



2025 Rules and Regulations RGL

Ridgecrest Gaming League





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2025 Ridgecrest Gaming League Rules

The RGL Rules cannot be altered or changed without the RGL's permission. Coaches, moderators, and players cannot agree to change any rule covered in the RGL Rule book.

I. Concept

A. Organization

Ridgecrest Gaming League **RGL** is a Subsidiary to RIDGGaming LLC. The RGL is dedicated to bringing Ridgecrest an Esports league that will offer youth and adults of all ages the opportunity to compete online and in person. RGL is committed to the development of each player by teaching teamwork, strategy, developing skills, and an exciting new way to compete. The organization aims to instill long term skills and values that each player can take with them.

B. Purpose

The purpose of RGL is to provide the opportunity for as many members of our youth and adults in our community to learn and play competitive games, limited only by the numbers that are interested and the availability of volunteers.

C. Objectives

The primary objective of the **RGL** is to promote the growth of Esports for our community. The RGL will strive to build the best league possible through coaches, moderators, safety and innovation. Sportsmanship, teamwork, integrity, and respect are at the forefront of RGL.

D. Discord Server

Discord voice and chat server will be the main source of communication for Coaches, players, moderators, and parents. All practices, games, and communication will be run through discord. The **RGL** will have a very strict and secured server to provide a safe and secure voice and chat hub.

II. Code of Ethics

A. Coaches

Coaches will assess each player's skills and knowledge of the game. They must carefully instruct and coach each player to their skill level. Any public embarrassment or excessive criticism of a player by another team official or player will not be tolerated. The goal of the **RGL** is to build a fun and safe



learning environment to help increase the love and passion of competitive gaming and is not intended to undermine his or her confidence.

B. Moderators

Moderators are made up of parents or guardians of players on each team. Their role is to have 2 person integrity within practices and games to ensure rule are being followed and able to step in if needed to ensure the safety and rules of the **RGL**. Every parent must be a moderator. One will be the main moderator with others being backups if needed. Or, parents can choose to rotate moderators throughout the season.

C. Players

All players are required to follow the instructions and directions of their team officials. **RGL** is attended for everyone and for as many as possible. All players will follow the **RGL** rules and give Coaches, Moderators, Players, and RGL employees their respect and cooperation at all times.

D. Parents

Any parent who heckle, ridicule or attempt to embarrass any Coach, moderator, player, or **RGL** employee will not be allowed to attend in person events or cheer on virtually through streaming platforms. **RGL** employees will issue warnings and if behavior is continued full authority to remove from the facility or ban on Twitch, Youtube, etc.

E. General Conduct

Good sportsmanship is required at all times. Any coach, moderator, player, parent, or spectator who engages in unsportsmanlike behavior will be subject to removal from the venue or online venue. Unsportsmanlike behavior includes but is not limited to: fighting, foul language, cheating, harassing, bullying, any form of derogatory language or actions that are considered detrimental to the best interests of the league. If any coach, moderator, player, parent or spectator are banned or removed will also be subject to suspension to future matches and events.

III. Rules Infractions / Penalties / Discipline / Protests

A. Rules Infraction Review

1. For any Infraction, protest, and disciplinary action taken, they must be submitted to the RGL Team. RGL will be responsible for reviewing any associated infraction, protest, or disciplinary action committed by Coaches, Moderators, Players, and spectators.
2. Any instance should be reported to the RGL within 24 hours via email. Once RGL has been notified, they will review the grievance.
3. Depending on severity of the Infraction/grievance RGL will make the final decision on the decision of action taken.
 - a. Severity of Infractions will determine whether Coaches and moderators handle the decision or if it will be elevated to RGL.



- i. Minor Violations will be dealt with internal with Coach and Moderators which include:
 - 1. Warnings, foul language, poor sportsmanship, etc.
 - 2.
 - ii. Major violations will be elevated to RGL that include:
 - 1. Multiple warnings to an individual
 - 2. Bullying
 - 3. Cheating
 - 4. Being disrespectful to coach, moderators, or players
- 4. Hacking or Cheating
 - a. If a player or coach or moderator is caught cheating or giving their team an advantage by means outside of strategy they will be reviewed by RGL and could lead to permanent ban from the League.
- 5. Unforeseen Circumstances
 - a. If for any reason a match has issues for example:
 - i. Power Outages, internet connection issues, lobbies not being filled etc. Most of the time the matches will be reset in order to keep the integrity of the match.
 - ii. In rare instances where we are not able to reset, the ruling will be up to RGL leadership to make a gametime decision on what we feel is best and fair.

IV. Responsibilities

A. Teams

- 1. Teams will be responsible for being on time and ready to play per their game time. Each team will be responsible to be queued up with their coach before each match starts.
 - a. Coaches will be responsible for hosting lobbies.
 - b. Coaches will enter key given from RGL hosts to join lobbies for each match.

B. Moderators

- 1. Moderators will be responsible for being on time for practices and matches.
- 2. Moderators are required to be in the voice chat every practice or match. If there is no moderator it will have to be rescheduled or canceled.
 - a. If team moderators cannot make practice or games they are responsible to reach out to sub moderators or reach out to the league to see if someone can fill in.
- 3. Moderators are responsible for:
 - a. Making sure that players and coaches are not breaking league rules.



- b. Making sure language is clean. Moderators have the ability to auto mute anyone who breaks the language rule.
 - i. Language shall stay clean and warnings can be given out. Multiple offenses can lead to suspension.
- c. Moderators are to stay on mute unless needed to interject.

C. Players

- 1. Players are responsible for showing up to practice on time and matches.
- 2. Players must be of age per division by May 4th.
- 3. Once a player has been drafted and placed on a team no refunds will be allocated.

D. Parents

- 1. Parents are responsible making sure players are able to practice and show up to matches on time

V. Games and Practices

A. Games

- 1. All games will be up to completion of 3 matches. Each team will compete in at least 3 Battle Royale matches against the rest of the division teams.
 - a. No Builds
 - b. Builds
 - i. We will rotate game modes every other week.
- 2. Games will start every Thursday at 5:30pm.
- 3. Points per match will be broken down as follows:
 - a. 1 point per elimination Ex: 7 total eliminations from team = 7 points
 - b. Placement Points
 - i. 1'st: 6 points
 - ii. 2nd: 5 Points
 - iii. 3rd: 4 Points
 - iv. 4th: 3 Points
 - v. 5th: 2 Points
 - vi. 6th: 1 Point
 - c. Eliminations and Placement Points will be added per match.
 - i. Both match points will be added together each week to determine placements for each week of the season.
 - ii. Points will be given out per team based on matches.
 - d. Points will be given as followed:
 - i. 1'st: 6 points
 - ii. 2nd: 5 Points
 - iii. 3rd: 4 Points



- iv. 4th: 3 Points
- v. 5th: 2 Points
- vi. 6th: 1 Point
- e. **COACHES will be responsible for reporting each team's scores at the end of each match.**
 - i. **They will screenshot the final results of the match with the full list of players scores and their placements.**
 - ii. **Screenshots will be submitted in each division's discord.**
 - iii. ****NOTE** If coaches fail to submit scores properly at the end of the game, their team will not receive points.**
 - iv. **Each team member will have to play in at least 1 match per game.**
- 4. Points will be added up throughout the season determining rights to mainstage and seeding at the mid season in person matches and playoffs.
- 5. Players must wear league provided apparel for in person tournaments.

B. Practices

- 1. Practices can be scheduled up to 1 Hour and 30 min
- 2. Practices to start at 6pm
- 3. Mondays and Wednesdays will be practice. Games on Thursdays.

