

# A1 ADRIA LEAGUE SEASON 7

## 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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# 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**

#### **Brawl Stars, FIFA**

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.

#### **Counter-Strike: Global Offensive**

The nationality of at least three 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.

The nationality of two players in the team competing in the A1 Adria League can be from any country as long as his/her location does not affect the playability of the game. All players have to submit proof of nationality by sending copies of a passport or ID card if requested by an admin.

In a case where the team has 1 substitute, four players must have nationality from one of the countries in the Adria region.

In a case where the team has 2 substitutes, five players must have nationality from one of the countries in the Adria region.

#### **League of Legends**

The nationality of at least three players in a team competing in the A1 Adria League has to be from the country whose qualifiers team will play. 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.

The nationality of at least two players playing the match in a team competing in the A1 Adria League has to be from the country whose qualifiers team will play.

The nationality of two players in the team competing in the A1 Adria League can be from any country as long as his/her location does not affect the playability of the game. All players

have to submit proof of nationality by sending copies of a passport or ID card if requested by an admin.

### **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.

# 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 one open qualifier will be played with top 8 teams advancing to Closed Qualifier. 3 Teams from each Closed Qualifier will qualify for the League. 4 best teams in the league will qualify for the playoffs.

### 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 16 where it will be played in best-of-three (BO3) mode for the advancing slot. Top 8 teams will advance to Closed Qualifier.

### 2.3.2. Second stage: Closed qualifiers

The second stage of the League consists of two Closed Qualifiers, each played after one open qualifier. 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: Online Playoffs

The fourth stage of the league is Online Playoffs. 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 Closed 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 unpaused 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 - €2000
- Second place - €1500
- Third place - €1000
- Fourth place - €500

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.

## **GAME SPECIFIC RULES – FIFA**

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

Fifa 21 will be played throughout whole season 7 of A1 Adria League. 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**

The League consists of four sets of open qualifiers. In each set players will play in single elimination bracket with TOP 16 players earning points. TOP 8 players from the open qualifiers will qualify for the League. Top 4 players will advance to the Online Playoffs.

#### **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

If two or more players end up with the same amount of points after fourth qualifier, BO3 playoff will be played among tied players

#### **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: Online 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 double elimination 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

- If one of the players is Weekend League Verified, all games will be played on EA servers, exception for this rule is if both players agree to play via peer-to-peer connection.

### **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
- Squad Restrictions - none
- 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.

Admin team will not consider any protest about lag after the match is finished. If you are forced to quit your game at any point during the game because of internet connection, you have to play the game from the start, but only the amount of minutes that was left until the end of the game.

### **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.

Once player enters competition with one account, he is not allowed to play with any other account until the end of the season.

Two players can not use the same account at any point during the season 7 of A1 Adria League, even if one of them is not in the competition any more.

## **3.6. Penalties**

Breaking any game or match rule may result in major or minor penalty points at admins 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 - €750
- Second place - €500
- Third place - €300
- 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

# GAME SPECIFIC RULES – BRAWL STARS

## 4.1. Player age

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

## 4.2. Rosters

### 4.2.1. Roster continuity

Throughout duration of four open qualifiers in order to accumulate points teams may not change players. If any team change one of their players between two open qualifiers, all points accumulated up until that moment will be erased and they will be reset to 0 points.  
**ROSTER CHANGE**

After 4 sets of open qualifiers and before Swiss league teams may change one player, but it cannot be a player that qualified for the league with another team.

After the Swiss league and before playoffs team may change one player, but the player that didn't play for any team during the swiss league.

### 4.2.2. ALT Accounts

If any team tries to cheat the rules about roster change (5.2.1.) by having player playing on ALT account, Team will be penalized with 5 Major Penalty Points and they will have to find another player to represent them. A1 Adria League admin team may decide to replay any match in which ALT Account has been used.

### 4.2.3. 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.

## 4.3. League System

The League consists of four sets of open qualifiers. In each set teams will play in single elimination bracket with TOP 16 teams earning points. TOP 8 teams from the open qualifiers will qualify for the League. Top 4 teams will advance to the Online Playoff.

### 4.3.1. 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-five (BO5) / best-of-one (BO1) mode except for semifinals and finals which will be played in BO5/BO3 mode. TOP 16 teams from each qualifier will earn the following number of points based on their placement:

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

If two or more teams end up with the same amount of points after fourth qualifier, BO5/BO3 playoff will be played among tied teams

#### **4.3.2. Second 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 BO5/BO3 format.

Top 4 teams are proceeding to the next stage.

#### **4.3.3. Third stage: Online 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 double elimination bracket where all matches are played in BO5/BO3 format.

#### **4.4. Match format**

All matches consist of 5 sets out of 6 possible game modes: “Brawl Brawl, Heist, Siege, Gem Grab, Bounty and Hot Zone” in any order with 1 mode left out for every match. The first team to reach three sets wins, wins the match. Matches will be played in BO5/BO1 and BO5/BO3 format as stated in 5.3. League system.

BO5/BO1 – Teams play 5 sets with 1 game in each set

BO5/BO3 – Teams play 5 sets with 3 games in each set

#### **4.5. Brawler Ban**

At the start of the 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.

#### **4.6. Draw rules**

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

#### **4.7. 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.

#### **4.8. Match process**

##### **4.8.1. 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.

##### **4.8.2. 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.

#### **4.8.3. 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.

#### **4.8.4. Friendly Game Request**

There is no A1 Adria League Club in the game, all communication about creating Friendly game will be conducted in FaceIT Match room chat.

#### **4.8.5. Ban Brawler Phase**

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

#### **4.8.6. Using a banned Brawler**

Playing a banned brawler will result in the loss of set in which the team played that banned Brawler.

#### **4.8.7. Penalties for being late**

During Group stage (SWISS): If a team is late for more than 5 minutes, they will get defloss and 1 minor penalty point

During the Playoffs: If a team is late for more than 5 minutes, they will get defloss and 1 major penalty point

### **4.9. Additional rules**

#### **4.9.1. 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)

#### **4.9.2. 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.

#### **4.9.3. Results**

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

### **4.10. 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.

### **4.11. Referees/Matchadmins**

#### **4.11.1. 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 club 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.

#### **4.11.2. 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.

### **4.12. Code of Conduct**

#### **4.12.1. 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.

#### **4.12.2. 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.

#### **4.12.3. 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!

#### **4.12.4. Intentional Disconnection.**

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

#### **4.12.5. 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.

#### **4.12.6. Player Behavior Investigation**

If A1 Adria League Management determines that a Team or Team Member has violated the Brawl Stars 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.

#### **4.12.7. Non-Compliance**

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

#### **4.12.8. 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.

#### **4.12.9. 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.

### **4.13. 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.

#### **4.13.1. Right to Publish**

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

### **4.14. 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 - €900
- Second place - €600
- Third place - €300
- 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

## **GAME SPECIFIC RULES – LEAGUE OF LEGENDS**

### **5.1. Player Age**

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

### **5.2. League System**

The League consists of two open qualifiers for every country in the region. In each set of the open qualifiers SE bracket will be played with top 4 teams from each qualifier advancing to the national playoff. National playoff will be held for every country in the region with 8 teams and DE format with 1 team advancing to the Regional Playoff. Regional playoffs will be played in DE format.

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

The first stage of the League consists of the National 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 where it will be played in best-of-three (BO3) mode for the advancing slot. Top 4 teams from each open qualifier will advance to National Playoff.

#### **5.2.2. Second stage: National Playoff**

There will be 8 National Playoffs held simultaneously, one for each country in the region. Each playoff will be played in DE bracket with 8 teams and BO3 matches. The best team in each National Playoffs will advance to the Regional Playoff.

#### **5.2.3. Third stage: Regional Playoff**

Regional Playoffs will be played in DE bracket with 8 teams and BO3 matches with BO5 Grand Finale.

If any country fails to give their national champion for the regional playoff, other country(ies) from the region will be awarded with additional spot.

Which country will be awarded with an additional spot in regional playoff will be calculated by next criteria.

1. First additional spot will be awarded to the country with highest number of registered teams for both national open qualifiers.
2. Second additional spot will be awarded to the country with second highest number of registered teams for both national open qualifiers.
3. Third additional spot will be awarded to the country with third highest number of registered teams for both national open qualifiers.
4. Fourth additional spot will be awarded to the country with fourth highest number of registered teams for both national open qualifiers.

### **5.3. Teams, Players and Players accounts**

#### **5.3.1. Player**

A player needs a registered Faceit account and can only have one of them. A player is only allowed to play for one (1) team and has to join that team before the tournament started. A player is only allowed to play as long as his account is not barraged, and he follows the rule

#### **5.3.2. Gameaccount / Summoner name**

Every Faceit League of Legends player is responsible to keep his summoner name on the played server updated on his Faceit profile. Should the summoner name on a player's profile be missing, it will lead to a penal. The team is not disqualified and can continue to play if the player immediately enters his summoner name after he got informed. In the case that a

player has entered/uses a wrong or old summoner name, A1AL Admin team have the right to stop the tournament until the player has changed his summoner name. A mismatching summoner name does not directly lead to a disqualification but has to be changed immediately before the tournament can be continued. A1AL Admin team can initiate further steps if it is a case of account transfer or there is a suspicion of a fake account.

### **5.3.3. Team**

A team can play in this tournament if it fit all the requirements which are mentioned on the tournament page. A team must consist of at least 5 players which have to join the team before the tournament starts. Each player has to have an active summoner name on the played server. If an admin ask a player to change his summoner name and the player refused to do so, it can lead to a disqualification of the team. Should a team play with players whose accounts are barraged then penalty points will be given.

## **5.4. Before the match**

All games must be played with the most up to date version of “League of Legends” by Riot Games.

At offline events, a special tournament server and client may be provided, in which case the used patch will be announced beforehand.

### **5.4.1. Game Mode**

Teams have to use Classic Mode Custom Games on Summoners Rift with “Tournament Mode”, which includes the automated ban/pick process.

### **5.4.2. Ban / Pick**

The team that has the better seeding can choose who starts with the first ban. The team that has the first ban also has the first pick and starts on the left side of the map (left side of the custom game when creating the match). In a BO3 match, the other team will start on the second map. If a third map is required, the team with the better time coefficient from the first two maps (see rule 6.4.) decides who starts. If a team lets the timer run out during the pick/ban process, no champion will be banned or a random champion will be picked.

### **5.4.3. Ban and pick mode**

There are two banning phases. In first banning phase, left team starts banning first. In first banning phase bans goes A B A B A B which results in 6 heroes banned, after that picking phase starts. The team who was banning first also has the advantage of first pick (left team). Picks goes until third players picks his champion. After that banning phase 2 starts which results in 2 more champion bans which makes total of 10 champions banned five from each team. After that picking phase is continued until every player finish picking.

### **5.4.4. Match sanctioning by the administration**

It is not allowed to start and play any matches without an admin present in the game, unless it is specifically permitted otherwise by the tournament administration. Ignoring this can result in penalties for both teams.

### **5.4.5. The Tournament Code**

The Tournament Code has been created by the Faceit in cooperation with Riot Games. It automates Faceit tournaments by creating a match lobby with the right settings for a tournament match and reports the match statistics to the Faceit servers. The Tournament Code is mandatory in all European Cups, Leagues and Tournaments, if it's provided. If there are unexpected problems, the Tournament Code is allowed to not be used. A match that has

begun without the use of a Tournament Code counts as an agreement and later complaints are not accepted.

#### **5.4.6. Server**

Unless specified otherwise, the client and Server used for all matches has to be EUNE (Europe Nordic & East).

#### **5.4.7. Placeholders**

Placeholders are allowed. In case you have to use placeholders, are you forced to tell this to your opponents on a) Faceit chat or b) Ingame chat before a match begins to make them aware. Placeholders are used in case a player doesn't own a champion his team intends to pick in a game, the player can pick a random uncommon champ to replace that champion. Always explain clearly that the picked champ is a placeholder for another champ (has to be named). When the opponents are informed you can lock in that champion and continue the pick phase. When finished picking all champs you leave champ select and remake the lobby. Afterwards restart champ select but each player picks now the correct champion. If a team starts with a not picked champion, the game has to be remade. It's not allowed to change any during the two matches for the new match, only the wrong champion has to be changed. The start in a match with a not picked champions can lead into 2 penalty points for the team of the player.

### **5.5. Game preparation**

#### **5.5.1. Technical difficulties**

Please fix all Problems which could occur before the match start. Connection losses or Hardware failures can lead to a disqualification by an A1AL Admin team.

#### **5.5.2. Communication**

Agreements between teams need to be done in the match chat. In case this is done in the in-game lobby please always upload a screenshot of it.

#### **5.5.3. 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.

#### **5.5.4. Game settings**

Before the game starts, please make sure that all game settings (map, game mode etc.) are set correctly (in case no tournament code is available).

### **5.6. During the match**

#### **5.6.1. Player disconnect**

After the disconnect of a player the game will continue. He has to return as soon as possible back to the game and continue playing.

#### **5.6.2. Pause**

Any player has the option of pausing (/pause) and unpausing (/unpause) the game via chat commands.

## **Reasons for pause**

Pause may be invoked by either a tournament admin or a player when there are technical issues that could put a team at a disadvantage. Tournament admins can order the pause of a match for any reason. Tournament admins are allowed to execute a pause command on any player station. Players can pause the match at any time, but must signal a tournament admin immediately after the pause to identify the reason. If the situation clearly requires the game to be paused and any player is aware of it, he is supposed to invoke it as quickly as possible. Below are examples of accepted reasons for a player issued pause, but an acceptable reason is at the sole discretion of a tournament admin:

After any player has disconnected from the game due to any form of network disconnect or computer crash. (e.g. “Player has disconnected” message appears on screen.)

Hardware malfunctions (e.g. monitor, peripheral, etc)

Physical disruption of the player (e.g. fan interference, table or chair breakage)

The game will not resume until clearance from an admin is issued and all players are notified and are ready at their stations. If a player pauses or unpauses the game without permission or reason deemed valid by tournament admins, it will be considered unfair play. Penalties will be applied by the tournament director.

### **5.6.3. Pause duration**

In any case a pause should never take longer than ten minutes, but it may not be ended before the admins signals to.

### **5.6.4. Game Restart**

A game can be restarted only at the discretion of the tournament director. Below are examples of acceptable reasons for a game restart, but an acceptable reason is at the sole discretion of the tournament director. If a player notices that their runes or GUI settings have not applied correctly between the game lobby and match, they can pause the game to adjust these settings. If the settings cannot be correctly adjusted, then the game must be restarted if the pause was initiated before Game of Record occurred.

If an admin determines that technical difficulties will not allow for the game to resume as normal (including a team’s ability to be in proper position for certain game events such as minion spawn).

If the game experiences a critical bug at any point during the match that significantly alters game stats or gameplay mechanics.

If an admin determines that there are environmental conditions that are not conducive to fairness (e.g. noise, weather, venue, player conditions).

### **5.6.5. Game of Record**

A game of record (“GoR”) refers to a game where all ten players have loaded and which has progressed to a point of meaningful interaction between opposing teams. Once a game attains GoR status, the period ends in which incidental restarts may be permitted and a game will be considered as “official” from that point onward. After the establishment of GoR, game restarts will be allowed only under limited conditions. Examples of conditions which establish GoR:

Any attack or ability is landed on minions, jungle creeps, structures or enemy champions.

Lineofsight is established between players on opposing teams. EXCEPTION: GoR is not established if lineofsight is established through use of the Summoner spell “Clairvoyance” within the opponent’s base.

Setting foot, establishing vision or targeting a skillshot ability in the opponent’s jungle by either team, which includes either leaving the river or entering brush connected to enemy jungle. Game timer reaches two minutes (2:00).

#### **5.6.6. Completion of the match**

The match as a whole has to be finished. It is not allowed to disrupt a match between maps without the permission of the tournament administration. If a player refuses to start the remaining map/maps he will be counted as not having showed up and receive the according penalties for a no-show.

#### **5.6.7. Match media after the match**

Screenshots are only needed if no tournament code for the game exists. A screenshot needs to be taken at the end of the game and uploaded to the match chat on the Faceit website. The screenshot needs to clearly show the evidence of which team won. Manipulating screenshots can lead to a penalization, in case champions, items or stats are hidden or a wrong score is shown.

### **5.7. 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 - €1600
- Second place - €1200
- Third place - €800
- Fourth place - €400

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.