

**BPG Season 10 (the “Competition”)
Official Rules and Regulations**

By entering and participating in the League, each player, and any associated Team coaches/managers/trainers/etc., unconditionally accept will abide by these Official Rules and Regulations (the "Competitive Rules"). All decisions regarding the interpretation of these Competitive Rules lie solely with the Organizers, the decisions of which are final and binding.

This competition is not affiliated with or sponsored by Riot Games Inc. or League of Legends Esports.

1. ORGANIZERS

- Tim Van Groll (Ooglarth) - General Admin
- Jake Lanoue (truestcanadian) - Head Caster/Streamer
- DaShiny - Head of Discord and Multimedia

2. COMPETITION DATES

The following dates will apply to the Competition:

Stage	Dates	Location
“Regular Season”	February 6 - February 20, 2022	Online
“Playoffs”	Quarterfinals: February 21 - 27, 2022 Semifinals: February 28 - March 6, 2022	Online
“Grand Finals”	March 7 - March 13, 2022	Online

For all start and finish times see *Section 5 – Competition Structure*. All dates, times, and locations are subject to change. In the event that there is a change to the date or time of a Competition Stage, the Coaches Council will use reasonable efforts to notify all Players (as defined below) at least 72 hours prior to the affected date and time.

3. DEFINITIONS

- **Coaches Council:** Representatives of the Organizers; made up from the coaches of each team; responsible for most of the main decisions with respect to the operation of the Competition.
- **Competition Website:** The online tournament platform where all Competition information is available and managed, including schedules, rosters, match reporting, and more.
- **Captain:** A Team representative; the individual responsible for managing a Team, reporting Match results on the Competition Website, communicating with opponents, etc.; may also be a Player
- **Player:** Anyone who's competing in the Competition
- **Team:** A Group of Players competing on behalf of a Team in the Competition
- **Record (W-L):** The number of wins and losses of a Team at any given time during the Competition
- **Post-season:** Any stages and matches played after the conclusion of Regular Season
- **Group:** A number of Teams that will compete against one another during the Regular Season.
- **Round:** the individual round of a tournament (i.e. Round One, Semifinals, etc.)
- **Match:** a "Best of" series, consisting of any number of individual Games, as specified below, between two Teams
- **Game:** a single game played between two Teams, usually as part of a Match

4. ELIGIBILITY

To participate in the Competition each Player and Team must comply with the eligibility requirements listed below.

It is the responsibility of the Player and Team to be aware of all rules around eligibility. Teams that field Players without verifying their eligibility risk forfeiture of Match wins, forfeiture of Post-season qualification, and additional penalties. Please contact the Organizers if you have any questions or concerns.

Team

- **One Team:** Players are only allowed to be on one Team during the Competition. Exceptions exist for the main teams of Blue Phoenix Gaming.
- **Coordinator:** Teams must have one Coordinator. The Coordinator should be a representative of the team, such as a coach or the Team Captain. The Coordinator is responsible for managing all communication with Organizers and opposing Team Coordinators and for reporting rosters and match results on the discord.
- **Minimum Team Size:** Teams must be made up of the minimum required number of Players to be eligible. A League of Legends Team must have at least Five Players on the roster at all times. A Team of Four or fewer Players is not considered eligible to play in Matches.
- **Maximum Team Size:** For all competitions there is a maximum number of Players allowed on each Team. A League of Legends Team may have no more than Seven Players on the roster at any time.
- **Roster Changes:** Rosters may be changed until the scheduled start time of the last Regular Season Match. Players must have been listed on a Team's roster for at least two Matches

during the Regular Season to be considered eligible to participate during the Post-season. To change your roster please contact the Organizers.

Game Account

- **Riot Account:** Prior to the start of the Competition, all Players must have a good standing Riot Account and valid Riot ID. This same account must be used for the full duration of the Competition.

Additional Requirements:

- **Account in Good Standing:** During the Competition, if it is determined by the Coaches Council that a Player that is currently suspended due to a Code of Conduct violation, harassment of other BPG players and/or Organizers, or suspected or confirmed fraud or unfair gameplay, that Player will be considered ineligible, and will be disqualified from the Competition.

Penalties for non-compliance with any eligibility requirements detailed above may include match forfeiture and/or disqualification for the current Competition and/or subsequent Competitions

5. COMPETITION STRUCTURE

All details are subject to change at the discretion of the Organizers. Any changes will be communicated to each participating Player and posted on the Website (as defined below) as early as possible. Any disputes will be resolved by the Coaches Council, whose decision shall be final, conclusive and binding. The Coaches Council decisions shall be made strictly in accordance with these Competition Rules, the Code of Conduct, and any other rules and procedures put in place during each of the individual Stages.

Regular Season

- The Regular Season will consist of several weeks of online play, with Teams divided into smaller Conferences based on the total number of registered Teams.
- **Format:** Round Robin Conferences, all matches two-blocks. Last place team is eliminated from playoffs.
- **Schedule:**
 - o January 24: Registration Closes
 - o January 24 - January 30: Week One
 - o January 31 - February 6: Week Two
 - o February 7 - February 13: Week Three
- **Default Match Time:** The default time for all Matches during the Regular Season is Sunday, the last day of the Round, at 7:00 PM ET. Matches must be played at the default Match time unless both Teams agree to play at a different time and reschedule the Match with one of the Organizers.
- **No-shows:** Any Team that is not ready to play their Match within 15 minutes after the scheduled start time may forfeit the Match at the discretion of the Coaches Council.
- **Proof of Results:** Coordinators/Captains are required to take appropriate in-game screenshots or videos that display the final results of each Game and should be prepared to provide them immediately at the request of the Coaches Council and when submitting Match results. Failing to do so, or providing false or doctored information, may result in immediate forfeiture of affected Matches and/or disqualification from the Competition and future Competitions, at the discretion of the Coaches Council.

- **Qualifying for the Playoffs:** At the end of the Regular Season, three Teams from each Group that have the best overall Records (W-L) will move on to the Conference Playoffs. In the event that a qualified Team is unable to participate, or is disqualified or found to be ineligible by the Coaches Council a replacement will be determined, at the discretion of the Coaches Council, by selecting the Team within the same group that finished next in the standings.
- **Tiebreaker:** If two or more Teams in the same Group have the same Record (W-L) at the end of the Regular Season, the following criteria will be used in order to break the tie:
 - For group play -
 - For ties between two teams:
 1. Head to Head
 2. Strength of your opponents
 3. Strength of your opponent's opponents
 4. Total # of kills
 - For ties between three or more teams:
 1. Games will be played until one team receives two losses.

If there is a tie involving more than two Teams and a Tiebreaker resolves the tie for a Team(s), but leaves at least two Teams tied, the tie(s) that remains will be broken by starting over the Tiebreaker criteria. This process will be repeated until no ties remain.

Post-season

Playoffs and Grand Finals

- **Format:** Single elimination; Quarter and Semifinals best of 3; Grand Finals best of 5
- **Schedule:**
 - **February 14 - 20: Quarterfinals**
 - **February 21 - 27: Semifinals**
 - **February 28 - March 6 : Grand Finals**

The default time for all Matches is Sunday at 7:00 PM ET. Matches must be played at the default Match time unless both Teams agree to play at a different time and reschedule the Match with the Organizers.
- **Seeding:** Seeding for the Post-season is based on final placements during the Regular Season.
- **No-shows:** Any Team that is not ready to play their Match within 15 minutes after the scheduled start time may forfeit the Match at the discretion of the Coaches Council.
- **Proof of Results:** Coordinators/Captains are required to take appropriate in-game screenshots or videos that display the final results of each Game and should be prepared to provide them immediately at the request of the Coaches Council and when submitting Match results. Failing to do so, or providing false or doctored information, may result in immediate forfeiture of affected Matches and/or disqualification from the Competition and future Competitions, at the discretion of the Coaches Council.

6. GAMEPLAY RULES

- **Game Setup:**
 - **Map:** Summoner's Rift
 - **Team Size:** 5
 - **Spectating:** Lobby Only
 - **Game Type:** Tournament Draft
 - All Matches will be played on the latest patch.
- **Home / Away Designation:** The Team that appears on the top of the Match page on the Competition Website will be considered the Home Team and must host the Match based on the parameters above if the game is not able to be hosted with the tournament code. The other Team will be considered the Away Team.
- **Playing Your Matches:** The Home Team is responsible for inviting the Away Team's Coordinator to the lobby and for ensuring that all settings are correct. Once all ten participating Players have joined the lobby the game may be started. Any game started with the wrong settings may result in a forfeit for the Home Team.
- **Coaching:** A Coach is only allowed to communicate with their Players until the end of the drafting phase of the game. After the drafting phase is concluded, the Coach is not allowed to further communicate or interact with the Players in any way (i.e. not allowed to be on the voice communication with the players) until after the game has concluded. Furthermore, the coach is also not allowed to be present around the Players after the drafting phase is concluded until the end of the Game.
- **Side Choice:** The winner of a coin flip will decide either side choice or the first ban/pick for the first Game of the Match. For Game 2, selection priority will alternate.
- **Postseason Side Choice:** The higher seed selects sides for Game 1 and Game 3 (If Necessary). The lower seed will select sides for Game 2.
- **Mid-Match Break:** Teams may take up to a five minute break in between Games. Teams may agree to take a shorter or longer break if both agree in writing to do so.
- **New or Reworked Champions:** New Champions and/or Champions that have undergone reworks will be automatically restricted for two weeks from their initial release. For example: Champion A was released November 1, so Champion A becomes eligible to be used in all Matches on November 15.
- **Prodraft:** Teams may agree to use the online draft tool located [here](#) to conduct the draft.
- **Proxy or Placeholder Picks:** Proxy or Placeholder Picks are not allowed unless both Teams agree to allow it; any agreements should be documented for evidence in case of any disputes.
- **Pause Time:** Each Team is allowed 15 minutes of pause time in a match for disconnects and other issues. There is no minimum or maximum time that a pause may last, as long as it does not exceed the allotted 15 minutes. If a Team exceeds their allotted pause time they may forfeit the current Game, at the discretion of the Coaches Council. *For example: If a Team pauses and is able to resume play within one minute, they have 14 minutes of pause time left to use throughout the series. When a Team has used 15 minutes of pause time they must resume and will no longer be able to pause a game in progress. Both Teams must agree to resume a Game before doing so.*
- **Substitutions:** Teams may freely substitute Players between Games in a Match, but the opposing Team must be allowed at least five minutes between notification of the substitution and the start of the next Game. Players may not be substituted during an ongoing Game. All

substituted Players must have been on a Team's roster before the start of the Match to be considered eligible.

- **Reporting Your Matches:** After a Game has been played, Match Results will be automatically retrieved from the tournament code API provided by Riot. To prevent the event where a game is not able to be recorded through the use of a tournament code, screenshots of the games must be provided for authenticity to the Organizers from both teams Captains and Coordinators.
- **Network Issues:** Within one minute of the start of any Game and/or before a meaningful engagement between Teams has occurred (vision established between opposing Players, contact made with opposing minions/structures), Teams may agree to restart and/or switch either the host or the Server (if applicable) if connectivity issues significantly hinder gameplay. In the case of a restart, the Draft should be completed in the same way as it was during the previous Champion Select process.
- **Finality of Results:** At the discretion of Organizers, any Game that is played in full will not be open for review and the results will be considered final. This does not apply to Games that involve Player Conduct violations.
- **Official Broadcast Matches:** The Organizers reserves the right to record and/or and live stream, broadcast or exhibit any Match of the Competition, at its sole discretion. If the Organizers chooses to live stream, broadcast or exhibit a Match, Organizers will choose to either: (a) host each individual Game, and all participating Team Members on both Teams must join that Game; or (b) join a Game that's being hosted by a participating Team Member.
- **Independent Broadcast Matches:** Players may livestream their own Matches but they must include at least a three minute delay. Any Team that wishes to use an external observer/spectator through Lobby Spectating may do so, and the same three minute delay must be observed.

7. PLAYER CONDUCT

- By entering and participating in the Competition, all Players and any associated Team coaches/managers/trainers/etc. agree to adhere to and be bound by the [Code of Conduct](#).
- **Reporting Violations:** Violations of the Code should be reported immediately to the Coaches Council using the form [here](#). The Coaches Council will investigate all claims of misconduct.
- **Penalties:** Upon confirmation of any Code of Conduct violation, and depending on the severity of the violation, Organizers reserves the right to issue any one of the following penalties:
 - o Written Warning
 - o Game Forfeiture
 - o Match Forfeiture
 - o Player Suspension/Disqualification
 - o Team Disqualification

Repeated violations will be subject to escalating penalties, and particularly severe violations will be subject to harsher penalties up front.