTICIPATING TEAMS

### **1.8.2. Punctuality**

We expect every player to be at the event 90 minutes before his match to setup, prepare and solve any technical problems that might occur. If you notice at any point you will be late on one of the days, please inform a tournament official as soon as possible! Any delays caused by showing up late may lead to penalty points which means a prize money deduction for you / your team.

### **1.8.3. Equipment**

The League provides computers and monitors only. Participants have to bring any additional equipment required to compete, including but not limited to keyboards, mice, headsets and mousepads. The League administrators reserve the right to provide headphones for event participants.

### **1.8.4. Clothing**

The players and teams need to ensure that they are all in equal colored clan attire, failure for a player or a team to bring such attire, will result in A1 Adria League providing suitable clothing for the participant. The cost of this clothing will then be subtracted from the prize money paid out to the participants.

### **1.8.5. Gaming Areas**

If nothing else has been announced, it is forbidden to bring or eat any food in the gaming areas, with the exception of bottled water. Smoking is also strictly prohibited. All mobile telephones and all electronic devices should be switched off and given to the administrators before the match. Exaggerated loud noises and offensive language is forbidden, and may be punished with penalty points.

### **1.8.6. Administrators**

The instructions of administrators should always be obeyed and followed. Failure to do so may result in penalty points being issued.

### **1.8.7. Interview**

Each team must have nominated one participant to be available for pre and post match interviews. A 10% fine of team's eventual prize will be issued if a team fails to present a member who will be available for interviews.

### **1.8.8. Press Conference/Signing/Photograph/Video Session**

If the league decides that a player needs to be a part of a press conference or an autograph, photograph or video session, then the player cannot deny this, and must attend.

### **1.8.9. Stage Matches**

Each participant is required to play his/their stage matches. Exceptions may only be granted if substantial evidence (e.g. a medical certificate) proving a disability to play on stage is provided.

### **1.8.10. Removable Media**

It is strictly forbidden to connect or use any removable media on the tournament computers. Violation of this rule may result in 1 Major Penalty (see 1.4.1.2) point.

### **1.8.11. Internet usage**

Players cannot download anything from the internet without an administrator permission. Violation of this rule may result in 1 Major Penalty (see 1.4.1.2) point.

### **1.8.12. Warm-up Period**

A warm up period of 30 minutes is normally provided before an A1 Adria League Live match, although this period may not be guaranteed.

### **1.8.13. Demos and Replays**

All demos or replays must be immediately uploaded to a networked server or to a USB stick provided by the A1 Adria League administration if required.

### **1.8.14. Demo and Replay Rights**

A1 Adria League reserves the right to play, and/or upload to the A1 Adria League site, all demos that are recorded in an A1 Adria League arrangement.

### **1.8.15. Photo and Other Media Rights**

By participating, all players and other team members grant A1 Adria League the right to use any photographic, audio or video material on their website or for any other promotional purpose.

### **1.8.16. Winners Ceremony**

Participants have to stay in the tournament area for the winners' ceremony after the Grand Final.

## **2. GAME SPECIFIC RULES – COUNTER-STRIKE: GLOBAL OFFENSIVE**

### **2.1. Player Age**

Participants must be at least 16 years of age to participate in A1 Adria League.

### **2.2. Anti-Cheat**

FaceIT AntiCheat is mandatory for all players to use for the full duration of all matches without exception. If a player cannot use FaceIT AntiCheat then they will not be allowed to join the server and therefore take part in a match.

For matches that will not be played on FaceIT platform (Swiss Group), MoSS AntiCheat is mandatory.

### **2.3. League System**

The League consists of two sets of qualifiers. In each set two Open Qualifiers will be played with top 4 teams from each qualifier advancing to Closed Qualifier. 3 Teams from each Closed Qualifier will qualify for the League.

#### **2.3.1. First stage: Open qualifiers**

The first stage of the League consists of the Open Qualifiers. An unlimited number of teams will participate in a single elimination bracket which will be played in best-of-one (BO1) mode until the Top 8 (Quarterfinals) where it will be played in best-of-three (BO3) mode for the advancing slot. Top 4 teams will advance to Closed Qualifiers.

#### **2.3.2. Second stage: Closed qualifiers**

The second stage of the League consists of two Closed Qualifiers, each played after two open qualifiers. Closed qualifiers will be played in single elimination format in best-of-three (BO3) mode. Top 3 teams will advance to Swiss League.

#### **2.3.3. Third stage: Swiss League**

The third stage of the league is the “Swiss League”. In a Swiss tournament, each team does not necessarily play with all other entrants. Competitors meet one-on-one in each round and are paired using a set of rules designed to ensure that each competitor plays versus opponents with a similar running score, but not the same opponent more than once. All competitors play in each round unless there is an odd number of teams. You need 3 wins in order to advance to the next stage.

All matches will be played in best-of-three (BO3) format.

Top 4 teams are proceeding to the next stage

#### **2.3.4. Fourth stage: LAN Finals**

The fourth stage of the league is LAN finals. Top 4 teams from the third stage of the league are competing to decide the final winner in a Single Elimination bracket where all matches are being played in best-of-three (BO3) format.

### **2.4. Match Procedure**

#### **2.4.1. Map pool for every stage**

The map pool includes the following maps:

- de\_train
- de\_inferno

- de\_vertigo
- de\_nuke
- de\_mirage
- de\_overpass
- de\_dust2

#### **2.4.2. Map veto - Best-of-One match**

In case of Best-of-One matches, both teams remove maps alternatively until one map is left which will be played. Map veto for all stages except LAN finals will be randomly seeded. A knife round will be played to decide starting sides.

#### **2.4.3. Map veto - Best-of-Three match**

In case of Best-of-Three matches, both teams remove one map each before picking two maps that they will play, after that they continue removing maps until one is left. Map veto for all stages except LAN finals will be randomly seeded. A knife round will be played to decide starting sides.

#### **2.4.4. Server change**

For all matches that are being played on FaceIT, team captains will do veto for the servers. Therefore, admin team will NOT change any servers unless it is decider match or something critical happened, which requires server change. Server change will happen only if both teams agree

For matches that are being played off the FaceIT platform, an admin team will provide the best possible server. If the server is not okay for team/s admin team along with team captains will check other ones. Failure of cooperation from team captains will be punished with penalty points, and if the teams can't agree where they should play, the admin team decides where the match will be played no matter the circumstances

#### **2.4.5. Match rehost**

For every match ONE rehost will be allowed if following requirements are met:

- 1.) Team who received default win didn't start their next match already.
- 2.) There was problem with FaceIT platform or server.

Admin team will look into every request for rehost individually and try to help you with your situation. Please be patient and cooperative.

#### **2.4.6. Match rescheduling in Open Qualifiers**

Participants are not allowed to reschedule their matches in Open qualifiers

#### **2.4.7. Match rescheduling in Closed Qualifiers**

Participants are not allowed to reschedule their matches in Open qualifiers

#### **2.4.8. Match Rescheduling in Swiss League**

Every round of Swiss League will be split in two playdays and every week will have only one playday (Sunday), which will be defined before the group stage.

The rescheduling request will be taken in consideration only if the participant has informed the Admin team 48 hours before the scheduled match time. When informing the Admin team, the team must provide a reason for rescheduling.



Matches can not be played on any other day of the week other than Sunday, only possible way to reschedule the match is if it is swapped with other match from same round of Swiss League.

If the participant announces that he can't play after the minimum given timeframe (48 hours), the participant will receive 2 Major Penalty Points and def loss will be given.

#### **2.4.9. Match Rescheduling on LAN Finals**

Participants are not allowed to reschedule their matches on LAN finals

#### **2.4.10. Penalties for being late**

All matches must start according to the calendar; admins will decide about the second, third and the fourth match start time.

- If a team is late for 1-5 minutes, they will be penalized with 1 minor penalty point
- If a team is late for 6-10 minutes, they will be penalized with additional minor penalty point
- If a team is late for 11-15 minutes, they will be penalized with additional major penalty point and default loss will be given

#### **2.4.11. Number of Players**

All matches have to be played with five players per team (5 vs 5), other constellations are not allowed. If a team fails to show up with enough players, the match will count as no-show and will be forfeited.

#### **2.4.12. Dropping of Players**

If a player drops before the first kill in the first round of a half, then the half will be restarted. If a player drops after the first kill have been made and has not returned when the round has been decided, then the match will be paused at the end of the round/start of the next round. If the player has not returned or cannot be replaced within 10 minutes after the pause has started, then the team with the dropped player may forfeit the match at admins discretion.

#### **2.4.13. Change of Players**

Players can be changed at any time, but the opposing team has to be informed in advance. If necessary, the game can be paused (see rule 2.3.14. Usage of Pause function). This change may not take more than 5 minutes. After the waiting time the match can also be continued without the full team and the player can join in the running game.

#### **2.4.14. Leaving the Server**

All matches must be played to the end, failure to do so will be penalized. A match is considered complete when one team has reached 16 rounds on the final map.

#### **2.4.15. Continuing a Disrupted Game**

If it's possible the game always needs to be continued from the last available backup file, if the rounds can't be restored then the following methods should be used.

If it's not possible, then if a match is interrupted (e.g. server crash) within the first 3 rounds of play, then the match should be restarted, if the match is interrupted after the first three rounds of play then the match should be continued where it left off, with these changes in the configuration.

mp\_startmoney should be set to 5000 for the rest of the half

The rest of the rounds that have not been played should be played.

#### **2.4.16. Overtime**

In case of a draw after all 30 rounds have been played, an overtime will be played with mp\_maxrounds 6 and mp\_startmoney 10000. For the start of the overtime teams will stay on the side which they played the previous half on, during halftime sides will be swapped. Teams will continue to play overtimes until a winner has been found.

#### **2.4.17. Usage of pause function**

If a player has a problem that prevents him from playing on, he is allowed to use the pause function. The pause function has to be used at the beginning of the next round (during the freeze time). The player has to announce the reason before or immediately after he paused the match. If no reason is given, the opponent may unpaue the game and continue playing. Unpausing or pausing the game without any reason will lead to penalty points.

If a player has a problem which cannot be solved in maximum 15 minutes, then a substitute must be called, or the game should be continued with the given problem.

### **2.5. Roster lock, changes and restrictions**

#### **2.5.1. Player Changes and Roster Lock**

After the team qualifies for the group stage, their roster is locked. The roster must be complete with (5) five starters and up to (2) two substitutes. These subs must not be registered to any other team in The League as a player.

Until the end of the league, in each fixture each team must field at least (3) three starters from their roster in every game and are only allowed to use subs registered to the roster. Failure to do so will lead to a default loss and penalty points.

Substitutes can be added to the team as following:

- Both substitutes can be added before the group stage starts
- One substitute can be added during the group stage
- One substitute can be added in between group stage and playoffs

#### **2.5.2. Open Qualifier restriction for qualified players**

Any player that played in a match with a team that qualifies through these Open Qualifiers is not allowed to take part in Closed Qualifiers during that set of qualifiers for any other team. Doing so will result in disqualification of the Player and the same punishment might go the Team where he/she currently played, depending on the situation.

If player does not play for the team in Closed Qualifier he can play for other teams in next set of Open Qualifiers.

#### **2.5.3. Closed Qualifier restriction for qualified players**

Original roster from Open qualifiers must be kept for Closed qualifiers. Adding/replacing players for Closed qualifiers is not allowed.

Any player that played in a match with a team that qualifies for the League through Closed Qualifiers is locked to their roster and cannot play for any other team until the end of the League.

#### **2.5.4. Player switch**

A player that played in any matches of the group stage cannot switch teams in the current and following stages of the tournament

### **2.5.5. Multiple team ownership restriction**

An Organization may only own one Team in A1 Adria League.

An Organization may not own two Teams or more in A1 Adria League.

In order to preserve the integrity of official A1 Adria League, the Team Managers, or affiliates thereof, shall not have an interest in more than one Organization participating in an A1 Adria League, as defined below:

An “Interest” in or with an Organization means any of the following:

- a direct or indirect financial interest in, or financial relationship with, such Organization, whether by legal or beneficial ownership, control, contractual relationship, loan agreement, or otherwise (including, for the avoidance of doubt, any buyback provision, right of first purchase, voting the rights agreement, lien, deferred, reversion or security interest)
- status as an officer, director, employee, stockholder, owner, affiliate, representative, agent, consultant, or advisor of such an Organization, or any other role whereby a person participates, directly or indirectly, in the financing, operation, marketing, or management of such Organization or its assets.

### **2.5.6. Name and logo change**

After the start of Swiss League, team will be allowed to change their name and logo only once.

## **2.6. Player Settings, restrictions and obligations during the match**

### **2.6.1. Forbidden Scripts**

In general, all scripts are illegal except for buy, toggle and demo scripts. Here are some examples for illegal scripts:

- Stop shoot scripts (Use or AWP scripts)
- Center view scripts
- Turn scripts (180° or similar)
- No recoil scripts
- Burst fire scripts
- Rate changers (Lag scripts)
- FPS scripts
- Anti-flash scripts or binding (snd\_\* bindings)
- Bunny hop scripts

If you are not sure if a script is allowed or not, then contact the admin team before you play an official match.

A player may be penalized for forbidden scripts in any config file, regardless if it is in use, or even stored in the game folder in question.

Forbidden scripts will be penalized with two (2) minor penalties per value and player, but per match a team cannot get more than six (6) minor penalties. If three or more players have wrong settings the team will get a default loss. Admins may under special circumstances decide on a default loss, even if less than three players have forbidden scripts.

### **2.6.2. Graphics drivers, or similar tools**

Any modification or changing of the game using external graphics solutions or other 3rd party programs are strictly prohibited and may be punished under the cheating paragraph.

Furthermore, it's forbidden to use all kinds of overlays which will show the usage rate of the system in any way in game (e.g. Nvidia SLI display, Riva tuner Overlay). Overlays which will show only the frames per second (FPS) are not forbidden and can be used.

### **2.6.3. Custom Data**

Only steam skins are allowed to be changed, any other changes to sprites, skins, score boards, crosshairs are strictly disallowed, also only the default official player models are allowed. If a player/team fails to comply to this rule, then they will be penalized by (2) two to 5 (five) minor penalty points.

### **2.6.4. Use of Bugs and Glitches**

The intentional use of any bugs, glitches, or errors in the game are penalized with six (6) minor penalty points per incident, up to a maximum of eighteen (18) minor penalty points per match. Furthermore, it is up to the admins discretion whether or not the use of said bugs had an affect on the match, and whether or not he will award rounds, or the match to the opposing team, or to force a rematch. In extreme cases, the penalty for abusing bugs may be even higher. The usage of the following bugs is strictly forbidden, if any bug is used which is not listed here it is up to the admins discretion whether or not a punishment is necessary.

### **2.6.5. Warm-up – map check**

Bugs on load have to be checked before the match starts (missing boxes, ladders and so on). Failure to do so, and to let the match start, will mean that both teams have accepted the state the map is in, and the match will be continued under these settings. Protests and complaints regarding to such issues will not be adhered to.

### **2.6.6. Under the match**

Moving through any walls, or ceilings, are strictly forbidden, also moving through the floor, or anywhere else which were not intended to be a passage is strictly forbidden.

“Silentplanting“is strictly forbidden (planting the bomb in such a way that no one can hear the beeping).

To plant the bomb where it is impossible to reach is disallowed. Planting the bomb in a place that you can reach with a boost from a teammate is not part of this rule.

Standing on top of teammates is generally allowed, it is only forbidden, when such actions allow the player to peek over a wall, or ceiling that should not be allowed according to map design.

Using flash bugs are strictly forbidden. Throwing grenades under walls are forbidden, although throwing grenades and flashes over walls are allowed.

“Map swimming” or “floating” is forbidden, “Pixel walking” is forbidden (Sitting, or standing on invisible edges on the map).

### **2.6.7. General**

Generally, the use of any bugs in the game is strictly forbidden. (For example: spawn bugs). An exception are the following bugs which are explicitly allowed:

- Defusing the bomb through walls and items etc.
- So called “surfing” on tubes
- So called “fireboost”

The tournament administration reserves the right, also retroactively, to add more bugs to the list of explicitly allowed bugs.

### 2.6.8. Demos

It is mandatory for all players to record one point-of-view (POV) demo per map for the full duration of all matches without exceptions. A possible knife round is part of demo and has to be recorded. Possible overtimes have to be recorded as well. In general, not working demos will be treated as missing demos, although the final decision is up to the admin. If the demo is incomplete, the admin will decide whether or not it will be treated as a missing demo. If a protest has been opened for a match, all match media must be kept for at least 14 days until after the protest is closed. In case of a match abort the aborting team loses any right for a demo. If the server crashes no automatic replay will be available. In this case players have to upload demos on admin request.

### 2.6.9. Requesting demos

It's not possible to request player POV demos. Only the Admin team is allowed to request the POV demo of an accused player if they deem it's required. Failure to provide the demo will be punished with 6 penalty points. The Admin team will nevertheless perform the analysis based on the GOTV demo.

### 2.6.10. Uploading demos

Demos have to be compressed into an archive (.zip, .rar, .7z). Admin will inform and provide you with information where and when you have to upload your demo.

### 2.6.11. Editing demos

It is strictly forbidden to edit demos. If a replay has been manipulated, the admin team will decide what penalty is appropriate.

## 2.7. Accusation of cheating by timetable

If you want to accuse your opponent(s) of cheating, you need to hand in a timetable within 48 hours after the match has been finished. Timetables must be prepared based on the GOTV demo. All match demos will be public and available for players to download. You can contact admin team if you encounter any issues.

A timetable should be handed in along with the opening of the protest, so please make sure you have your timetable(s) ready when you open the protest. Nevertheless, the timetable can still be handed in later (as long as it is within the 48h deadline) in case you did not do that along with the opening of the protest.

### 2.7.1. Timetable example and explanation

The timetable has to contain following information:

- Nickname and FaceIT link of the player,
- Sort, description or name of the suspected cheat
- Download link and name of demo (e.g. 3on3int\_ct.dem)
- Specific times of the demo which look suspicious, along with a reason for each (e.g. why it cannot have been coincidence, luck, hearing or skill)

You can look at the specific times with the command “demoui” This time show you the period how long the current map has been played at the server and this time is the same for both players.

Here is an example of a detailed timetable:

*I have the suspicion that the player1 cheated against player2 because he was afraid to lose the match.*

*Player link: playerlink of the player*

*In game nick: Xenon*

*Cheat: wallhack, silent aim*

*Demo link: link to download the demo*

*Demo name: demoname.dem (name of the \*.dem in the \*.zip file)*

*Timetable:*

*1221 – I was walking the whole time from short to the ramp A and the player1 stays at the ramp not showing himself but he was following me through the wall*

*1434 – I'm throwing a flash grenade to the entry of the B and the player1 stands there, therefore he has to be blinded but he see everything and kills me immediately when I come out of the door.*

*1501 – Whole team was rushing B tunnels, and he fired only 5 shots, all 5 were headshots*

*2021 – I'm running in the tunnels and the crosshair of the player1 is locked at my head. Although I jump his crosshair is still on my head.*

*Please have a look at the demo. Thank you.*

## **2.8. Prize pool distribution**

Top 4 teams at the end of the league will receive prize money for their performance during the league. Money will be distributed as following:

- First place - €5000
- Second place - €3000
- Third place - €2000
- Fourth place - €1000

Please note that all major and minor penalty points will reduce winnings received for the amount stated in 1.1.1. Minor penalty points and 1.1.2. Major penalty points.

## **3. GAME SPECIFIC RULES – FIFA**

### **3.1. Game and game mode**

Fifa 20 will be played through first 6 qualifiers and first two playoffs of the league. Last three qualifiers, third playoff and lan finals will be played on Fifa 21. Matches will be played only on Play Station 4 and official mode for this competition is 1 on 1 FIFA Ultimate Team.

### **3.2. League System**

Sixth season of A1 Adria League will be split in three online parts and LAN finals. First two parts will be played on Fifa 20, and third will be played on Fifa 21. In first two playoffs (Fifa20) 1 player will qualify for LAN finals, and in third playoff (Fifa 21) 2 best players will qualify for LAN finals. Each part has three stages.

#### **3.2.1. First stage: Open qualifiers**

The first stage of the league consists of the Open qualifiers. An unlimited number of players will participate in a single elimination bracket which will be played in home/away mode until the top 4 (Semi-Finals) where it will be played in best-of-three (BO3) mode. TOP 16 players from each qualifier will earn the following number of points based on their placement:

- First place - 100 points
- Second place - 70 points
- Third place - 50 points
- Fourth place - 40 points
- Fifth to eight place - 20 points
- Ninth to sixteenth place - 10 points

#### **3.2.2. Second stage: Swiss league**

Top 8 players with the most points earned through qualifiers are securing their spot in The second stage of the league which is the “Swiss League” in a Swiss tournament. Each player does not necessarily play with all other players. Competitors meet one-on-one each round and are paired using a set of rules designed to ensure that each competitor plays versus opponent with a similar running score, but not the same opponent more than once. All competitors play in each round. You need 3 wins in order to advance to the next stage. Top 4 players are proceeding to the next stage.

#### **3.2.3. Third stage: Playoffs**

The third stage of the league is playoffs. Top 4 players from the second stage of the league are competing to decide the final winner in SE bracket where all matches are played in best-of-three (BO3) format.

### **3.3. Match starting and settings**

#### **3.3.1. Match starting**

To start a match, follow this steps:

- Add opponent to friend list
- Start FIFA
- Go to the FIFA Ultimate Team mode
- Invite your opponent with the correct settings

### **3.3.2. Match settings**

Match has to be started with following settings:

- Half length: 6 minutes
- Controls: any
- Game Speed: Normal
- Squad Type: Online
- Attribute and loan cards are strictly forbidden

## **3.4. Game rules**

### **3.4.1. Matchstart & No show**

Each player has 15 minutes to show up for the match after the set match time, after 15-minute deadline player will be given default loss.

### **3.4.2. Results**

Both players are responsible to report a correct result to admins in discord chat. Therefore, both players must take a screenshot at the end of the match, where we can see the correct result and they need to upload it to the Discord chat in the given section. If you have a conflict in the match, please report the conflict to our admins in a protest section on Discord. So the admins can check the case and make a decision. The decision can also mean that the match can be deleted if there is not enough proof for either player to be the clear winner.

### **3.4.3. Protests**

If a match was incorrectly reported by your opponent, you have 15 minutes to protest the report. Match protests must include media evidence clearly showing the results of the match. Players are responsible for providing proof of match media in case of disputes.

### **3.4.4. Final score**

The final score of the match is the score after 90 minutes of the match ( full match)

### **3.4.5. Streaming match for official stream**

Both Finalist from qualifiers ( top 4 from playoffs ) have to stream the final from their console to youtube/twitch in purpose of gameplay fairness and providing our casters ability for a stable stream.

## **3.5. Match rules**

### **3.5.1. Players can't connect**

In case of 2 players not being able to connect in a classic friendly match mode, they will be mixed up with other pair with same problem, or put on a random draw if there is no other pairs with issues in the same tournament round.

### **3.5.2. Disconnection**

If a player lose connection, a protest must be open as soon as possible so the staff team can check the case and make a decision.

### **3.5.3. Match start**

To start a match, you will need to add your opponent on PSN. Then invite your opponent via FIFA Ultimate Team using the correct settings



#### **3.5.4. Lags**

If you experience lag in your match, record your evidence of lag, leave your match and open a protest with your evidence, please note that you must leave the match in the first 15 minutes of the match and before any goals or red cards have been awarded.

#### **3.5.5. Game account**

For competing in FIFA an Online account is mandatory. This account has to be entered in your registration and is not allowed to be changed. Without an entered account, you will not be able to compete.

### **3.6. Penalties**

Breaking any game or match rule may result in major or minor penalty points at admin discretion.

### **3.7. Prize pool distribution**

Top 4 teams at the end of the league will receive prize money for their performance during the league. Money will be distributed as following:

- First place - €1100
- Second place - €600
- Third place - €300
- Fourth place - €150

Please note that all major and minor penalty points will reduce winnings received for the amount stated in 1.1.1. Minor penalty points and 1.1.2. Major penalty points

## **4. GAME SPECIFIC RULES – CLASH ROYALE**

### **4.1. Player age**

Participants must be at least 13 years of age to participate in A1 Adria League.

### **4.2. Ownership**

#### **4.2.1. Multiple team ownership restriction**

An Organization may only own one Team in A1 Adria League.

An Organization may not own two Teams or more in A1 Adria League.

In order to preserve the integrity of official A1 Adria League, the Team Managers, or affiliates thereof, shall not have an interest in more than one Organization participating in an A1 Adria League, as defined below:

An “Interest” in or with an Organization means any of the following:

- a direct or indirect financial interest in, or financial relationship with, such Organization, whether by legal or beneficial ownership, control, contractual relationship, loan agreement, or otherwise (including, for the avoidance of doubt, any buyback provision, right of first purchase, voting the rights agreement, lien, deferred, reversion or security interest)
- status as an officer, director, employee, stockholder, owner, affiliate, representative, agent, consultant, or advisor of such an Organization, or any other role whereby a person participates, directly or indirectly, in the financing, operation, marketing, or management of such Organization or its assets.

#### **4.2.2. Changes in Ownership**

If the previous Team Captain leaves his team, he has the right to name the new captain. The previous Co-Captain doesn’t become the new captain if the previous captain didn’t decide so. If the previous captain decides not to name anyone, then the A1 Adria League reserves the right to choose the new captain. However, if the previous captain broke any terms of services, rules, or in case of misbehaviour, the A1 Adria League Management shall decide the new captain.

#### **4.2.3. Recognition of Ownership**

The League shall have the right to make final and binding determinations regarding Team ownership, issues relating to the multiple Team restriction, and other relationships that may otherwise have an adverse impact on the competitive integrity of the A1 Adria League. Any person that petitions for ownership into the A1 Adria League can be denied admission at the sole discretion of the League. Team Owners agree that they will not contest any final determination of the A1 Adria League Management in connection therewith.

### **4.3. Rosters**

#### **4.3.1. Roster Continuity**

Each A1 Adria League Team is required to maintain at least 3 Players in the “Active Roster.” during the entirety of each A1 Adria League Event or until the team is eliminated. Teams participating in A1 Adria League are required to maintain a “Team Captain” or a “Team Manager” or “Team Co-Captain.” The Team Captain or Team Manager or Team Co-Captain may not play a Match as a Player unless registered as “Starters” or “Reserves” in the “Active Roster”.

#### **4.3.2. “Active Roster” and Team Participation Agreement**

The “Active Roster” for A1 Adria League constitutes 3 “Starters,” 1 “Reserve” and a “Team Captain” and/or “Team Manager” and/or “Team Co-Captain.”

Teams who have reached the A1 Adria League invite will be required to submit a “Team Participation Agreement” which will validate the “Active Roster” specific to the A1 Adria League. The “Team Participation Agreement” will also recognise Team Ownership.

#### **4.3.3. A1 Adria League Roster Submission**

Team Captains will have to submit a roster of 3 to 4 players. This roster must contain:

- Players’ First Names and Last Names
- Players’ in-game names and tags
- Proof of identity for every player. This proof can be an official document (passport, ID Card, birth certificate).

#### **4.3.4. Changes to the Roster**

Team Managers or Team Captains may request to make changes to their roster within an authorized time period before the start of the season which will be determined by the A1 Adria League Management. Changes to the roster after the commencement of season will only be authorized under extenuating circumstances determined by the A1 Adria League Management. There is one time period in which Team Managers or Team Captains can make a change to their roster. This period is:

- After five weeks of the Group stage
- After Group Stage, before LAN finals

All roster modifications are subject to approval by A1 Adria League Management and must continue to fulfil all eligibility requirements.

#### **4.3.5. Announcement of Roster Changes**

Teams are restricted from announcing any Roster changes for the A1 Adria League needing A1 Adria League Management approval as final until they have been approved. However, announcements can state that the Roster change is under review from the A1 Adria League Management.

### **4.4. Match Day Roster**

#### **4.4.1. Definition of Match Day Roster**

Match Day Roster is a list of participating players according to the format requirement of the A1 Adria League.

#### **4.4.2. Match Day Roster Submission**

Team Captains or Team Managers or Team Co-Captains are required to submit the match Day Roster 24 hours to match referee by Discord Direct Message (DM) before the Scheduled Match Time. If the roster of the match is not sent before the deadline, the line up of that match will follow the order of the three (3) players registered at the beginning of the competition (Example: 2v2 - Player 1 and Player 2, KOTH - Player 1, Player 2 and Player 3, 1v1 - Player 3). This roster must contain at least three players. Registered accounts must be used! If another account is used, it will result in a loss of the sets this player played and the first Set of the next match.

#### **4.4.3. Team Captain**

The Team Captain is required to be present for every match that the team participates in. The Team Captain can only represent one Team and is not allowed to manage multiple Teams. The Team Captain cannot be affiliated with more than one Team in any capacity. If the Team Captain is unable to make a Game, the Team Manager or Team Co-Captain may be assigned to act as the interim Team Captain to be present during the match instead.

#### **4.4.4. Player Name**

Player Names may not contain vulgarities or obscenities; Clash Royale derivatives or derivatives of products or services that may create confusion or A1 Adria League derivatives. Players will have to inform the A1 Adria League through their captain, in case

they change the name.

## 4.5. League System

### 4.5.1. First stage: Open qualifiers

A1 Adria League will host 1 (one) Qualification Stage “tournament” which will be played in a Single Elimination format. One Team that wasn’t eliminated and that finished on top will advance to the Group Stage.

### 4.5.2. Second stage: Group stage

Group Stage will be played in a double Round Robin format (each competitor plays in turn against every other competitor twice) by six teams. One team will pass the Qualifier Stage, and the other five teams will get a direct invite by A1 Adria League.

### 4.5.3. Third stage: LAN finals

First 4 (four) seeded teams from the Group Stage will advance to the LAN finals and will play the Gauntlet format. All four teams that reach this stage will be able to make 1 (one) roster change by contacting A1 Adria League Management. Teams aren’t able to pick players from other teams that compete this season. Roster change must be submitted at least 7 days before the LAN finals.

## 4.6. Match format

Qualification Stage and Group Stage matches consist of 3 sets: “2v2, King of the Hill and 1v1” in named order. 2v2 and 1v1 sets will consist of a best of 3 games and “King of the Hill” will be played in a best of 5 games. The first team to reach two set wins, wins the match. At the start of each 2v2 Set, both players may ban one card each. The bans are global (neither team can use it). These bans will be valid for 2v2 sets only.

LAN finals will be played in 5 sets: “1v1, 2v2, King of the Hill, 1v1, 1v1” in named order. The first team to reach 3 set wins, wins the match. At the start of each 2v2 Set, both teams may ban one card each. The bans are global (neither team can use it). These bans will be valid for 2v2 sets only.

### 4.6.1. Match format detailed explanation

Both teams announce their bans 24 hours before the official match starts.

Both teams will receive opponents’ ban 1 hour before the match. **Any player may be a part of two different sets maximum, either 2v2 and King-of-the-Hill or 1v1 and King-of-the-Hill. No player may be a part of both 2v2 and 1v1 sets. 2v2 Friendly Battle Mode**

Player 1 and Player 2 listed on the “Home” side’s Match Day Roster will be required to request all games within 120 seconds. Player 1 and Player 2 listed on the “Away” side will be required to accept the 2v2 game, within 120 seconds after the request.

Battle commenced.

End of Set 1

King of the Hill Mode

Player 1, Player 2, and Player 3 listed on the “Home” side’s Match Day Roster will be required to request all games within 120 seconds. Player 1, Player 2, and Player 3 listed on the “Away” side will be required to accept the King of the Hill games within 120 seconds after the request.

Battle commenced.

The player who wins the Best of 1 stays, and will play the following match. The player who loses the Best of 1 will be replaced by the following player in the lineup.

End of Set 2

1v1 Friendly Battle Mode

Player 1 listed on the “Home” side’s Match Day Roster will be required to request all games within 120 seconds. Player 1 listed on the “Away” side will be required to accept the 1v1 games, within 120 seconds after the request.

Battle commenced.

End of Set 3 and match.

The first team to win 2 Sets wins the match.

## **4.7. Tiebreaker**

### **4.7.1. Match won**

At the end of Group Stage, the Teams shall be ranked from 1 through the last place in the ranking based upon a number of Match Won, where the highest Match won is ranked as 1, and each team is ranked in the descending order of Match Won.

### **4.7.2. Head-to-Head**

In situations where exactly two teams have the same Matches Won, if one Team has won in the match between those two tied Teams, they shall be declared the winner of the tiebreaker and will be awarded the higher ranking.

### **4.7.3. Three or more way Ties**

If three teams are tied, the head-to-head record of all teams against all other teams involved in the tiebreaker will be considered. Three-way ties are rectified by applying each of the following rules in succession (i.e., if the first rule resolves the tie, no further rules are applied).

If a single team owns a winning record against all other teams in the tiebreaker, they are automatically granted the highest seed available in the tiebreaker (therefore winning the tiebreaker), and a new tiebreaker is declared amongst the remaining teams utilizing the two-way tie procedure set forth in 4.7.2.

If a single team owns a losing record against all other teams in the tiebreaker, they are automatically granted the lowest seed available in the tiebreaker (therefore losing the tiebreaker), and a new tiebreaker is declared amongst the remaining teams utilizing the two-way tie procedure.

If no single team owns a winning or losing record against all other teams, hence the Head-to-Head Tiebreaker is unable to resolve the tie next tiebreaker will be used instead.

### **4.7.4. Set points differential**

In a situation where more than three teams are tied, and Head-to-Head tiebreaker is unable to resolve the tie, Set Points Differential Tiebreaker will be used instead. Set Points Differential refers to the total number of Sets Won minus the total number of Sets Loss in the Group Stage.

If a single team owns a higher Set Points Differential against all other teams in the tiebreaker, they are automatically granted the highest seed available in the tiebreaker (therefore winning the tiebreaker).

If a single team owns a lowest Set Points Differential against all other teams in the tiebreaker, they are automatically granted the lowest seed available in the tiebreaker (therefore losing the tiebreaker).

If all tied teams are tied with on Set Points Differential, hence the Set Point Differential Tiebreaker is unable to resolve the tie, the next tiebreaker will be used instead.

### **4.7.5. Game points differential**

In a situation where more than three teams are tied and Head-to-Head, Set Points Differential tiebreakers are unable to resolve the tie, Game Points Differential Tiebreaker will be used

instead. Game Points Differential refers to the total number of Games Won minus the total number of Games Loss in the Regular Season.

If a single team owns a higher Game Points Differential against all other teams in the tiebreaker, they are automatically granted the highest seed available in the tiebreaker (therefore winning the tiebreaker).

If a single team owns the lowest Game Points Differential against all other teams in the tiebreaker, they are automatically granted the lowest seed available in the tiebreaker (therefore losing the tiebreaker).

If all tied teams are tied with on Set Points Differential, hence the Set Point Differential Tiebreaker is unable to resolve the tie, the tied teams will play an additional tiebreaker Match with A1 Adria League Format.

## **4.8. Player Equipment**

For all online matches, players will be expected to provide their own smartphones or tablets, playing on PC emulator is not allowed.

The stability of the player's hardware and internet connection are the responsibility of the player.

## **4.9. Match Process**

### **4.9.1. Patch**

Matches during A1 Adria League will be played on the Clash Royale live server. New cards are allowed to be used once they are globally released and unlockable in chests. Exceptions can be made and will be announced by A1 Adria League Management.

### **4.9.2. Setup Time for Matches**

Players will have a designated time frame prior to their match to ensure they are properly prepared. A1 Adria League Management will give access to the clan around 15 minutes before the start of the match. A player must be in the clan before the Set he plays in is announced.

### **4.9.3. Technical Failures**

If a Player encounters any technical or device issues during the match in the online phase of competition, there will not be any rematches, and the match results will stand.

### **4.9.4. Default for Matches**

If a Team does NOT show up to 5 minutes after the official start time, the team will forfeit the game, and the opposing team will be granted a 2-0 victory.

If a match is forfeited or incomplete for any reason, the decision to allow a rematch will be at the discrepancy of the opposing team captain/co-captain/manager/coach.

### **4.9.5. Player Ready State**

Ten minutes before the match is scheduled to begin, the admin will confirm with captains of both teams that their setup is complete.

### **4.9.6. "Blue" and "Red" sides**

Every Clash Royale game/battle would pitch players on two sides of the arena, namely, the "Blue" side and the "Red" side. The team placed on the left side or top side of a match-up the schedule will be appointed to play on the "Blue" side, and their opponent, placed on the right side or lower side of a match-up schedule, will be appointed to play on the "Red" side.

### **4.9.7. Friendly Battle Request**

Games conducted for A1 Adria League matches are played via the Friendly Battle mode within the A1 Adria League designated clan's chat. Players representing the team on the "Blue" side will be required to put up a Friendly Battle Request for every game within the match. "Blue" Players will be directed by A1 Adria League Management or Admin to put up the Friendly Battle Request and will have 1 or 2 minute(s) to do so and after request

“Red.” players will have 2. 1 or 2 minute(s) for accepting requests. The choice of 1 or 2 minutes for requesting and accepting is up to the admin. Requesting late will result in a game loss for the player’s team.

#### **4.9.8. Ban Card Phase**

The Ban Card Phase will be executed through the Discord chat. The team given the right to globally ban a card is required to announce their choice within admin’s given days/hours/minutes. At the end of his/her time, if no announcement is made by the team, the phase would end with ‘No Ban.’ Announcement of ban card must be made in its English name. Non-English card ban announcements will not be entertained.

Acceptable card name:

Pump = Elixir Collector; Ghost = Royal Ghost; Musk, Muskie = Musketeers; 3M, 3 Musk = Three Musketeers; Gang = Goblin Gang; 4Hogs = Royal Hogs

Unacceptable card name:

RG; Ram; Horde; Rider; Hog; RH

#### **4.9.9. Using a banned card**

Playing a banned card will result in the loss of the current game for three crowns to 0. Carrying a the banned card in the deck but not playing this card throughout the game will not result in any penalty.

### **4.10. Additional rules**

#### **4.10.1. Clan Chat**

Only Team Captain or Team Manager is allowed to communicate via the in-game clan chat. Requesting for a card, requesting unauthorized Friendly Battle, requesting for card trade, accepting randoms into the clan, are strictly prohibited. Any unauthorized player found sending messages via the in-game clan chat will be:

- A verbal warning for first offense
- Kicked from the clan but will be allowed to return after Team Captain assurance there will be no repeat incidence.
- Kicked from the clan for the rest of the match

Players will not be warned if they use the clan chat for sportsmanlike behaviour (ggs, good luck, well played).

Emotes are allowed in-game but are forbidden in the clan chat.

#### **4.10.2. Accepting Unauthorized Match Request**

In the event of players accepting official A1 Adria League match Friendly Battle Request, here are the following action would be taken by A1 Adria League Officials:

Team

Action

Punishment

Blue team (own teammate or team manager)

Blue team loses the game. Move on to the next game.

Game forfeiture.

Red team (opposing team but wrong player or team manager)

Red team loses the game. Move on to the next game.

Game forfeiture.

A1 Adria League Management (Referee)

No forfeiture. Friendly request to be put up again. Blue players are allowed to change deck.

A1 Adria League Referee will be removed from the match if a backup referee is available.

Investigation will be conducted to determine if the action was intentional.

A1 Adria League Management (Non-referee)

No forfeiture. Friendly request to be put up again. Blue players are allowed to change deck. The offending A1 Adria League Admin will be removed from the clan immediately. Investigation will be conducted to determine if the action was intentional.

Streamer (not belonging to one of the team's staff)

No forfeiture. Friendly request to be put up again. Blue players are allowed to change deck. Streamer will be given verbal warning. Repeat offender will be removed from A1 Adria League streamer list.

Due to the vulnerable nature of Friendly Battles that could cause accepting a match by accident, any unfortunate incident that is unintentional is deeply regretted.

#### **4.10.3. Ties/Stalemate**

At the end of a Game, if both players are tied on the destroyed crown tower:

Tie

Action

Tie

No rematch. Players with the Single-Lowest HP on any crown tower will be declared the the loser of the game.

#### **4.10.4. Surgical Goblin Rule - Intentionally Extending a Game**

Any players and/or team found guilty of intentionally extending the length of a Game or Match by delaying victory despite a clear advantage to ending a game (either with a Spell or any other means) is a punishable offense.

#### **4.10.5. Star Wars Rule - Carrying Banned Card**

Players carrying banned card(s) in their deck but did not use them during the game will not be punished. However, any player found to use a banned card in a game, the game will be forfeited.

### **4.11. Results**

After every match, A1 Adria League Management will post the result on social media, and will update the a1adrialeague.com website page.

### **4.12. Scheduling**

A1 Adria League Management may, at its sole discretion, modify the schedule of Matches , but both sides must have accepted it. In the event of a schedule modification which is accepted by both sides of teams, A1 Adria League Management will notify all Teams at the earliest convenience. Players participating in an A1 Adria League event must arrive for matches no later than the the time specified by the A1 Adria Management.

### **4.13. Referees/match admins**

#### **4.13.1. Responsibilities of referees/match admins**

Referees may be appointed to oversee the A1 Adria League Matches, including the following:

- Announcing the beginning of a Game and Match
- Ordering pause/resume during a Match
- Ordering players to stop using the clan chat
- Issuing penalties in response to rule violations during the match
- Confirming the end of the match and its results

At all times, Referees shall conduct themselves in a professional and impartial manner. No passion or prejudice shall be shown towards any Player, Team, Team Manager, Team Captain or other individuals.

#### **4.13.2. Finality of Judgement**

If a Referee makes an incorrect judgment, the judgment can be subject to reversal. A1 Adria



League Management, at their discretion, may evaluate the decision during or after the match to determine if the proper procedure was implemented. If the proper procedure was not followed, A1 Adria Management reserves the right to potentially invalidate the referee's decision. A1 Adria League Management will always maintain a final say in all decisions set forth throughout A1 Adria League.

#### **4.14. Code of Conduct**

##### **4.14.1. Competitive Integrity.**

Teams are always expected to play at their best within any A1 Adria league game, and to avoid any behavior inconsistent with the principles of good sportsmanship, honesty, or fair play. For the purpose of clarification, team composition and the ban card phase will not be considered when determining whether this rule has been violated.

##### **4.14.2. Exploiting.**

Exploiting is defined as intentionally using any in-game bug to seek an advantage. Exploiting includes, but is not limited to, acts such as: glitches in playing cards, glitches in card interactions, or any other game function that, in the sole determination of A1 Adria League Officials, is not functioning as intended.

##### **4.14.3. Ringing & Account Sharing**

Playing under another player's account or soliciting, inducing, encouraging or directing someone else to play under another player's account. Account sharing is a bannable offense. It will immediately result in the entire team being forfeited from their A1 Adria League match and A1 Adria League Management bans players for the rest of the season. Players must play on their own accounts; as this is strictly against Supercell terms of service ([LINK](#)) they might be checked by Supercell!

##### **4.14.4. Intentional Disconnection.**

An intentional disconnection without a proper and explicitly stated reason (e.g., rage quit).

##### **4.14.5. Statements Regarding A1 Adria League**

Team Members may not give, make, issue, authorize, or endorse any statement or action having, or designed to have, an effect prejudicial or detrimental to the best interest of A1 Adria League or its affiliates, as determined in the sole and absolute discretion of A1 Adria League.

##### **4.14.6. Player Behavior Investigation**

If A1 Adria League Management determines that a Team or Team Member has violated the Clash Royale terms of service, A1 Adria League Management, may assign penalties at their sole discretion. If an A1 Adria League Management contacts a Team Member to discuss the investigation, the Team Member is obligated to tell the truth. If a Team Member lies to an A1 Adria League Management creating an obstruction of the investigation, then the team is subject to punishment.

##### **4.14.7. Non-Compliance**

No Team Member may refuse or fail to apply the instructions or decisions of A1 Adria League Management..

##### **4.14.8. Document or Miscellaneous Requests.**

Documentation or other reasonable items may be required at various times throughout the A1 Adria League, as requested by A1 Adria League Management. Penalties may be imposed if the documentation or items requested are not received and/or completed at the required time or do not meet the standards set by the A1 Adria League.

##### **4.14.9. Subjection to Penalty**

Any person found to have engaged in or attempted to engage in any act that A1 Adria

League believes, in its sole and absolute discretion, constitutes unfair play, will be subject to penalty. The nature and extent of the penalties imposed due to such acts shall be in the sole and absolute discretion of the A1 Adria League.

#### **4.15. Penalties**

Upon discovery of any Team Member committing any violations of the rules listed above, the A1 Adria League Management may issue the following penalties, but is not limited to:

- Verbal Warnings(s).
- Loss of Card Ban Rights for Current or Future Match(s)
- Minor penalty point(s)
- Major penalty point(s)
- Game Forfeiture(s).
- Set Forfeiture(s)
- Match Forfeiture(s).
- Suspension(s).
- Disqualification(s).

Repeated infractions are subject to escalating penalties, up to, and including, disqualification from future participation in A1 Adria League. It should be noted that penalties may not always be imposed in a successive manner. A1 Adria League, in its sole discretion, for example, can disqualify a player for a first offense if the action of said player is deemed egregious enough to be worthy of disqualification by A1 Adria League.

Penalties that state a listed amount of time for discipline will only apply to the competitive season.

##### **4.15.1. Right to Publish**

A1 Adria League shall have the right to publish a declaration stating that a Team Member has been penalized.

#### **4.16. Prize pool distribution**

Top 4 teams at the end of the league will receive prize money for their performance during the league. Money will be distributed as following:

- First place - €1000
- Second place - €700
- Third place - €400
- Fourth place - €200

Please note that all major and minor penalty points will reduce winnings received for the amount stated in 1.1.1. Minor penalty points and 1.1.2. Major penalty points

##### **4.16.1. MVP rewards and explanation**

- Standard MVP will receive €100. Standard MVP will be decided based on statistics (win-rate).
- Two Community MVPs will receive €100 each. Community MVPs will be decided based on statistics (win-rate) and community vote.

Please note that all major and minor penalty points will reduce winnings received for the amount stated in 1.1.1. Minor penalty points and 1.1.2. Major penalty points

## **5. GAME SPECIFIC RULES – BRAWL STARS**

### **5.1. Player age**

Participants must be at least 13 years of age to participate in A1 Adria League.

### **5.2. Rosters**

#### **5.2.1. Roster continuity**

Each A1 Adria League Team is required to maintain at least 2 Players (Core team) in the “Active Roster” during the entirety of each A1 Adria League Event or until the team is eliminated. A maximum of 4 (four) is allowed per team.

The “Active Roster” for A1 Adria League constitutes 3 “Starters” and 1 “Reserve.”

If Team disbands and any member of the core team wins points in qualifiers for another team, all points they collected until that point from qualifier placements will be reset to zero.

#### **5.2.2. Player name**

Player Names may not contain vulgarities or obscenities; Brawl Stars derivatives or derivatives of products or services that may create confusion or A1 Adria League derivatives. Players will have to inform the A1 Adria League through their captain, in case they change the name.

### **5.3. League System**

#### **5.3.1. First stage: Open qualifiers**

A1 Adria League will host 13 (thirteen) open qualifiers which will be played in a Single Elimination format. One Team that wasn't eliminated and that finished on top will be declared as a winner of that week.

Each tournament brings points

- First place - 100 points
- Second place - 80 points
- Third and Fourth place - 60 points
- Fifth to eight place - 35 points

#### **5.3.2. Second stage: LAN finals**

First 4 (four) seeded teams from the Qualification stage will advance to the LAN finals and will play the Double Elimination Format.

### **5.4. Match format**

Qualification Stage and the Playoffs matches consist of 5 sets: “Brawl Bawl, Heist, Siege, Gem Grab and Bounty” in any order. All modes are played in the Best-of-one format. The first team to reach three sets wins, wins the match. At the start of the first match, both teams may ban one card each. The bans are global (neither teams may use it). These bans will be valid for the entire match. LAN finals will be played in 5 sets: “Brawl Bawl, Heist, Siege, Gem Grab and Bounty” in any order. All modes are played in Best-of-three format. The first team to reach three sets wins, wins the match. At the start of each set, both teams may ban one card each. The bans are global (neither teams may use it). These bans will be valid for the entire set.

## **5.5. Draw rules**

If any match ends in a draw, both teams will play the same mode and the same mode again, until there is a winner.

## **5.6. Player equipment**

For all online matches, players will be expected to provide their own smartphones or tablets, playing on PC emulator is not allowed.

The stability of the player's hardware and internet connection are the responsibility of the player.

## **5.7. Match process**

### **5.7.1. Patch**

Matches during A1 Adria League will be played on the Brawl Stars live server. New brawlers can be used once they are globally released and unlockable in chests. Exceptions can be made and will be announced by A1 Adria League Management.

### **5.7.2. Technical Failures**

If a Player encounters any technical or device issues during the match in the online phase of a competition, there will not be any rematches and the match results will stand.

### **5.7.3. Default for Matches**

If a Team does NOT show up to 5 minutes after the official start time, the team will forfeit the game, and the opposing team will be granted a 3-0 victory.

If a match is forfeited or incomplete for any reason, the decision to allow a rematch will be at the discrepancy of the opposing team captain/co-captain/manager/coach.

### **5.7.4. Friendly Game Request**

Games conducted for A1 Adria League matches are played via the Friendly Game mode within clubs made by players and in A1 Adria League designated club's chat.

### **5.7.5. Ban Brawler Phase**

The Ban Card Phase will be executed through the in-game chat.

### **5.7.6. Using a banned Brawler**

Playing a banned brawler will result in the loss of the current game for.

## **5.8. Additional rules**

### **5.8.1. Ties/Stalemate**

At the end of a Game, if both players are tied on the results:

Tie - New match - Tie

New match ... (until there is a clear winner)

### **5.8.2. Pam Rule - Intentionally Extending a Game**

Any players and/or team found guilty of intentionally extending the length of a Game or Match by delaying victory despite a clear advantage to ending a game is a punishable offense.

### **5.8.3. Results**

After every match, A1 Adria League Management will post the result on social media, and will update the a1adrialeague.com website page.

## **5.9. Scheduling**

A1 Adria League Management may, at its sole discretion, modify the schedule of Matches, but both sides must have accepted it. In the event of a schedule modification which is accepted by both sides of teams, A1 Adria League Management will notify all Teams at the earliest convenience. Players participating in an A1 Adria League event must arrive for matches no later than the the time specified by the A1 Adria Management.

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At all times, Referees shall conduct themselves in a professional and impartial manner. No passion or prejudice shall be shown towards any Player, Team, Team Manager, Team Captain or other individuals.

### **5.10.2. Finality of Judgement**

If a Referee makes an incorrect judgment, the judgment can be subject to reversal. A1 Adria League Management, at their discretion, may evaluate the decision during or after the match to determine if the proper procedure was implemented. If the proper procedure was not followed, A1 Adria Management reserves the right to potentially invalidate the referee's decision. A1 Adria League Management will always maintain a final say in all decisions set forth throughout A1 Adria League.

## **5.11. Code of Conduct**

### **5.11.1. Competitive Integrity.**

Teams are always expected to play at their best within any A1 Adria league game, and to avoid any behavior inconsistent with the principles of good sportsmanship, honesty, or fair play. For the purpose of clarification, team composition and the ban card phase will not be considered when determining whether this rule has been violated.

### **5.11.2. Exploiting.**

Exploiting is defined as intentionally using any in-game bug to seek an advantage. Exploiting includes, but is not limited to, acts such as: glitches in playing cards, glitches in card interactions, or any other game function that, in the sole determination of A1 Adria League Officials, is not functioning as intended.

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Players must play on their own accounts; as this is strictly against Supercell terms of service ([LINK](#)) they might be checked by Supercell!

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#### **5.13.1. MVP rewards and explanation**

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