

A1 ADRIA LEAGUE WEEKLY

RULEBOOK



A1 Adria League is an 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 a pleasant atmosphere without any kind of prejudice, unwanted behavior 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 result in penalties as described.

If the document does not outline specific game rules, players are advised to consult the tournament page for guidance, and should they have any inquiries, they are encouraged to contact the administrators for clarification.

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

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GENERAL

1. Definitions

1.1. Minor penalty points

Minor penalty points are given for minor incidents including, but not limited to, the 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.

1.2. 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.

1.3. 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
- Toni Miličević - Head of Content - toni@adria.gg
- Edin Šurković - Head Admin - xenon@adria.gg

2. Rules and behavior

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 judgment 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.

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 what would have been the intention in keeping with the meaning and purpose of the Rulebook.

2.2.1. Validity of the rulebook in related tournaments

This rulebook may apply to any project or competition related to A1 Adria League if Tournament Organizer did not specify otherwise. Related projects to A1 Adria League can refer to: A1 Gaming Weekends, Reboot Infogamer and other events related to them and are under the organization of A1 Adria League team.

2.3. Confidentiality

All communications with tournament officials and administrators, regardless of the communication channel or nature (including protests, support tickets, discussions, etc.), are held in strict confidence. 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.

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.

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.

2.6. Insults, harassments and unwanted behavior 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 via 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 behavior 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

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.

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.

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.

2.10. 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.

2.11. Non-Compliance

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

3. Conditions of participation in the league

3.1. Nationality of players

3.1.1. EAFC25, EAFC Mobile and eFootball

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.

3.1.2. Counter-Strike 2

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.*

3.1.3. League of Legends

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.

3.1.4. Brawl Stars

The nationality of at least two 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 one player 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, three players must have nationality from one of the countries in the Adria region.*

3.1.5. PUBG

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 one player 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.

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, the admin team can disqualify them.

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 license 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.

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 contacting the league administration via the official communication channel. 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.

3.5. Team license sheet

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

3.6. Penalties and consequences for leaving the league

3.6.1. 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.

3.6.2. Replacement

In case that team disbands, or the 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.

4. Bans and cheating

4.1. 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.

4.2. 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.

5. Match broadcasting

5.1. 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, CSTV, shout-cast streams, replays, demos or live score bots

5.2. 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.

6. Prize money

All prize money should ideally be paid out 90 days after all the A1AL Weekly tournaments have been completed (90 days after June 15th) . Player/team is responsible for filling out all payment information **maximum 15 days after the weekly tournaments end**. 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. This will also prolong the 90 days window of prize payouts, as payments happen at specific periods in a year (after each season).

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.

6.1 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.

GAME SPECIFIC RULES – COUNTER-STRIKE 2

7.1. Player Age

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

7.2. Tournament System

Teams will compete in three qualifying cups, with one team from each qualifier advancing to the online playoffs. Additionally, one team will receive a direct invitation. The online playoffs will follow a double-elimination format.

7.3. 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, MoSS AntiCheat is mandatory.

7.4. Match Procedure

7.4.1. Match settings

The following match settings will be used for tournament matches:

Rounds: Best out of 24 (mp_maxrounds 24)

Round time: 1 minute 55 seconds (mp_roundtime 1.92)

Start money: \$800 (mp_startmoney 800)

Freeze time: 20 seconds (mp_freezetime 20)

Buy time: 20 seconds (mp_buytime 20)
Bomb timer: 40 seconds (mp_c4timer 40)
Overtime rounds: Best out of 6 (mp_overtime_maxrounds 6)
Overtime start money: \$12,500 (mp_overtime_startmoney 12500)
Round restart delay: 5 seconds (mp_round_restart_delay 5)
Prohibited items: none (mp_items_prohibited "")
Number of tactical timeouts per team: 3
Duration of tactical timeouts per team: 3

7.4.2. Map pool for every stage

The map pool includes the following maps:

- de_ancient
- de_inferno
- de_train
- de_nuke
- de_mirage
- de_dust2
- de_anubis

7.4.3. Map veto - Best-of-One match

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

7.4.4. Map veto - Best-of-Three match

In case of Best-of-Three matches that are played on **FaceIT**, both teams remove one map each before picking the two maps that they will play. After that, they continue removing maps until one is left. Map veto will be randomly seeded. A knife round will be played to decide starting sides.

In case of Best-of-Three matches **that are not played on FaceIT**, both teams remove one map each before picking the two maps that they will play. After that, they continue removing maps until one is left. Map veto for all stages will be randomly seeded. When a map is selected, the opposing team chooses which side they will play on.

7.4.5. Server change

In matches played on FaceIT, team captains will proceed with server veto on the respected platform. Therefore, the admin team will NOT change servers

unless it's a deciding match or a critical issue necessitates a change, with agreement from both teams.

For matches off the FaceIT platform, the admin team will designate the best available server. If the server is unsuitable, team captains, along with the admin team, will select an alternative.

Failure to cooperate will result in penalty points. If teams cannot agree, the admin team will determine the match location, regardless of circumstances.

7.4.6. Match rehost

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

1. Team who received a default win hasn't started their next match already.
2. There was a problem with the 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.

7.4.7. Schedule

The schedule will ideally be announced by the admin team as soon as the previous stage or playday comes to an end. Depending on the circumstances, the official schedule may experience delays, in which case the Admin team will announce it as soon as possible. However, it must be communicated no later than 4 days before the playday.

**In specific cases, depending on the nature of the issue, the schedule can be announced later.*

7.4.8. Match rescheduling in Qualifiers

Participants are not allowed to reschedule their matches in Qualifiers

7.4.9. Match Rescheduling in Online Playoffs

Rescheduling requests will only be taken into consideration if the participant notifies the Admin team at least 48 hours before the scheduled match time, and the team must provide a reason for the requested change.

The only permissible method to reschedule a match is by swapping it with another match from the same playday, allowing for adjustments solely to the start time.

If a participant announces their inability to play after the 48-hour minimum notice period, they will incur 2 Major Penalty Points, and a default loss will be awarded.

7.4.10. 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

7.4.11. Map voting time

Map voting time is maximum 15 minutes for each match. Extending this period of time may result in default loss.

7.4.12. Number of Players

Qualifiers: Due to qualifiers being played on Faceit, matches can be played 4 v 5

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

7.4.13. 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 has 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.

7.4.14. 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 7.4.17. 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 entire team and the player can join the running game.

7.4.15. Leaving the Server

All matches must be played to the end. Failure to do so will result in being penalized. A match is considered complete when one team has reached 13 rounds on the final map.

7.4.16. Continuing a Disrupted Game

If it's possible, the game always needs to be continued from the last available backup files.

If the rounds can't be restored, then the following methods should be used:

- If a match is interrupted (e.g. server crash) within the first 3 rounds of the game, then the match should be restarted.
- If the match is interrupted after the first three rounds of the game, then the match should be continued where it left off with this change 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.

7.4.17. Overtime

In case of a draw after all 24 rounds have been played, an overtime will be played with mp_maxrounds 6 and mp_startmoney **12500**. For the start of the overtime teams will stay on the side which they played on during the previous half and sides will be swapped during halftime. Teams will continue to play overtime until a winner has been chosen.

7.4.18. Usage of pause function

7.4.18.1. Technical pause

If a player has a problem that prevents him from playing, 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. Unpausing or pausing the game without any reason will lead to penalty points.

All matches must be played 5 v 5. If a player encounters an issue that cannot be resolved within 15 minutes, a substitute must be brought in, or the game must continue as 5 v 5 despite the issue.

To initiate a technical pause, teams can use the trigger word "**!tech**" in the in-game chat.

7.4.18.2. Tactical pause

During intense moments in a match, teams are granted tactical pauses to strategize and regroup. Each team is given 3 (three) tactical pauses, each lasting 30 seconds, to be used strategically during the game.

To initiate a tactical pause, teams can utilize the trigger word "**!tac**" in the in-game chat. This allows teams to take a moment to discuss tactics, adjust strategies, or address any pressing issues.

In the event of overtime, an additional tactical pause will be granted per overtime, still triggered by the command "**!tac**". This ensures teams have the opportunity to reassess their approach and make critical adjustments during extended gameplay.

7.5. Roster lock, changes and restrictions

7.5.1. Player Changes and Roster Lock

After the team qualifies for the next 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 Tournament as a player.

Until the end of the Tournament, 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.

Subs can only be added to the team between the qualifiers and online playoffs. No additional subs are allowed during the online playoffs.

7.5.2. Qualifier restriction for qualified players

Any player who qualified with a team through these Qualifiers is not allowed to take part in the next Qualifiers with any other team. Doing so will result in disqualification of the Player and the same punishment might go to the Team where he/she plays at the moment in question depending on the situation.

7.5.3. Player switch

Once a player has participated in any matches of the league, they are prohibited from switching teams for the current stage and future stages of the tournament.

7.5.4. Name and logo change

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

7.6. Player Settings, restrictions and obligations during the match

7.6.1. 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 whether a script is allowed or not, contact the admin team before you play an official match.

A player may be penalized for forbidden scripts in any config file, regardless of whether 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 a team cannot get more than six (6) minor penalties per match. 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 fewer than three players have forbidden scripts.

7.6.2. 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 any kind of overlay which will show the usage rate of the system in any way in the 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.

7.6.3. Custom Data

It is allowed to change only Steam skins. Any other changes to sprites, skins, scoreboards, and crosshairs are strictly forbidden. Furthermore, only the default official player models are allowed. If a player/team fails to comply with this rule, they will be penalized with (2) two to 5 (five) minor penalty points.

7.6.4. 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 effect on the match as well as 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 and if any bug not listed here is used, it is up to the admins' discretion whether or not a punishment is necessary.

7.6.5. 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 letting 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 such issues will not be adhered to.

7.6.6. Under the match

Moving through any walls or ceilings is strictly forbidden as well as moving through the floor or anywhere else which was 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 in a place which is impossible to reach is forbidden. 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 the map design.

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

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

7.6.7. General

Generally, the use of any bugs in the game is strictly forbidden. (for example, spawn bugs). The following bugs are exceptions 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.

7.6.8. 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 a part of the demo and must be recorded. Possible overtimes have to be recorded as well. In general, non-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 per admin request.

7.6.9. 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 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.

7.6.10. Uploading demos

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

7.6.11. Editing demos

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

7.7. 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 the 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.

7.7.1. 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 sees 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 player1 is locked at my head. Although I jump, his crosshair is still on my head.

Please take a look at the demo. Thank you.

GAME SPECIFIC RULES – EAFC 25

8.1. Game and game mode

EAFC 25 will be played throughout the qualifying and the playoff stages of A1AL Weekly. **This season is played on XBOX X, PS5 & PC.**

Official mode for this competition is 1on1 EAFC Ultimate Team.

8.2. Tournament System

Players will compete in two qualifying cups, with the top four players from each cup advancing to the group stage. The eight qualified players will be divided into two groups, where they will compete in a round-robin format. The top two players from each group will move on to the online playoffs, which will follow a double-elimination format.

8.3. Match starting and settings

8.3.1. Match starting

To start a match, follow this steps:

- Add opponent to friend list
- Start EAFC
- Go to the EAFC 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, except if both players agree to play via peer-to-peer connection.

8.3.2. Match settings

Match must be started with following settings:

- Half length: 6 minutes

- Controls: any
- Game Speed: Normal
- If players have a competitive verified account, all matches will be played with "fsg" match settings

8.3.3. Squad restrictions

From the group stage and stages afterward, official Global Series squad restrictions will be applied in A1 Adria League.

8.4. Game rules

8.4.1. Matchstart & No show

All matches must be played at the official start time provided by an Admin Team. If players play out the match before or after the given time, the result of that match will not be registered as an official result.

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

8.4.2. Results

Both players are responsible for reporting 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.

8.4.3. 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.

8.4.4. Final score

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

8.4.5. Streaming match for the admin team

Admin team can request a live stream of any match. If a live stream is requested by an admin, not providing live stream may result in Penalty Points or in defloss.

All players playing in the quarterfinals of the Open Qualifiers have to provide a live stream for an admin team.

8.4.6. Streaming match for official stream

Both Finalists 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.

8.5. Match rules

8.5.1. 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 another pair with the same problem, or put on a random draw if there are no other pairs with issues in the same tournament round.

8.5.2. Disconnection

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

8.5.3. Match start

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

8.5.4. 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.

The 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 is left until the end of the game.

8.5.5. Game account

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

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

Two players cannot use the same account at any point during the League, even if one of them is not in the competition anymore.

8.6. Penalties

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

GAME SPECIFIC RULES – eFootball

9.1. Game and game mode

Efootball will be played throughout the qualifying and the playoff stages of A1AL Weekly. **This tournament is played on Playstation 4/5**

Official mode for this competition is Authentic teams – Uniform ratings.

9.2. Tournament System

Players will compete in two qualifying cups, with the top four players from each cup advancing to the group stage. The eight qualified players will be divided into two groups, where they will compete in a round-robin format. The top two players from each group will move on to the online playoffs, which will follow a double-elimination format.

9.3. Match starting and settings

9.3.1. Match starting

To start a match, follow this steps:

- Start Efootball
- Go to the Friend match mode
- Invite your opponent with the correct match settings / Or join your opponent with the code provided by the host

9.3.2. Match settings

Match must be started with following settings:

Team Type: Authentic

· Match Type: Standard

· Match time: 10 min

· Injuries: OFF

- Extra Time: OFF (Unless it's a decider match)
- Penalties: : OFF (Unless it's a decider match)
- No. Of Substitutions: 5
- No. Of Sub. Intervals: 3
- + 1 Sub in Extra Time: ON
- Uniform Ratings for Players: ON
- Condition: Normal
- Stadium: Home team choice
- Time of the day: Home team choice
- Season: Home team choice
- Weather: Fine
- Length of Grass: Home team choice
- Pitch Conditions: Home team choice

9.3.3. Team selection

Players can choose any authentic team available in game (Nations / Clubs)

9.4. Game rules

9.4.1. Matchstart & No show

All matches must be played at the official start time provided by an Admin Team. If players play out the match before or after the given time, the result of that match will not be registered as an official result.

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

9.4.2. Results

Both players are responsible for reporting a correct result to admins in [Discord](#) chat. Therefore, both players must take a screenshot or a photo 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.

9.4.3. 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.

9.4.4. Final score

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

9.4.5. Streaming match for the admin team

Admin team can request a live stream of any match. If a live stream is requested by an admin, not providing live stream may result in Penalty Points or in defloss.

All players playing in the quarterfinals of the Open Qualifiers have to provide a live stream for an admin team.

Admin team is also eligible for a video call request for a connection / identity proof

9.4.6. Streaming match for official stream

Both Finalists 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.

9.5. Match rules

9.5.1. 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 another pair with the same problem, or put on a random draw if there are no other pairs with issues in the same tournament round.

9.5.2. Disconnection

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

9.5.3. 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.

The 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 is left until the end of the game.

9.5.4. Game account

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

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

Two players cannot use the same account at any point during the League, even if one of them is not in the competition anymore.

9.6. Penalties

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

GAME SPECIFIC RULES – BRAWL STARS

10.1. Player age

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

10.2. Tournament System

Teams will compete in two qualifier cups, with the top two teams from each advancing to the online playoffs. The playoffs will follow a double-elimination format.

10.3. Rosters

10.3.1 Roster change

If a team qualifies for the playoffs, they may replace one player from the original roster.

10.3.2. ALT Accounts

If any team tries to cheat the rules about roster change (5.2.1.) by having a 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.

10.3.3. 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.

10.4. Match format

In the BO3 series, matches consist of 3 sets out of 6 possible game modes: “Brawl Bawl, Heist, Knockout, Gem Grab, Bounty and Hot Zone” in any order with 3 modes left out for every match. The first team to reach two sets wins, wins the match.

In the BO5 series, matches consist of 5 sets out of 6 possible game modes: “Brawl Bawl, Heist, Knockout, 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

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

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

10.5. Player equipment

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

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

10.6. Match process

10.6.1. 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.

10.6.2. 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.

10.6.3. 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 discretion of the opposing team captain/co-captain/manager/coach.

10.7. Additional rules

10.7.1. 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)

10.7.2. Pam Rule - Intentionally Extending a Game

Any player 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.

10.7.3. Match rescheduling in Qualifiers

Participants are not allowed to reschedule their matches in Qualifiers

10.7.4. Match Rescheduling in Online Playoffs

Participants are not allowed to reschedule their matches in Online Playoffs

10.7.5. Penalties (Check 1.1 and 1.2)

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.

10.7.6. Penalties for being late

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

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

GAME SPECIFIC RULES – PUBG: Battlegrounds

11.1. Player age

Participants must be at least 16 years of age to participate in A1AL - PUBG. By taking part in the Tournament, the Player confirms that he/she is old enough for participation as specified by the game publisher and according to the applicable game classification systems. The Organizer reserves its rights to verify the age requirement of the Players.

11.2. League System

The League consists of Qualifiers and Finals.

11.2.1. Qualifiers

The first stage of the league features the Qualifier Cup. The number of lobbies and teams per lobby will be determined by the total number of registered teams. A total of 12 teams will advance to the finals, but the number of teams qualifying from each lobby will depend on the overall number of registered teams and the resulting lobby distribution.

Qualifiers will be played in the BO12 (Best-of-Twelve) series. The maps that will be played are:

1st Day (5.5.2025.): 2x Erangel, 1x Rondo, 1x Taego, 2x Miramar

2nd Day (6.5.2025.): 2x Miramar, 1x Taego, 1x Rondo, 2x Erangel

11.2.2. Finals

Finals will be played in the BO18 (Best-of-Eighteen) series with 16 teams - the 12 teams that qualify from the Qualifier Cup will be joined by 4 invited teams, selected based on their performance in Season 14 of A1AL.

The maps that will be played in finals are:

1st Day (9.5.2025.): 2x Erangel, 1x Rondo, 1x Taego, 2x Miramar

2nd Day (10.5.2025.): 2x Miramar, 1x Taego, 1x Rondo, 2x Erangel

3rd Day (11.5.2025.): 2x Erangel, 1x Rondo, 1x Taego, 2x Miramar

11.3. Teams, Players and Players accounts

11.3.1. Player

Player Aliases are subject to approval by Administration. Administration reserves the right to deny the use of a Player Alias and require a change for any reason. Player Aliases may not exceed 12 characters. Player Aliases may use any combination of uppercase and lowercase letters (A-Z), digits (0-9), underscores (_), or hyphens (-). Player Aliases may not include spaces.

Player Aliases must adhere to the following rules. Using alternative spelling to avoid compliance with the following rules is strictly prohibited.

Player Aliases may not include a sponsor name.

Player Aliases may not include any product name or description.

Player Aliases may not include any words that are purely commercial.

Player Aliases may not contain vulgarities or obscenities in any way.

Player Aliases must comply with the PUBG Code of Conduct.

A player is only permitted to compete for one (1) team throughout the entire tournament. Participation is allowed only if the player's account is not banned and they comply with all tournament rules.

11.3.2. Game account

Every PUBG player is responsible to keep his profile updated and ready to play when the match is generated. Providing an incorrect PUBG account will result in disqualification of the team from the Tournament.

11.3.3. Team

A team can play in this tournament if it fits all the requirements which are mentioned on the tournament page. A team must have at least four players who must join before the tournament begins. Additionally, two substitutes can be added to the team during the tournament. If an admin asks a player to change his nickname and the player refuses 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 or disqualification will be given. All players have to play all matches of the tournament or team will be banned for the incoming seasons. Any technical or health problems with a proof will not result in any Punishments.

11.4. Glitches, bugs or using prohibited softwares, VAC or game bans

Any software that modifies game files, affects the status of the game, or provides an unfair advantage to the game is strictly prohibited and justifies immediate removal from the season. Abuse of a glitch or game bugs is prohibited.

11.4.1 VAC or game bans

If a player has less than 1 year (365 days) old VAC (Valve Anti Cheat) ban on their primary or alternate account they will not be eligible for A1AL. Also a

player must not have a game ban that has been received from a PUBG developer within two years. If a player has a game ban he must prove to the tournament admin that it has not come from the PUBG developer. The organizer may disqualify a player or team if the team or its players have a VAC ban on a primary or secondary account or if reliable material is otherwise provided.

11.4.2 - Disqualification

Breaking any rule listed in [ewave.gg TOS and Anticheat Policy](#) will result in a penalty determined by A1 Admins.

11.5. Game preparation

11.5.1. Technical difficulties and Participating

Connectivity issues or hardware failures can lead to a disqualification by an A1AL Admin team. Players can't play with another team as a main/substitute player if they have already played in the first round of A1AL or later in the tournament.

At least 3 players must be in the game lobby to participate in the game.

If the team has a direct invitation to the tournament their players cannot participate with another team.

11.5.2. Communication

Communication between the tournament organizer and players will be on A1AL discord server. Invite link: <https://discord.gg/EkhNXkW>

All communication with the tournament organizer is confidential and cannot be publicly shared. Players are allowed to use any VOIP software.

All players have to be on A1AL discord while playing matches of the tournament.

11.6. During the match

11.6.1. 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.

11.6.2. Pause

Each Team is entitled to pause during a Match:

The technical pause lasts up to 15 minutes. After the technical pause, the administrator must be informed about the reason for it so that he can act accordingly.

11.6.3. 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 shown up and receive the according penalties for a no-show.

11.7 Roster Requirements

Each team roster must consist of at least four players. Teams can add up to two substitute players if needed. Players must be legal citizens from the Adria countries (Albania, Bosnia & Herzegovina, Croatia, Kosovo, Macedonia, Montenegro, Serbia or Slovenia) and only one player could be added from another regions: EU WEST, EU EAST and MEA. A substitute player can be from any region. A team has to play with 3 players from Adria countries in all matches of the Tournament. A team must have at least four players who must join before the tournament begins. Additionally, two substitutes can be added to the team during the tournament. To keep the slot for next season (top 4 Teams), a team has to have at least 2 Players from the previous Season.

11.7.1. Emergency player

Teams are allowed to use their substitute players during the tournament. In addition teams may use the emergency player once (1) per season. The emergency player must not belong to another A1AL team and the emergency player must not have played any games during the tournament. An emergency player can only play for one round.

11.7.2. List of countries and their assigned regions

Main 3 players from below listed countries:

Bosnia and Herzegovina, Albania, Croatia, Macedonia, Montenegro, Kosovo, Slovenia, Serbia.

EMEA (EU WEST, EU EAST & MEA): One player is allowed to play in Main Roster, the second one might be as a substitution, but can replace only the player in Main Roster which comes from EMEA West, EMEA East, MEA.

EU WEST: Andorra, Austria, Belgium, Bosnia and Herzegovina, Bulgaria, Croatia, Cyprus, Czech Republic, Denmark, Estonia, Finland, France, Germany, Greece, Hungary, Iceland, Ireland, Italy, Kosovo, Latvia, Liechtenstein, Lithuania, Luxembourg, Macedonia, Malta, Monaco, Montenegro, Netherlands, Norway, Poland, Portugal, Romania, San Marino, Serbia, Slovakia, Slovenia, Spain, Sweden, Switzerland, United Kingdom, Vatican City

EU EAST: Armenia, Azerbaijan, Belarus, Georgia, Kazakhstan, Kyrgyzstan, Moldova, Mongolia, Russian Federation, Tajikistan, Turkmenistan, Ukraine, Uzbekistan

MEA: Algeria, Angola, Bahrain, Benin, Botswana, Burkina Faso, Burundi, Cameroon, Cape Verde, Central African Republic, Chad, Comoros, the Democratic Republic of the Congo, Djibouti, Egypt, Equatorial Guinea, Eritrea, Ethiopia, Gabon, Gambia, Ghana, Guinea, Guinea-Bissau, Iran, Iraq, Israel,

Ivory Coast, Jordan, Kenya, Kuwait, Lebanon, Lesotho, Liberia, Libya, Madagascar, Malawi, Mali, Mauritania, Mauritius, Mayotte, Morocco, Mozambique, Namibia, Nigeria, Oman, Qatar, Republic of the Congo, Reunion, Rwanda, Sao Tome and Principe, Saudi Arabia, Senegal, Seychelles, Sierra Leone, Somalia, South Africa, South Sudan, Sudan, Swaziland, Syria, Tanzania, Togo, Tunisia, Turkey, Uganda, United Arab Emirates, Western Sahara, Yemen, Zambia, Zimbabwe

11.8. In-Game Settings

Every Match in the Competition will use Esports Mode with the Default Settings Preset. All settings shall remain default unless explicitly stated below. Administration reserves the right to make changes to In-Game Settings for any reason at any time. Administration may make temporary adjustments to In-Game Settings in order to help mitigate the impact of any in-game bug.

11.8.1 Basics

11.8.1.1 Game Settings

Match Settings: Game Settings	
Map	Erangel, Miramar,Taego,Rondo
Perspective	FPP
Players	64
Team Players	4
Weather	Sunny

EU Server	Europe
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Match settings may be changed during the tournament in case of loot percentage patch updates for the game's Live server build, however the number of items spawned will be identical throughout the tournament.

11.9. Lobby and Match Procedure

All players must have the replay function enabled in-game when you compete. All replays and screenshots from the matches need to be saved for 7 days from the date the tournament ended. A1AL admins have the right to request the replay or screenshot at any time within these 7 days.

11.9.1 Match Start

The match will start on the scheduled time. If there are unforeseen issues or broadcasting delays only the match admin may allow for a later match start.

11.9.2 Breaks Between Map

All teams will have at least eight (5) minutes of break between maps. Start time may vary depending on how much time the broadcast needs. Exact start times will be communicated out by a tournament administrator as soon as possible after a map is finished on the tournament discord server.

Complaining and harassing the tournament administrator(s) about match start delays is prohibited.

11.9.3 Remake

A map will be replayed fully if a server disconnection occurs at the start of the game or during.

More than 10% of the players from the lobby didn't connect into the game.

If two players from the same team cannot join the game

If the server settings are incorrect

If all players are marked as "#unknown"

If the lobby host or caster doesn't make it into the game.

11.10. In-Game Scoring

Every Match in the Competition will award Points in accordance with the following scoring system.

11.10.1 Kill Points

Kill Points are awarded to Teams based on the number of Kills the Team accumulates during each Match. A Team will earn one (1) Kill Point per Kill.

11.10.2 Placement Points

Placement Points are awarded to Teams based on their finishing position at the end of each Match. Teams will accumulate Placement Points based on the following matrix.

Placem ent	Point
1	10
2	6
3	5
4	4
5	3
6	2
7	1
8	1
9 - 16	0

11.10.3 Tie Breaker

In the event that two or more Teams have the same number of Total Points, the following rules shall be applied to break the tie.

1. Match point

- ① The ranking for a match is given based on the match point earned in the match (Placement Points + kill point).
- ② In the event of a tie after applying rule ①, a team that survived longer in the match will earn a higher ranking.

2. Accumulated point

- ① The final ranking is given based on the accumulated match points (Placement Points + kill point).
- ② In the event of a tie after applying rule ①, a team that has the higher accumulated Placement Points excluding accumulated kill points of all matches will earn a higher ranking.
- ③ In the event of a tie after applying rule ②, a team that has the higher match point (Placement Points + kill point) in the last match will earn a higher ranking.
- ④ In the event of a tie after applying rule ③, a team that has a higher survival ranking in the last match will earn a higher ranking.
- ⑤ In the event of a tie after applying rule ④, a team that has higher accumulated damage in the last will earn a higher ranking.

GAME SPECIFIC RULES – LEAGUE OF LEGENDS

12.1. Player Age

Participants must be at least 16 years of age to participate in A1AL League of Legends.

12.2. Tournament System

The league features two qualifying rounds, with the top two teams from each qualifier advancing to the playoffs. The playoffs will follow a single-elimination format.

12.3. Teams, Players and Players accounts

12.3.1. Player

A player needs a registered Challenger mode 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 starts. A player is only allowed to play as long as his account is not barraged, and he follows the rules.

12.3.2. Game account / Summoner name

Every player must have a League of Legends account on the EUNE server and link it to their Challenger mode account. Once a player joins the tournament and links their LoL account, only they are permitted to play on that account. Account switching or using false accounts is strictly prohibited.

12.3.3. Team

A team can play in this tournament if it fits all the requirements which are mentioned on the tournament page. A team must consist of at least 3 players from the Adria region (Rule 3.1.3) 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 asks a player to change his summoner name and the player refuses to do so, it can lead to a disqualification of the team (Rule 3.2). Should a team play with players whose accounts are barraged then penalty points will be given.

12.4. Before the match

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

12.4.1. Ban / Pick

Qualifiers: In BO1 matches, sides will be assigned randomly to teams. The same rule applies to the first map of a BO3 series. For the remaining maps in a BO3, the losing team from the previous map will choose the side.

Online Playoffs: The team with the higher seeding will select the side for the first map of a BO3. For the remaining maps, the losing team from the previous map will choose the side.

Note: The team starting on the left side will have the first ban and the first pick.

12.4.2. Ban and pick mode

There are two banning phases. In the first banning phase, the left team starts banning first. In the 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 the third player picks his champion. After that banning phase 2 starts which results in 2 more champion bans which makes a total of 10 champions banned five from each team. After that picking phase is continued until every player finishes picking. It may be required of the team at any stage of the competition to use external sites to do pick and ban (e.g. prodraft).

12.4.3. 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.

12.4.4. The Tournament Code

The Tournament Code will be created by Challengermode platform in cooperation with Riot Games. It automates Challengermode tournaments by creating a match lobby with the right settings for a tournament match and reports the match statistics to the Challengermode 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 and players will create a Custom lobby. Teams have to use Classic Mode Custom Games on Summoners Rift with "Tournament Mode", which includes the automated ban/pick process. A match that has begun without the use of a Tournament Code counts as an agreement and later complaints are not accepted.

12.4.5. Server

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

12.5. Game preparation

12.5.1. Technical difficulties

Connectivity issues or Hardware failures can lead to a disqualification by an A1AL Admin team.

12.5.2. 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.

12.5.3. Change of Players

Player substitutions are allowed only between matches or between rounds of a match. A player can only be replaced by a registered substitute.

12.5.4. 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).

12.6. During the match

12.6.1. 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.

12.6.2. Pause

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

12.6.3. 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.

12.6.4. Pause duration

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

12.6.5. 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).

12.6.6. 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.

Line of sight is established between players on opposing teams. EXCEPTION: GoR is not established if line of sight is established through use of the Summoner spell "Clairvoyance" within the opponent's base.

Setting foot, establishing vision or targeting a skill shot 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).

12.6.7. 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 shown up and receive the according penalties for a no-show.

12.6.8. 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 Challengermode 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.

GAME SPECIFIC RULES – EAFC Mobile

13.1. Tournament System

13.1.1. Tournament System - general

Players will compete in three qualifier cups, earning points cumulatively. After all three qualifiers, the top eight players will advance to the group stage. In the group stage, the eight players will be split into two groups of four, competing in a double round-robin format with BO1 matches. The top four players from the group stage will move on to the finals, which will be played in a single-elimination bracket with BO3 matches.

13.1.2. Tournament System - Match outcome

BO2 - In BO2 matches, if there is no clear winner after the second game—meaning both games end in a draw or each team wins one game with the same goal difference—a third game will be played as a decider. If the third game also ends in a draw, a fourth game will be played under the Golden Goal rule, where the first team to score wins the match.

BO3 - In BO3 matches, if both players win one of the first two games and the third game ends in a draw, a fourth game will be played under the Golden Goal rule. The first player to score in the fourth game will be declared the winner.

13.1.3. Qualifier points

In each qualifier, players will earn points based on their final placement. The points will be awarded as follows:

1st place - 180

2nd place - 100

3rd place - 80

4th place - 50

5th to 8th place - 30

9th to 16th place - 10

13.2. Game rules

13.2.1. Matchstart & No show

All matches must be played at the official start time provided by an Admin Team. If players play out the match before or after the given time, the result of that match will not be registered as an official result.

Each player has 30 minutes to show up for the match after the set match time, after the 30-minute deadline, the player will be given default loss.

13.2.2. Results

Both players are responsible for reporting a correct result to admins in [Discord](#) chat. 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, be sure to take screenshots of the end result so you can upload it to the Discord if asked by admin. 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.

13.2.3. 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.

13.2.4. Final score

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

13.3. Ingame rules

- Kick-off lob is prohibited.

- Ball retention is not allowed when leading or holding a favorable result. If a supervisor determines that a player is deliberately holding the ball, they may conduct a review by organizing a poll, showing a video clip of the match segment, and consulting H2H professionals. If the majority agrees that ball retention occurred and affected the result, the supervisor may award a goal to the opponent or grant them the victory. For offline matches, players must record evidence of the opponent holding the ball and submit it to the supervisor.

- Excessive ball possession is prohibited. Holding possession for over 65% of the match while having fewer than six shots on goal will be considered intentional ball retention. If there is no video evidence, match statistics will be reviewed. An independent panel of eight H2H players will analyze the stats, and if they determine ball retention occurred, the match will be nullified. For live-streamed matches, the match will be immediately canceled, with casters informing the audience, and the match will be replayed.

- Cross spamming is allowed until the first goal is scored using this method. After scoring one goal from a cross, players may continue crossing but cannot score directly. Instead, they must complete two passes after the cross before attempting a shot. Cross spam includes crosses to a player's feet, back, or head. However, if the cross is made from inside the penalty area, it is not

considered spam, provided that the player's feet and the ball are entirely within the box and not touching the penalty area line.

- Corner kick goals are limited. Players may score only one goal from a direct cross into the center of the penalty box per match. After that, crosses are allowed, but players must complete two passes before attempting a shot on goal.
- Only one direct goal per match is allowed from a free kick or penalty. If a free kick is played as a cross or a short pass before a shot, it does not count toward this limit. The purpose of this rule is to ensure the game remains entertaining for viewers while maintaining fairness for skilled players against exploitative tactics.
- If you believe you were unfairly treated, record all of your opponent's goals from the match and report them on Discord.

13.4. Account and app rules

13.4.1. Disconnection

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

13.4.2. Game account

Once a player joins the tournament with an account, they are not allowed to switch accounts. The entire tournament must be played using the same account.

13.4.3. Account name

If a player wishes to change their in-game account name during the tournament, they must report the change in advance on the Discord server.

13.4.4. Forbidden App check

If an Admin suspects a player of suspicious behavior, they have the right to request an immediate screen share and a review of installed applications without delay. Failure to comply may result in penalty points or disqualification at the Admin's discretion.

13.5. Penalties

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

