

Benelux Premier League Regulations 2019



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Introduction

These regulations are created for the Benelux Premier League. These regulations will replace all other regulations, released before this one.

The schedule of the competition and the schedule of play shall be published on <http://beneluxpremierleague.nl/> and shall be available for request by the participants at competition@beneluxpremierleague.nl. 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, the elimination bracket and the finals. The offline matches will be played on the Tournament Realm, updates shall be applied by Riot Games. The Benelux Premier League has no control over these updates and is not kept up-to-date by Riot Games about the changes of 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.

Gamers First will put maximum effort in making the TR available at least a week after the release of the live client.

For the avoidance of doubt: the online matches will be played at the live client.

For questions and/or remarks regarding the regulations, an email can be send to: competition@beneluxpremierleague.nl

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. A zero-tolerance towards alcohol and drugs (soft and hard) are policy during the matches and games.

1.2 Duration of the competition

The competition lasts from the 5th of July until the 1st of September 2019. Please refer to below schedule and www.beneluxpremierleague.nl for updates after the publication of this rule set. Note: the 3rd place decider matches are played online, unless requested by both teams to play the match at the offline location. Nonetheless, times remain unchanged.

Online Qualifiers, online only:

<u>Qualifiers</u>	
vr 5-jul-2019 spot 1	vr 12-jul-2019 spot 5
za 6-jul-2019 spot 2	za 13-jul-2019 spot 6
zo 7-jul-2019 spot 3	
ma 8-jul-2019 spot 4	

Poule Stage, online only:

BPL S2-Su	BPL S2-Su	BPL S2-Su
LOL	LOL	LOL
22-jul-19	23-jul-19	24-jul-19
ma	di	wo
18:00 - 22:00	18:00 - 22:00	18:00 - 22:00
<u>Poule Stage 1</u>	<u>Poule Stage 2</u>	<u>Poule Stage 3</u>
A1-A2	A1-A3	A1-A4
B1-B2	A2-A4	B1-B4
A3-A4	B1-B3	A2-A3
B3-B4	B2-B4	B2-B3
BO1	BO1	BO1
ONLINE		

Elimination Stage, offline only:

BPL S2-Su				
LOL	LOL	LOL	LOL	LOL
10-aug-19	11-aug-19	17-aug-19	18-aug-19	25-aug-19
za	zo	za	zo	zo
14:00 - 20:00	14:00 - 20:00	14:00 - 20:00	14:00 - 20:00	14:00 - 20:00
<u>Elimination Stage 4</u>	<u>Elimination Stage 5</u>	<u>Elimination Stage 6</u>	<u>Elimination Stage 7</u>	<u>Elimination Stage 8</u>
Match 1	Match 3	Match A	Match C	Match E
Match 2	Match 4	Match B	Match D	Match F

BO3	BO3	BO3	BO3	BO3
OFFLINE				

Semi-finals, Finals (offline-only) and 3rd place decider (online, offline upon request):

BPL S2-Su	BPL S2-Su	
LOL	LOL	
31-aug-19	1-sep-19	1-sep-19
za	zo	zo
14:00 - 20:00	14:00 - 20:00	11:00 - 14:00
<u>Semi Finals</u>	<u>Finals</u>	<u>3rd Place</u>
Spot 1	S1-S2	S3-S4
Spot 2		
	Spot 4	
	Spot 3	
BO3	BO3	BO3
		ONLINE

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 Binckhorstlaan 151A, 2561 BA Den Haag.

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: competition@beneluxpremierleague.nl

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 sportsmanlike manner to the competition. These responsibilities include, but are not limited to, interacting with the other players and officials with sportsmanship-like behaviour, keeping to the times provided in the tournament schedule, keeping to the regulations of the tournament when this can be applied and 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 and are at the sole discretion of BPL officials.

2. Code of conduct

2.1 Competitive Integrity

Teams are expected to play to the best of their abilities at all times within any BPL Match and to avoid any behavior inconsistent with the principles of good sportsmanship, honesty, or fair play. Violating this rule will be subject to penalties at the discretion of BPL Officials. All decisions in regard to violations are at the sole discretion of BPL Officials.

2.2 Collusion

Collusion is defined as cooperation or conspiracy to cheat or deceive others. The cooperation or conspiracy can occur among Players, Teams, and/or Organizations, and can be done to the sole benefit of the parties involved in the cooperation or conspiracy. The list of conspirators is not exhaustive. Collusion includes, but is not limited to, acts such as:

2.2.1 Soft play

Soft play is defined as any agreement among Players to not play at a reasonable standard of competition in a Game.

2.2.2 Splitting prize money

Pre-arranging to split prize money and/or any other form of compensation.

2.2.3 Illegal communication

Sending or receiving signals, electronic or otherwise, from outside sources to/from a Player.

2.2.4 Deliberately losing

Deliberately losing a Game for compensation, or for any other reason, or attempting to induce another Player to do so.

2.2.5 Contract fixing

Conspiring to predetermine locations for Free Agents and/or conspiring to fix the salaries of contracts for Team Members and/or potential Team Members.

2.3 Hacking

Hacking is defined as any modification of the League of Legends game client. The use of any kind of cheating device and/or cheat program, or any similar cheating method. Hacking is not allowed at any point of the competition.

2.4 Exploiting

Exploiting is defined as intentionally using any in-game bug to an advantage. This also includes: looking at spectator monitors, intentional disconnect without a proper and explicitly-stated reason and looking at the stream in any way shape or form.

2.5 Ringing

Ringing is defined as playing using another Player's account or solicitation to do so. Ringing is not allowed during the BPL.

2.6 Other

Any of the following acts which violate these rules and/or standards established by the BPL.

2.6.1.1

A Team Manager/Member may not use language that is obscene, foul, vulgar, insulting, threatening, abusive, libellous, slanderous, defamatory or otherwise offensive or objectionable; or promote or incite hatred or discriminatory conduct, in or near the Match Area, at any time.

2.6.1.2

A Team Manager/Member may not use any facilities, services or equipment provided or made available by BPL officials or its contractors to post, transmit, disseminate or otherwise make available any such prohibited communications.

2.6.1.3

A Team Manager/Member may not use this type of language on social media or during any public-facing events.

2.6.2

A Team Manager/Member may not take any action or perform any gesture directed at an opposing Team Manager/Member, fan, or official, or incite any other individual(s) to do the same, which is insulting, mocking, disruptive or antagonistic.

2.6.3

Abuse of BPL Officials, opposing Team Managers/Members, or audience members will not be tolerated. Repeated etiquette violations, including but not limited to touching another Player's computer, body or property will result in penalties. Team Managers/Members and their guests (if any) must treat all individuals attending a Match with respect.

2.6.4

No Team Manager/Member may touch or otherwise interfere with lights, cameras or other studio equipment. Team Managers/Members may not stand on chairs, tables or other studio equipment. Team Managers/Members must follow all instructions of BPL Officials. During the Match, communication by a Player on the Starting Line-up shall be limited to the Team Members of the Player's Team.

2.7 Responsibility under Code

Unless expressly stated otherwise, offenses and infringements of these rules are punishable, whether or not they were committed intentionally. Attempts to commit such offenses or infringements are also punishable.

2.8 Harassment

Harassment is defined as systematic, hostile and repeated acts taking place over a considerable period of time, or a singular egregious instance, which is/are intended to isolate or ostracize a person and/or affect the dignity of the person. Harassment will not be tolerated on any stage of the BPL.

2.8.1 Sexual harassment

Sexual harassment is defined as unwelcome sexual advances. The assessment is based on whether a reasonable person would regard the conduct as undesirable or offensive. There is zero tolerance for any sexual threats/coercion or the promise of advantages in exchange for sexual favours.

2.9 Rules of engagement

2.9.1

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

2.9.2

Teams may receive or may be asked to submit paperwork for approval or visibility throughout the BPL event. This paperwork is necessary for maintaining expectations throughout the BPL. Early announcements can disrupt the competitive scouting a Team would use to create strategies for upcoming Matches. For this reason, if a Team Manager/Member has been told not to release information, as it may undermine the competitive process, and the Team Manager/Member proceeds to release said information, then the Team Manager, Team Member and/or Team will be subject to penalties.

2.9.3

If the BPL officials or Riot Games determine that a Team, Team Manager or Team Member has violated the Summoner's Code, the League of Legends Terms of Use, or other rules of League of Legends, BPL Officials may assign penalties at their sole discretion. If an BPL Official contacts a Team Manager/Member to discuss the investigation, the Team Manager/Member is obligated to tell the truth. If a Team Manager/Member withholds information or misleads an BPL Official creating an obstruction of the investigation then the Team Manager, Team Member and/or Team is subject to punishment.

2.9.4

A Team Manager/Member may not engage in any activity which is prohibited by common law, statute, or treaty and which leads to or may be reasonably deemed likely to lead to conviction in any court of competent jurisdiction.

2.9.5

A Team Manager/Member may not disclose any confidential information provided by BPL officials or any affiliate of Riot Games, by any method of communication.

2.9.6

No Team Manager/Member may offer or accept any gift or reward to a Player, Head Coach, Team Manager, BPL Official, Riot Games employee, BPL employee or person connected with or employed by another BPL Team for services promised, rendered, or to be rendered in defeating or attempting to defeat a competing Team. The sole exception to this rule shall be in the case of performance-based compensation paid to a Team Manager/Member by a Team's official sponsor or Owner.

2.9.7

No Team Manager/Member or Affiliate of a Team may solicit, lure, or make an offer of employment to any official Head Coach or Player who is signed to any BPL Team, nor encourage any such Head Coach or Player to breach or otherwise terminate a contract with said BPL Team. A Head Coach or Player may not solicit a Team to violate this rule. A Head Coach or Player may express publicly their desire to leave the Team and encourage any and all interested parties to contact their Manager. But the Head Coach or Player may not entice a Team directly to reach out to their Team Manager or attempt to violate their contractual obligations. Violations of this rule shall be subject to penalties, at the discretion of BPL Officials. To inquire about the status of a Head Coach or Player from another Team, Team Managers must contact a Team Manager of the Team that the Player and/or Head Coach is currently contracted with. The inquiring Team must provide visibility to BPL Officials before being able to discuss the contract with a Player.

2.9.8

No Team Manager/Member may refuse or fail to apply the reasonable instructions or decisions of BPL Officials.

2.9.9

No Team Manager/Member may offer, agree, conspire, or attempt to influence the outcome of a Game or Match by any means that are prohibited by law or these rules.

2.9.10

Documentation or other reasonable items may be required at various times throughout the BPL event as requested by BPL Officials. If the documentation is not completed to the standards set by BPL officials, then a Team may be subject to penalties. Penalties may be imposed if the items requested are not received and completed at the required time.

2.9.11

No Team Manager/Member or BPL Official may take part, either directly or indirectly, in betting or gambling on any results of any League of Legends tournament or Game/Match globally.

2.9.12

Repeated infractions are subject to escalating penalties, up to, and including, disqualification from future participation in the BPL event. It should be noted that penalties may not always be imposed in a successive manner. BPL officials, in their sole discretion, can disqualify a Team Manager, Team Member or Team for a first offense if the action of the Team Manager, Team Member or Team is deemed egregious enough to be worthy of disqualification by BPL officials. Penalties that state a listed amount of time for discipline will only apply to competitive months. Competitive months are defined as the months in which League of Legends' professional competition is taking place.

3. Roles

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

3.1 Competition management

3.1.1 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. The competition management is required to actively partake in the communication towards the teams and keeping them up to date.

3.1.2 Competition admins

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

3.1.3 Referees

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

When the rules of play are violated by the participants, the Head-Referee will deliver a verdict. The verdict is usually delivered after the game, but can be given before a match starts if the competition managers and referees deem necessary. Transgressions during the game can and will immediately be acted upon by the referee. Violation may lead to, but isn't limited to, the immediate disqualification of players and an instant auto-loss.

3.1.4 BPL Official

A BPL Official is a member of the Competition Management. A BPL Official will be present on location in Den Haag and has the authority to deliver a verdict. They assist the Competition Managers, - Admins and Referees and mediate violations of the regulations or other disturbances in and near the match area.

3.1.5 Appeal and the use of Competition Form

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, unless the Competition Form has been signed by both teams. Appeals directly related to the match (e.g. the result, the opponents line up or players, etc etc) must be filed through the Competition Form as a first appeal. Any appeal directly related to the match is void if not filed via the Competition Form.

3.2 Participants

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

Team Owners and Team employees may not be employees of Riot Games Inc. ("RGI"), League of Legends eSports Federation LLC or BPL or any of their respective affiliates. "Affiliate" is defined as any person or other entity which owns or controls, is under the ownership or control of, or is under common ownership or control with, the named Riot and/or ERL entities above. "Control" shall mean the power, through any means, to determine the policies or management of an entity, whether through the power to elect, appoint or approve, directly or indirectly, the directors, officers, managers or trustees of such entity or otherwise.

3.2.1 Players

A player is part of the team and actively plays in the matches. Each player has no more privileges other than to 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 will be played in the esports venue in Den Haag, the Netherlands. Current starters in any premier regional league (LEC, LCS, LPK, LPL, 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.

3.2.1.1 Local players

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

3.2.1.2 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. A roster, may contain a maximum of 4 non-local players, provided no more than two of these non-local players are of non-european origin. Europe is defined as any of the following countries: Albania, 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, Ukraine, United Kingdom (UK), Vatican City (Holy See). Non-European citizens must have a valid multiple entry visa for the EU for the duration of at least six months after the application of the current split closes. A line-up must consist of a minimum of three local players, and a maximum of two non-local players.

3.2.1.3 Roster

A team's roster consist of a maximum of 10 players. There is one roster change allowed during a split: After the Group Stage, before the elimination stage. No more than three players may be exchanged in this roster change (see 6.2).

3.2.1.4 Contract rules

If a player has a contract with his team/organization, the contract may not include any of the following:

- Non-compete clauses preventing players from joining other teams after their contract has ended.
- Right of first refusal clauses, allowing the player's current team to match an offer from a new team and thus forcing the player to remain, regardless of the players desire.
- Automatic renewal by silence clauses. players must agree to any contractual extensions or new agreements with the team.
- The contract length may not exceed 2 years.

A player contract must include the following:

An option for the player to terminate in the following cases:

- The team is removed from the BPL
- The player is removed from the roster. Getting removed from the starting line-up does not trigger this.
- An exemption to confidentiality for the purpose of providing a contract outline to the league.

The contract must contain an end date which aligns with the Global Contract Window stipulated end dates; 18th of November 2019, 16th of November 2020 or 15th of November 2021.

Semi-Professional teams are required to honor the Global Contract Window and Free Agency period. The Free Agent Signing for the Spring Split starts at November 20th 2018 and ends at March 11th 2019. The Free Agent Signing for the Summer Split starts at May 6th 2019 and end August 5th 2019.

A Free Agent is a Player eligible to participate in an ERL and who either has not yet signed a valid written Player Agreement with a Team or has been released from a Team or has had a contract expire without renewal.

Head Coaches or Players who have participated in any aspect of a Professional or Semi-Professional League in the most recent Split cannot enter into any new oral or verbal commitment, financial arrangement, or contractual arrangement after the Summer Split Free Agency Signing Deadline closes and before the Global Contract Window opens with any Organization owning a Professional or Semi-Professional Team if that commitment extends past the Global Contract Window, or otherwise impacts the Player's status as a Free Agent once the Global Contract Window opens, before the Global Contract Window has opened with any organization owning a Professional or Semi-Professional Team if that commitment extends past the Global Contract Window or otherwise impacts the player's status as a Free Agent once the Global Contract Window opens, before the Global Contract Window has opened

3.2.2 Substitutes

Each team can have a maximum of five 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 6.2 Roster changes)

3.2.3 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.

If the team captain is sick or for any other reason unavailable during one of the matches, a replacement captain has to be appointed and BPL officials have to be notified of this. If the team does not appoint a new team captain, a BPL official can appoint someone for the task.

3.2.4 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 pick and ban 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.

A team can only have 1 Head Coach to be in the booth with the players, all other coaches will be considered team management and are not allowed inside the booths.

4. Registration process

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

- Registration form, found at <http://beneluxpremierleague.nl/>
- EU citizens must provide a photo or copy of their passport or state issued identity card and a copy of a bank statement with address
- non-EU citizens must provide a photo or copy of their passport or state issued identity card and a valid visa with work eligibility

Minimum team average rank: Diamond IV (current season)

Players must be at least 16 years old.

If a player isn't 18 years old they need signed permission from a parent or legal guardian.

The permission form can be found on the BPL website (<http://beneluxpremierleague.nl/>) or could be requested by mail.

Deadline: 15th july 2019, 23:59. For the avoidance of doubt: all necessary data must be filled in, no blanks are accepted. No missing data will be accepted.

4.1.1 Ingame account

The players must possess a League of Legends-account corresponding with their own ingame name. This account must be in compliance with the terms of service, as stated by Riot Games. This is not the same account as used in the Tournament Realm. This account should be connected to the personal email address of the player. The account must have access to a minimum of twenty unlocked 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 any account that is not the players main account (the account forwarded as stated in the previous paragraph) 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. The tournament accounts are property of the Benelux Premier League.

Any changes to the account shall be notified to the competition management of BPL within 24 hours of the change. If this criterion is not met, the change will be considered invalid and must be reverted before the next match.

If a player receives a permanent ban 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, the team will forfeit the upcoming matches, until they compose a valid line-up. If a player is subject to any ban of any duration on any of the player's privately owned, or tournament account(s), the player is not allowed to participate in any of the BPL matches until his/her ban has been lifted.

4.1.2 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. 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.

4.1.3 Ingame tags

For the duration of the competition players are not allowed to play with their own club tags (league club) in any BPL match, both offline and online. Tags that are placed in the ingame name need to apply to the Ingame name rules (4.1.2)

4.2 Ownership

Teams/Organizations are only allowed to participate in 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
- Whenever ownership of a team changes, the (new) team (owner) must notify the competition management of said change.
- The BPL officials shall have the right to make final and binding determinations regarding Team ownership, issues relating to the multiple Team restriction and other relationships that may otherwise have an adverse impact on the competitive integrity of the BPL.

4.3 Sponsor rules

If a team has one or multiple sponsors, these sponsors need to apply to the following rules.

- No team may have an agreement with a sponsor which may be deemed objectionable or offensive. It is for a BPL official to decide whether this is the case or not.
- No person or entity may hold the naming rights to more than one BPL team at a time. A sponsor which holds naming rights to a team may not sponsor other teams participating in the same BPL in any capacity. No person or entity acting as an owner, partial or total, or as a corporate officer for one organization may sponsor a team of a different organization through themselves, a direct connection, another organization they represent or a proxy.
- Teams cannot have multiple brand names in their team name.

5. Rules of the competition

5.1 Schedule

The schedule shall be released and published on <http://beneluxpremierleague.nl/>. Online qualifiers shall be published 3 hours 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 two days prior to the day of the match. The standard time for deadlines is 23:59 CET for the submission of the teams to the competition management. The line-ups shall be made public and published two days prior to the day of the match. In case no line-up is submitted or alterations are made, the team will play with their main lineup. 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. Online qualifiers are an exception to this rule; teams need not submit a line-up for the online qualifiers.

When alterations are made after the deadline has passed the punishments as listed below will apply barring the appeal for external factors¹. Omissions² 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 a loss of bans for the first game as follows:

- One day of delay: the first ban
- Two days of delay: the first three bans
- Three days of delay: all five bans

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.

In a Bo3 or Bo5 series, teams are allowed to switch their line up in between matches with their substitutes. This new line up has to be given to the Head of Referee's before 5 minutes have passed since the victory or defeat screen.

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. In addition, the team will be penalized with a blue card (8.6).

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.

5.2.2 No 4v5 Play

Teams are required to field a full team of five players to start a match. However, if a player disconnects during a game, the team may continue play after the pause allowance is exhausted to attempt to complete the game. Subsequently, the team may end the game with only one player. If after the pause allowance is exhausted no players can attend the game, the opponent is given an auto win.

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 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 has to be on the location (Binckhorstlaan 151A, 2561 BA Den Haag) 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 of the team shall report to the management of the competition and be shown their allocated space of play. Whenever a team is not complete 45 minutes before the game is scheduled, the following repercussions are in effect.

Delayed for

- <15 minutes: Side selection will be transferred retroactively to the other team.
- 15-30 minutes: The first ban will be subtracted
- 30-45 minutes: The first through third bans will be subtracted In addition, the team will be

penalized with a blue card

- 45-60 minutes: All bans will be subtracted team has arrived after the scheduled starting time of the match. In addition, the team will be penalized with another blue card, effectively resulting in a red card.

- More than 60 minutes: No show (see 5.3.1.).

5.3.1 No show

Not showing up for a scheduled game without a valid reason will result in an automatic loss and incur a fine of €650 per game. €150 of this amount shall go to the other team as compensation. €500 of this 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

Mobile phones, smartwatches, tablets, laptops and other electronic devices are not permitted inside the booths. The organisation of the BPL is not responsible for damage caused to these appliances.

Mascots smaller than 50 centimetres are permitted, as are drinks, provided they reside within a resealable container. If the drink in question is not transparent (such as several soda brands), the container needs to hide the substance from view.

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

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

During preparation time, it is not allowed to view any kind of stream. All programs, barring TeamSpeak, the League of Legends (tournament) client, and allowed drivers must be closed before the start of the pick & ban phase.

Whenever a team is not ready within the 15 minutes of preparations that they have received, the team shall play with the current settings. They are allowed to change these settings during the game, although they will not be granted the privilege to pause the game to do so. In case a player refuses to play due to this circumstance, the loss of bans and automatic loss of the game may be applied. Technical difficulties are an exception to this rule, at the discretion of the BPL officials.

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.

5.3.4 Clothing

It is mandatory to wear team clothing, which depicts the team logo and it's sponsors. If this is not available, it is allowed to wear a plain T-shirt, provided all the players of the same team are dressed in the same colour. Hats are not allowed.

Team clothing must NOT be subject to the following:

- Containing any false, unsubstantiated, or unwarranted claims for any product or service, or testimonials, the BPL officials consider unethical.
- Advertising any non-"over the counter" drug, tobacco product, firearm, handgun or ammunition.
- Containing any material constituting or relating to any activities which are illegal in any League region, including but not limited to, a lottery or an enterprise, service or product that abets, assists or promotes gambling.
- Containing any material that is defamatory, obscene, profane, vulgar, repulsive or offensive, or that describes or depicts any internal bodily functions or symptomatic results of internal conditions, or refers to matters which are not considered socially acceptable topics.
- Advertising any pornographic website or pornographic products.
- Containing any trademark, copyrighted material or other element of intellectual property that is used without the owner's consent or that may give rise to, or subject the BPL or its affiliates to, any claim of infringement, misappropriation, or other form of unfair competition.
- Disparaging or libeling any opposing Team or Player or any other person, entity or product.

A Player may not cover their face or attempt to conceal his or her identity from BPL Officials. BPL Officials must be able to distinguish the identity of each Player at all times and may instruct Players to remove any material that inhibits the identification of Players or is a distraction to other Players or BPL Officials.

BPL Officials reserve the right to refuse entry or continued participation in the competition to any Team Member who does not comply with the apparel rules.

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.
It is not allowed to watch the live footage of the game in one way or the other.

6. Miscellaneous

6.1 Competition

The competition consists of eight Online Qualifiers. The winner of each Qualifier will advance to the group stage.

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

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



After the Elimination stage, the 4 finalists will continue towards the semi-finals (Bo5).

The losers of the semi-finals will play for the 3rd place (Bo5).

The winners of the semi-finals will continue to The Grand Finals(Bo5).

The above is in accordance with paragraph 1.2.

6.2 Roster Changes

Changing a roster is possible after the Group stage and must be submitted at least at the deadline. The deadline is 26 July 2019 at 23.59 CET OR within 58 hours after the start of the last Group stage matchday. The roster change will be in effect at the start of the elimination stage.

Up to three roster changes (changing a player for a new one OR filling up an empty spot) are allowed.

A roster change has been correctly made once all necessary documents are received by competition management at competition@beneluxpremierleague.nl . At the website, one will find the Roster Change X – document. All data need to be filled (no blanks are accepted). Together with a copy of the document, a passport copy or proof of citizenship needs to be submitted. Once submitted, please allow 72 hours for the competition management to perform acceptance of the change. If the change is not accepted, the team can not apply for a redo after the deadline has passed. Only valid players can be submitted (pls refer to chapter 4). For the avoidance of doubt : players with a perma ban or ban, which occurred during the present season or split of the BPL, are not allowed to play.

6.3 Prize pool

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

1st place: €2000 (50%)

2nd place: €1000 (25%)

3rd place: €600 (15%)

4th place: €400 (10%)

The percentages (in parentheses) also apply to the total sum of the increase of the prize pool through no-shows.

6.4 League standings

In case of a tie during the group stage, individual results shall be compared. In the group Stage, the only tie possible is a three way tie. Therefore, the teams will be ranked based on the fastest average victory time and advance according to these rankings.

7. Ingame procedure

7.1 Maps and game modes

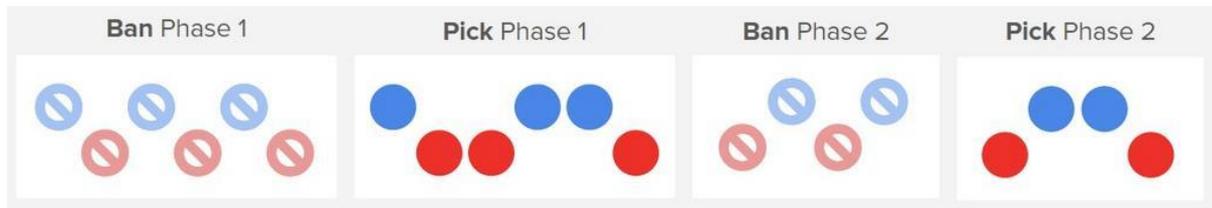
Each game shall be played on the map “Summoners rift”. The spectators will make a custom game lobby and the teams are expected to join the lobby when they are ready. The game mode shall be tournament draft.

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. The winner of the coin toss will select the side for the odd numbered games (games 1, 3, 5). The loser of the coin toss will select the side for the even numbered games (games 2 and 4). If a team decides to change their side from their original pick, they'll

have till 5 minutes have passed since the victory screen to inform the BPL officials. If the teams decide to not change their side, the original pick will be applied to all other matches they can chose.

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 selects a champion that is not allowed, a remake (7.10) 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 in <https://www.twitch.tv/insideesportstv>

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.

- Any 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, the BPL official then decides whether the pause is valid or not. In case the pausing of the game has no valid reason, a sanction can be applied, as described 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, as described in the section “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, be it through voice communication or in-game chat, 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 one/both teams have been penalized or disadvantaged to the extent where 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. A remake entails that all champion picks will remain the same and that the game shall restart from 00.00.

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 immediate disqualification.

8 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:

8.1 Loss of choice of 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. The choice shall then be given to the opponent.

8.2 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.

8.3 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.

8.4 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 competition management.

8.5 Disqualification

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

8.6 Blue and Red cards

The officials can decide to penalize a team with a blue or red card. Two blue cards equate to one red card. A red card results in a fine of €325

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 after the game has been played, **notwithstanding article 3.1.5.** . 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.

The objections shall only be reviewed and researched if all of the criteria have been met and while article 3.1.5 is still in power.

9.2 Objections 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 after the verdict. Within the email the following has to be included.

- Date of verdict
- The verdict or decision
- Reason of objection

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