



Table of content	
1. General Rules	5
1.1 Drugs and Alcohol	5
1.2 Duration of the competition	5
1.3 Location of play	6
1.4 Content	6
1.5 Contact information	6
1.6 Equality	6
1.7 Responsibility	6
2. Roles	7
2.1 Competition management	7
2.1.1 Competition managers	7
2.1.2 Competition admins	7
2.1.3 Referees	7
3. Participants	8
3.1 Players	8
3.1.1 Local players	8
3.1.2 Non-Local Players	8
3.2 Substitutes	8
3.3 Team Captains	9
3.4 Coaches	9
4. Registration process	10
4.1.2 Ingame account	10
4.1.2.1 Ingame name	10
5. Rules of the competition	12
5.1 Schedule	12
5.2 Line up	12
5.2.1 The composition of a team	12
5.3 Time of play and length of matches	12
5.3.1 No show	13
5.3.2 Preparation	14
5.3.3 Equipment	14
5.4 Cheating	14

6. Miscellaneous	15
6.1 Competition	15
6.2 Roster Changes	15
6.3 Prize pool	15
6.4 League standings	16
7. Ingame procedure	17
7.1 Maps and game modes	17
7.2 Starting side	17
7.3 Pick and bans	17
7.4 Blocked champions/skins	17
7.5 Bugs	17
7.6 Victory	17
7.7 Recording	17
7.8 Game of Record (GOR)	17
7.9 Pauses	18
7.10 Remake	18
7.11 Ingame spectating	18
8. Other sanctions during violation of the regulations	19
8.1 Sanctions	19
8.2 Loss of choice on side	19
8.3 Loss of bans	19
8.4 Automatic loss of a match	19
8.5 Suspension	19
8.6 Disqualification	19
8.7 Other situations	19
9. Objections	20
9.1 Objections regarding match results	20
9.2 Objection regarding an official's decision	20

Introduction

These regulations are created for the Benelux Premier League.

The schedule of the competition and the schedule of play shall be published on and shall be available for request by the participants at . These rules are applicable to each participant of the tournament during the entirety of the competition. Including, but not limited to, the qualifier, the group stage, and the playoffs. The matches will be played on the Tournament Realm, updates shall be applied by Riot Games. The Benelux Premier League has no influence over these updates and is not kept up-to-date by Riot Games about these updates (patches). As a rule of thumb, the tournament realm shall be one update behind on the live-client. Patches or updates may be postponed by Riot Games.

For questions and/or remarks regarding the regulations, an email can be send to:

The Benelux Premier League can be referred to as “BPL” during the rest of the regulations.

1. General Rules

1.1 Drugs and Alcohol

Playing the match whilst intoxicated is prohibited. Moreover, it is not allowed to use performance enhancing substances. The use of these means leads to disqualification for the player in question for the duration of the competition, and results in an automatic loss for the game in which it is used.

1.2 Duration of the competition

The competition lasts from the 6th of July until the 1st of September. In the month of July, the qualifiers will be played for the competition. During the end of July the group stages will be played. During the second half of august until the 1st of September, the elimination stages will be played.

The schedule per 27-6-2018 (please refer to the website for an updated schedule):

Qualification Phase, Online only:

6-jul	7-jul	8-jul	9-jul	10-jul	11-jul	12-jul	13-jul	14-jul	15-jul	16-jul				
vr	za	zo	ma	di	wo	do	vr	za	zo	ma				
Spot1 Spot2 Spot3 Spot4											Spot5 Spot6 Spot7 Spot8			
QF online											QF online			
Weekend 1											Weekend 2			
Spot1	19:00-01:00										Spot5	19:00-01:00		
Spot2	12:00-18:00										Spot6	12:00-18:00		
Spot3	12:00-18:00										Spot7	12:00-18:00		
Spot4	19:00-01:00										Spot8	19:00-01:00		

Poule stage, Offline:

21-jul	22-jul	23-jul	24-jul	25-jul	26-jul	8-aug	9-aug	10-aug	11-aug	12-aug	13-aug	14-aug	15-aug	16-aug	17-aug	18-aug	19-aug	20-aug	21-aug	
za	zo	ma	di	wo	do	wo	do	vr	za	zo	ma	di	wo	do	vr	za	zo	ma	di	
Poule Stage					Elimination Stage															
A1-A2	A1-A3	A2-A4	A1-A4				Match 1					Match 3				Match A				Match E
B1-B2	A2-A4	B1-B3	B1-B4				BO3					BO3				BO3				BO3
A3-A4	B1-B3	B2-B4	A2-A3				Match 2					Match 4				Match B				Match F
B3-B4	B2-B4	B2-B3	B2-B3				BO3					BO3				BO3				BO3
BO1	BO1	BO1	BO1																	

Semifinals and Finals:

25-aug	26-aug	27-aug	28-aug	29-aug	30-aug	31-aug	1-sep
za	zo	ma	di	wo	do	vr	za
Finals							
Semi Finals						Finals	
Spot 2	Spot 1					S1-S2	
Spot 3	Spot 4						
BO5	BO5					BO5	

1.3 Location of play

The offline competition shall be played at the location of the Benelux Premier League (BPL). The address of this location is Persoonshaven 906, 3071 CL Rotterdam.

1.4 Content

Video footage obtained from the matches of the BPL may only be used by third parties after permission of the entitled party. Participants of the BPL extend their permission to the BPL to use and publish photo- and video footage in which the participant is visible by default.

By applying for the Benelux Premier League, players and teams waive their rights on reproduction of their intellectual property and the production will automatically obtain a non-transferrable exclusive license for using these trademarks and copyrights for broadcast production and the exclusive exploitation of the production and the commercial inventory.

1.5 Contact information

For questions or remarks about the regulations of the BPL, emails can be sent to .

1.6 Equality

Discrimination is not condoned during the competition. Examples of this are, but not limited to, discrimination on race, political opinion, religion, sexual identification, or hate speech. The use of such discrimination leads to exclusion. These violations may be reported to the authorities.

Moreover, every form of intimidation whether they are within the premises of the BPL or not, shall lead to immediate exclusion. These violations will be reported to the authorities.

1.7 Responsibility

By participating in the Benelux Premier League, the team assumes the responsibility to partake in a most sporty manner to the competition. These responsibilities include, but are not limited to, interacting with the other players and officials with sportsmanship-like behavior, keeping to the times provided in the tournament schedule, keeping to the regulations of the tournament when this can be applied, announcing when a player cannot play during a match in a timely manner. If these matters are not dealt with in an adequate manner, sanctions will be given to the applying party. These sanctions can vary from losing bans, to the exclusion of the tournament.

2. Roles

The Benelux Premier League has different sets of roles; Competition management and participants.

2.1 Competition management

2.1.1 Competition managers

Competition managers are responsible for the continuation of the competition. This includes, but is not limited to, the processing of sign-ups, line-ups, results, and tournament schedule. Within the competition and outside of the matches, the competition managers are the highest authority. They enact the regulations, decide on the validity of the line-ups, roster changes, and requested changes. The competition managers are also those who decide on the sanctions during administrative violations of the regulations. An appeal can be made against any verdict or decision of the competition management by mail within the first 72 hours after the decision has been communicated to those involved. The competition management is required to actively partake in the communication towards the teams and keeping them up to date.

2.1.2 Competition admins

During the matches in the Benelux Premier League, referees are used to ensure the fairness and ensure that things are transpiring smoothly. These referees ensure that the matches are played according to the regulations. During the matches the referees are responsible for disciplinary decisions.

When the rules of play are violated by the participants, the referee reports these violations to the competition managers after which the competition managers will discuss and deliver a verdict. The verdict shall always be delivered after the game, except discrimination. Violation may lead to the immediate disqualification of players and an instant auto-loss.

2.1.3 Referees

Referees shall be present in the booths during the matches. They assist the competition admins and mediate violations of the regulations or other disturbances during the game.

3. Participants

A participant is a player, team captain, substitute, or coach that participates at the Benelux Premier League. Each participant must qualify for their assigned roles and will be included into the database of the BPL.

3.1 Players

A player is part of the team and actively plays in the matches. Each player has no more privileges other than play for their team. A core player can only be signed up for one team within the Benelux Premier League and cannot play for multiple teams. There are two types of players: Local players and non-local players. Official communication with other teams and officials can only be done by the team's captain.

Teams and Players are only allowed to participate in one European Regional League during a single split.

The offline games are being played in our esports venue in Rotterdam, the Netherlands.

Current starters in any premier regional league (EU LCS, LCK, LPL, IWC etc.) are strictly forbidden from engaging in the European Regional Leagues.

If a player has played in ten or more matches at any point in an LCS Split, that player is restricted from playing in a European Regional League for the remainder of the Split, from the moment the player reaches the tenth match.

For the avoidance of doubt: Teams and players are allowed to participate in multiple Online Qualifiers as long they are not placed in the Group Stage.

3.1.1 Local players

A local player is a player who has a Dutch, Belgian or Luxembourg citizenship.

3.1.2 Non-Local Players

A non-local player is a player that has a European or non-European citizenship, but does not own a citizenship from the Netherlands, Belgium, or Luxembourg. In a roster, a maximum of 2 European and/or 2 non-European citizens are allowed. Non-European citizens must have a valid multiple entry visa for EU for the duration of at least six months after the application of the current split closes.

A line-up consists of a minimum of three local players, and a maximum of two non-local players.

3.1.3 Roster

A team's roster consist of a maximum of 7 players. There is one roster change during a split: After the online Qualifiers, before the Group Stage. There are only one change possible.

3.2 Substitutes

Each team can have a maximum of two substitute players (subs) in their roster. Each substitute

player is added to the Team's application form and is a part of the initial roster. A substitute player is not allowed to be signed up for multiple teams at the same time. Unfilled positions in the roster are not allowed to be filled during the split, except for during the roster change moments. (See 6.3 Roster changes)

3.3 Team Captains

The captain of a team can be one of the players or a coach. Each team only has one team captain. Each team captain is the representative of a team, both in game and outside of the games. The team captain conducts the formal communication between their team and the competition management. Before, during, or after the match, only the team captain is allowed to formally contact the other team.

3.4 Coaches

A coach is part of the team. A coach that does not qualify for the requirements set for players is not allowed to play during a game. The coach may assume the role of team captain. The coach is allowed to be present in the booth and communicate with their own team during the ban and pick procedure of the game. After the pick and ban phase, the coach shall directly leave the booth. After the match, the coach is allowed to enter the booth.

4. Registration process

Players sign up with the entirety of the team. A team can sign up by sending an email to containing the following information:

- Registration form, found at
- EU citizens must provide a photo or copy of their passport or state issued identity card + copy bank statement with address
- non-EU citizens must provide a photo or copy of their passport or state issued identity card + a valid visa with work eligibility is required

Minimum rank: Platinum 3.

Players are at least 16 years old.

4.1.2 Ingame account

The players must possess a League of Legends-account corresponding with their own ingame name. This is not the same account as is used in the Tournament Realm. This account should be connected to the personal email address of the player. The account level must be Platinum 3 and have unlocked a minimum of sixteen champions. The participant forwards his/her highest ranked account during the sign-up and shall notify the competition management of any changes through the medium of email.

Playing a match on the account of another player is not allowed. Using the account of another player will be met with the immediate disqualification for the remainder of the competition to the player in question, and be assigned a loss for the played match of the team.

Any changes to the account shall be notified to the competition management of BPL at first occasion.

If a player receives a permaban from Riot Games, the player is automatically disqualified. The team can continue playing in the current split but cannot change the roster. If a team can therefore, or for another reason not attend at matches with a valid line-up, team will forfeit the upcoming matches, until they compose a valid line-up.

4.1.2.1 Ingame name

Players must use the same account name on the Tournament Realm for the duration of the competition. This name must appear as alike to their live account, unless their live account contains, but is not limited to, provoking messages, can offend, or contains negative content. Players must notify the competition management immediately about changes of their ingame name on the live client. Ingame names may not contain messages from sponsors, use offensive language, or be negative towards the BPL. If there is doubt whether an account does fulfill these criteria, the officials of the BPL shall decide. by Riot Games (). Players must keep to the terms of agreement they have signed during the creation of their account. Violations of these rules will lead to a sanction decided by the officials.

4.2 Ownership

Teams/Organizations are only allowed to participate on one European League per split

- Organizations have a one Split cooldown if they want to move their team from one ERL to another
- Owners can only own one Team across all European Regional Leagues.
- Ownership of multiple Teams in any given European Regional League is forbidden
- Ownership of the Team should be clearly indicated by the starters of the team

5. Rules of the competition

5.1 Schedule

The schedule shall be released and published on

Online qualifiers shall be ~12 hours published before the day of the matches that have to be played and 48 hours before the day of the matches have to be played for the Group Stages / Elimination bracket.

5.2 Line up

Each team is required to submit their line-up three days prior to the day of the match. The standard time for deadlines are 18:00 CET for the submission of the teams to the competition management. The line-ups shall be made public and published at three days prior to the day of the match at 23:59 CET. In case no line-up is submitted or alterations are made, the team will play with their main line-up. The submitted line-up shall use the LCS format. The LCS format states the order of the players to be Top-lane, Jungle, Mid-lane, ADC, and Support. Alterations are unable to be made after the deadline has passed barring the appeal for external factors¹. Omission² is not a valid reason for making this appeal.

Appeals are expected to be made at the first opportunity that occurs. Each team has access to EU-related information regarding the other team. If a team does not submit the correct EUW information to the management of the competition after the alteration of the team's composition or name changes, the team will be subject to the loss of a ban for the corresponding match at a rate of one ban per day of delay.

5.2.1 The composition of a team

The partaking teams shall always consist of five accepted and valid players. Accepted players are the players who have been signed up for the team during the team's selection, and substitute players of the team. A team that partakes in a game with players that are not accepted players, will be subject to an automatic loss. Repeated violations shall result in harsher punishments until the maximum allowed losses has been reached. When a team has reached the maximum allowed losses due to these violations, they will be disqualified for the remainder of the competition.

It is the team's responsibility to ensure the availability of the substitutes when they are submitted. Submitting a line-up with a substitute, but not using the substitute shall not be accepted as a means of alteration.

5.3 Time of play and length of matches

Matches will be played during the corresponding times on the schedule of the competition. If a delay occurs that consists of more than one and a half hour, the match will be postponed, unless the teams are present and both parties agree to play the match regardless of the delay. In case delay occurs, but the game is able to be played, the game shall be subject to the order of play as shown on

¹ A situation of delay, or complete attendance of either a player or a team, which is caused by external factors

² A situation of delay that occurs due to neglect of the player or team.

the schedule of the competition unless a situation occurs due to external factors. Omission is not a valid reason.

Matches are assigned a total of 75 minutes. This time includes a 15 minute period of preparation. In case of a match lasting longer than 75 minutes, the teams of the next match will remain entitled to 15 minutes of preparation.

Each team is expected to be on the location (Persoonshaven 906, 3071 CL Rotterdam) 45 minutes prior to the scheduled initial starting time of the scheduled match. These 45 minutes include a 15 minute period of preparation for the teams. Within this time the team captain or manager of the team shall report to the management of the competition and be shown their allocated space of play. In case a team is not complete 45 minutes before the game is scheduled, the following repercussions are in effect.

Delayed for

- 15-30 minutes: 1 ban will be subtracted
- 30-45 minutes: 3 bans will be subtracted
To clear things up: the timings above refer to the time the team has arrived at or before the scheduled time of the game.
- More than 45 minutes: 5 bans subtraction (team has arrived after the scheduled starting time of the match).
- More than 60 minutes : auto loss.

Repeated offense in arriving late and causing delay to the game will result in harsher treatments until the maximum amount of bans has been achieved. After which auto-losses will be allocated.

5.3.1 No show

Not showing to a scheduled match without a valid reason will incur a fine of €650 per match. €150 of this amount shall go to the other team as reparations. €500 of the amount shall be added to the prize pool.

Definition:

1. A team does not appear at all without prior communications
2. A team refuses to appear
3. A team can not appear for reasons team could have anticipated on. Having unavailable substitutes is not a valid reason. Planned holidays are also not a valid reason

Valid reasons for no-show are:

- Force majeure
- Accidents

In case of a valid no-show, the match will be rescheduled to a date prior to the next scheduled

competition day, at the discretion of Competition Management. The rescheduled match could be played online with live proof of presence of the attending players.

5.3.2 Preparation

The preparation time of a match is 15 minutes. The teams need to ensure that they are available to play at the time given on the schedule of play. During this time, the following is expected of the team.

- The logging in of the allocated account to the corresponding server.
- The joining of the lobby provided by the management of the competition.
- The pages of runes and masteries need to be sorted.
- The confirmation of working equipment. (This includes the joining and testing of Teamspeak)
- Confirming to the team captain of the capability to begin.

Both captains will give notice to each other that they are ready to begin. After this a signal shall be given by the head of referees to begin.

5.3.3 Equipment

Only the computer, the monitor, and noise cancelling headgear will be supplied by the production. Participants are encouraged to bring their own keyboard, mouse and earbuds. Spare equipment is available. Production is not liable for the supplied spare equipment.

5.4 Cheating

Players are not allowed to use third party programs that enhance their abilities unfairly. In case of doubt, an official will decide. The programs in question consist of scripts, timers, hacks, or other unfair advantages. Using these programs or other performance enhancing substances will result in disqualification of the team.

During the matches, players are prohibited to communicate with anyone outside of their own team, or the referee in their booth.

The use of mobile phones during the matches is prohibited. The use of a mobile phone leads to repercussions decided by the officials. These repercussions are made depending on the severity of the violation.

The use of electronic equipment such as, but not limited to, tablets, smartwatches, and VR-glasses is prohibited. Moreover, it is not allowed to watch the live camera footage of the game in one way or the other.

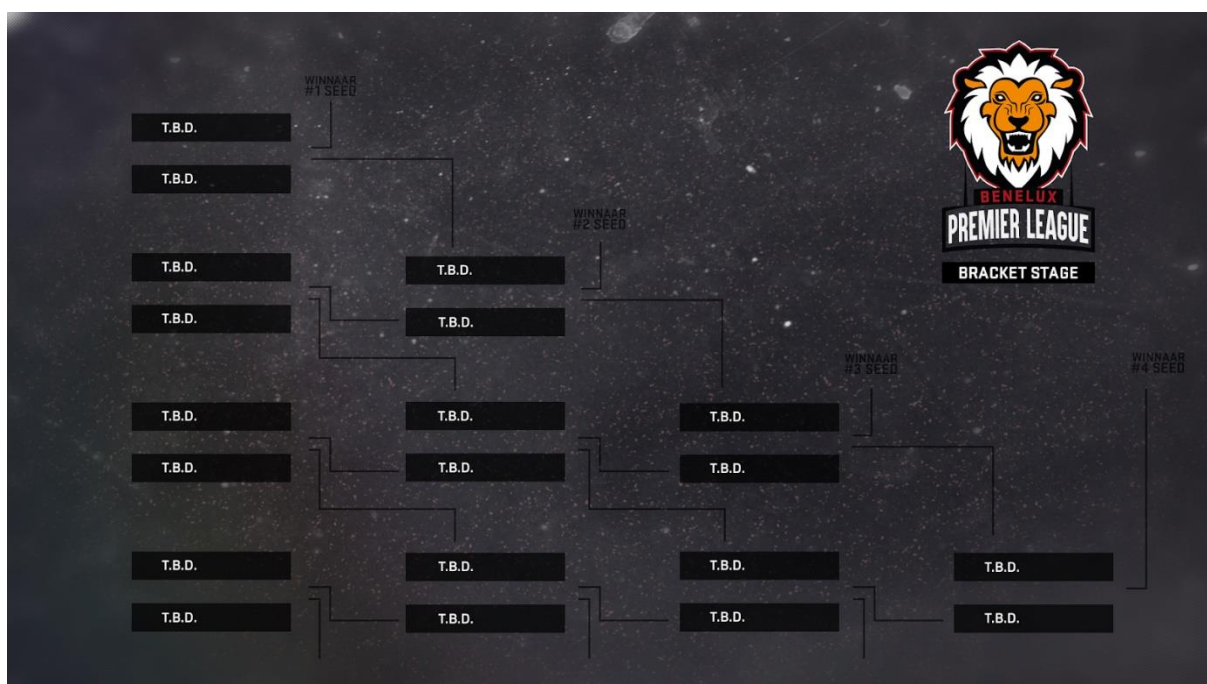
6. Miscellaneous

6.1 Competition

The competition consists of four online qualifiers. Both finalists of each qualifier qualify themselves and advance to the group stage.

This results in eight teams that advance to the group stages. This stage is divided into two pools. Teams shall be distributed into these pools determined by their elo/ranking. Each pool will play a single round-robin (Bo1)

After the group stage, the teams shall be distributed again in the elimination stage, (Bo3).



6.2 Roster Changes

Changing a roster is possible after the online qualifiers and must be submitted at least three days prior to the group stages. Deadline is 18th July 2018.

Only one roster changes is allowed.

6.3 Prize pool

The victorious team of the Benelux Premier League shall compete for a place in the European Masters. A prize pool has been made available of €4000 plus €500 for each no show. The distribution of the prize pool is shown below.

1st place: €2000 (50%)

2nd place: €1000 (25%)

3rd place: €650 (16.25%)

4th place: €350 (8.75%)

6.4 League standings

In case of a tie during the group stage, individual results shall be compared.

7. Ingame procedure

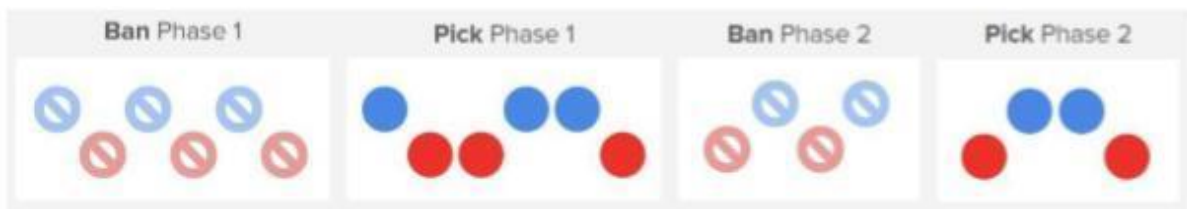
7.1 Maps and game modes

Each game shall be played on the map "Summoners rift". The spectators will make a custom game lobby and invite the players of the teams. The game mode shall be tournament draft.

7.2 Starting side

Before the games, a coin flip shall be conducted and decide which side either team shall play on; Blue or red.

7.3 Pick and bans



7.4 Blocked champions/skins

In case Riot Games has blocked or banned a champion or a certain skin due to a bug, the Benelux Premier League shall stick to the same decision as Riot Games. A newly introduced champion shall only be playable two weeks after their initial release. In case a team bans a blocked or banned champion, this shall be treated as a normal ban. In case a team wants to play a blocked or banned champion, a remake shall be made.

7.5 Bugs

In case a player suspects a bug is influencing or altering the game, the player is allowed to pause the game and notify an official. This is only permitted if the bug influences the game to the extent where the game can be won or lost unfairly. In case the pause is made improperly, the rules under the section "Pauses" shall be used to reach a final verdict.

7.6 Victory

A team is victorious when the nexus of the enemy is destroyed, or the enemy team has surrendered. A team can only surrender when four of the five players vote to surrender in the surrender vote.

7.7 Recording

The matches shall be recorded by stream and be broadcasted on [\(Dutch\)](#) and [\(English\)](#)

7.8 Game of Record (GOR)

A "game of record (GOR)" shows when ten players of a match have started and have reached interaction with the map or other players. When a GOR has been reached, it is no longer possible to

remake the game without the official decision of one of the officials. GOR has been reached when one of the following circumstances has been met:

- Players of both teams have seen each other in the game.
- A member of either team has entered the jungle of the enemy team.
- An minion, jungle monster, building, or enemy champion has been attacked.
- The in-game timer has reached 00:01:40

7.9 Pauses

Players are permitted to pause the game when an official approves of it. Each team has the right to pause a game for ten minutes, in case the pausing of the game has no valid reason, a sanction shall be applied under the section of “sanctions”.

Valid reasons are:

- Technical issues regarding the hardware of the computer such as monitors, computer problems, but also mouse, keyboard, and headset defects.
- Technical issues regarding the software of the computer such as the game crashing to desktop, or the voice communication fails.

Other reasons shall be reviewed by, and decided upon by the officials. In case a reason has been denied, a sanction, like in the section of “sanctions”, may be applied.

A team has a maximum of five pauses. Pauses issued by one of the officials is not counted towards this limit. When more, or the timer exceeds the length of the allowed pause, this shall be notified by one of the officials. In the circumstance when this is not the case, sanctions may be applied.

A pause may not be issued during a (team) fight.

During a pause, teams are not allowed to communicate with their own players, members of the audience, or the other team. Players are only allowed to communicate with the referees and competition admins.

7.10 Remake

In case a situation occurs when both teams have been penalized or disadvantaged to the extent when the game is unwinnable, outside of their own doing, the game shall be remade if the timer of the game is equal to, or less than 20 minutes. After 20 minutes, a game shall continue as normal.

7.11 Ingame spectating

Spectating the game through spectator mode of League of Legends is only permitted to those who have been assigned as spectator by the TV production Team. The use of the information of the spectator mode to help a team or player is not allowed and will lead to a sanction.

8. Other sanctions during violation of the regulations

8.1 Sanctions

The violation of the regulations shall lead to a sanction determined by the officials. The severity of the sanction is determined by the severity of the violation. The following sanctions can be applied:

8.2 Loss of choice on side

When a team has the choice of starting on the red or blue side, this choice can be taken away if the team in question has transgressed the regulations.

8.3 Loss of bans

Each team is entitled to five bans per game. The possibility to ban can be taken away if the team in question has transgressed the regulations.

8.4 Automatic loss of a match

The officials can decide for a match to automatically be lost by a team if there is a valid reason for this during the violation of the regulations. This decision can be made after the game has already been played.

8.5 Suspension

During a suspension a player is not allowed to play for their team for a determined set of matches . The amount of matches shall be determined by the officials.

8.6 Disqualification

During severe violations such as, but not limited to, playing whilst intoxicated, using cheats, or the intimidation of an opponent, the officials are at liberty to disqualify a team and/or player. The team and/or player shall receive a well-founded reason for their disqualification.

8.7 Other situations

Situation 1:

A team is not ready within the 15 minutes of preparations that they have received.

Sanction:

The team shall play with the current settings. They are allowed to change these settings during the game. In case a player refuses to play due to this circumstance, the loss of bans and automatic loss of the game may be applied.

9. Objections

9.1 Objections regarding match results

If there are objections regarding the match results, the captain of the team shall send email to the management of the competition within the first 72 hours. Within this email the following has to be included.

- Date of play
- Name of their team
- Name of their opponent's team
- Reason of objection and motivation

The use of video footage is allowed.

9.2 Objection regarding an official's decision

If there are objections regarding the decision of an/the official(s), the captain of the team shall send an email to the management of the competition within the first 72 hours. Within the email the following has to be included.

- The verdict or decision
- Reason of objection

The objections shall only be reviewed and researched if all of the criteria have been met.