



Rise From the Ashes
Season Rulebook

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Purpose of Rulebook

The rules written within this document apply to every team which is admitted and registered to play within BPG for the Rise From the Ashes Season. These rules also apply to Members, Captains, and Coaches of the Teams. These rules apply to only games played throughout the Season and not for any events or alternative games that may occur during the same timeframe.

Blue Phoenix Gaming, BPG, have these rules established to ensure that all competitive play is fair and standardized. These rules are defined to prevent the undermining of the integrity of the league.

1. Eligibility Requirements

To be eligible to play within the Season, each Player must meet all of the requirements below.

1.1. Player Rank

- 1.1.1. For the Helion Division, no player may start the season with a rank exceeding Diamond 4 99LP. Players may climb above this rank after given explicit clearance from either the Admins or the Organizers of BPG to be able to climb. One submitted account must be at least level 100 with at least 65 ranked games played for the current season. The average rank of a team must fall between Gold 4 and Platinum 1.
- 1.1.2. For the Hyperion Division, no player may start the season with a rank exceeding Grandmaster or 650LP. Players may climb above this rank after given explicit clearance from the Admins or the Organizers of BPG to be able to climb. One submitted account must be at least level 100 with at least 65 ranked games played for the current season. The average rank of a team must fall between Diamond 4 and Masters.

1.2. Account Vetting

- 1.2.1. Prior to a Team's Member being eligible for League Play, all Teams must submit all active League of Legends accounts used in the last six months, which includes the summoner name and server region. Failure to comply with account submission may result in penalties towards the Team or the Member. Any of the submitted accounts may be used in competitive play. If a season starts during a preseason or moment where ranked hasn't had enough time elapsed to play the required number of games, the previous season will be used to determine a player's rank.
- 1.2.2. BPG Staff will inform Teams of their Team's eligibility upon full completion of the vetting.
- 1.2.3. If a Team Member is found to be ineligible, a report containing details as to why the vetting failed will be created. BPG Staff may be able to share this report with the Team upon explicit permission from the specific Member. Depending on the severity of the reasons for the ineligibility, the Member may be subject to further penalties.

2. Finances

2.1. Entrance Fees

- 2.1.1. Any team which is interested in joining the league will be able to do so at no cost. Any donations, sponsorships, and other monetary input will fund a possible prize pool as teams learn the format of the season.

2.2. Prize Money

At the finale of Play-Offs, Teams will be able to earn prize money based on their final standings as defined below.

Position	Prize (based on available \$)
First	50%
Second	30%
Third	20%

3. Rosters

3.1. Roster Requirements

- 3.1.1. Each BPG Team is required to be composed of at least seven Players, but not more than twelve Players. In addition to the Players, the Team is required to have a Coach and Team Manager.
- 3.1.2. Players on the Team can fill the roles of Coach and Manager but may also recruit other Members to fill these roles.
- 3.1.3. A Team's full BPG Roster may not contain more than fifteen Members.
- 3.1.4. Any Team Member can only compete and participate for one Team. If a Team Member is found to be participating for more than one Team at any present time, that Member will have his role restricted to his team on signup, and will receive proper sanctions.

3.2. Roster Modifications

- 3.2.1. If a Member is removed from their Team's Roster, that Team Member loses all obligations to the Team and is defined as a Free Agent.
- 3.2.2. 75% through the season, all Teams' Rosters will be locked, and no further changes can be made. Additionally, all Teams are obligated to preserve 50% of their starting roster throughout the whole season.
- 3.2.3. Teams may have three designated Emergency Subs on a Reserve Roster.
 - 3.2.3.1. These Emergency Subs do not count towards a Team's Member count but are still subject to all Eligibility Requirements previously defined in Section 1.
 - 3.2.3.2. The use of players from this roster will result in a loss of bans pertaining to the number used.
 - One Reserve Player: 3 Bans Lost
 - Two Reserve Players: 4 Bans Lost
 - Three Reserve Players: 5 Bans Lost
- 3.2.4. Rosters are locked 24 hours prior to the start of the first game of the Competition Week.

3.3. Substitutions

- 3.3.1. A Team reserves the right to substitute players between Games in a Match. A member of the BPG Staff must be notified and the substitution approved, within five minutes of completion of the previous Game.

- 3.3.2. If a Team cannot contact a Substitute within fifteen minutes of their scheduled Game time, the Team will forfeit the Game, and a fifteen minute grace period will commence before the next fifteen minute timer begins for the next Game.

3.4. Coaches

- 3.4.1. Teams are required to have a defined Coach within the League.

- 3.4.2. Teams have the option to have their coach present within their Discord call during the draft phase of a Game, but once a Game has progressed to the loading screen, the Coach must not be present within the Discord call to avoid penalties.

4. Additional Clauses

4.1. Announcements

- 4.1.1. BPG reserves the right to announce any decisions, penalties, or sanctions that impact any Team Member, Coach, or Captain. Any Member/Team that is referenced in this manner waives all rights of any action against Blue Phoenix Gaming for publishing any announcements.

4.2. Streaming Regulations

- 4.2.1. Team Members are prohibited from streaming on any platform during the BPG Broadcast - which starts once the starting countdown has expired and at the end of the broadcast when the Offline screen is present.
- 4.2.2. Other Team Members or Organizations are allowed to co-commentate the broadcast on their channel, only if proper crediting is given on the co-commentators stream.

4.3. Right of Modification

- 4.3.1. These rules may be amended by BPG, in order to ensure that fair play and the integrity of the League is being upheld.

4.4. Finality of Decisions

- 4.4.1. All decisions regarding the interpretation of these rules, eligibility, scheduling, and issuing of penalties for any forms of misconduct lie solely in the decisions of the Owners, which are final. As an exception, rule violations which are classified as Critical will be decided by a selected panel of BPG Staff.

5. Seasonal Format

5.1. BPG Regular Season

- 5.1.1. Each Team will face each other Team in their division twice. These games will be played with two best-of-one matches per week.
- 5.1.2. The right for side selection during the Regular Season will be managed by the League to ensure that each Team will be able to have the advantage of side selection once per opposing team.
- 5.1.3. Standings will be determined by the number of Matches won.
- 5.1.4. A full schedule of dates and Matches will be available at <https://www.bluephoenixgaming.com>
- 5.1.5. The default start time of the season is Saturdays at 8:30 EST for the first game of the week.
 - 5.1.5.1. Reschedules must be within three days of the default date and agreed upon by both teams within an open ticket with BPG. Reschedules also must fall before a major update or patch is rolled out by Riot Games. If a day/time cannot be agreed upon, then the match will be played on the normal day/time.

5.2. BPG Playoffs

- 5.2.1. The playoffs will consist of a tournament containing the top six Teams from the standings in the Regular Season. Seeding is decided by the standings from the Regular Season.
- 5.2.2. **Round One:**
 - **Match 1:** The first seed will choose to face either the third or fourth seed.
 - **Match 2:** The second seed will face whomever the first seed did not choose to face.
 - **Match 3:** The fifth seed will face the sixth seed. The team which loses will be eliminated.

The choice selections must be submitted 24 hours after the official final standing has been published by BPG.

5.2.3. Round Two:

- **Match 4:** The lower seed between the losers of Match 1 and Match 2 will face the winner of Match 3.
- **Match 5:** The Winners of Match 1 and Match 2 will face each other.
- **Match 6:** The higher seed among the losers of Match 1 and Match 2 will face the winner of Match 4.

Both the Teams losing Match 4 and Match 6 will be eliminated.

5.2.4. Round Three:

- **Match 7:** The team losing Match 5 will face the winner of Match 6.
- **Finals:** The winner of Match 7 will face the winner of Match 5.

For the purposes of side selection, the Team losing Match 5 will be considered the higher seed in Match 7 and the Team winning Match 5 will be considered the higher seed in the Finals.

5.2.5. For all Matches in the Playoffs, the higher seed will get side selection for the first Game. Following the first Game, the loser of the previous Game will gain the rights to side selection for the next Game.

5.2.6. Each Match is a Best-of-5.

5.3. Tiebreakers

5.3.1. If it occurs during the season that two Teams are tied in the standings at the end of the Regular Season, the tie is to be broken by comparing their performance head-to-head. If these head-to-head records are identical, the tie will be broken by comparing their wins and the strength of their opponents. If still tied, a best-of-one tiebreaker game will take place. Side selection is awarded to the winner of the coinflip.

5.3.2. The same will apply if three or more teams are tied, head-to-head will be considered, and a temporary seeding will be made among the teams which are tied. From the temporary seeding, the previous format will apply.

5.3.3. If three or more teams are tied and the aforementioned rules do not break the tie, the Owners will designate the process for breaking the tie within 48 hours.

6. Match Format

6.1. Patch

6.1.1. Matches during this season will be played on the latest patch.

6.1.2. Champions released are restricted for the duration of their patch, (A 12.16 champion will need to wait until 12.17 for League play). Champions whose kits have been reworked will be determined by the Owners for viability in League play.

6.2. Pick-and-Ban Phase

6.2.1. Once all ten Players are present in the lobby, players must be in game order (Top, Jgl, Mid, Adc, Sup) and then a 5 minute scouting period can begin. After this scouting phase, the team who had side selection will send the DraftLOL links either through discord or through the lobby chat and the Pick-and-Ban phase can begin.

6.2.1.1. If your game is being streamed, the lobby cannot proceed from this Phase until the Broadcaster is present and indicates to proceed with the Game.

6.2.1.2. When drafting in the League client, replicate all picks and bans as accurately as possible, if placeholders are used, it needs to be reported when results are reported.

6.2.2. Game Settings:

Map: Summoner's Rift

Team Size: 5

Allow Spectators: All

Game Type: Tournament Draft

- 6.2.2.1. The Team with side selection is responsible for creating the lobby and inviting the enemy Team.

6.3. Game Start

- 6.3.1. A Game will start immediately after the DraftLOL is completed, unless a Broadcaster needs to be/is present within the lobby for which the Game will start upon indication of the Broadcaster.
- 6.3.2. If any issues arise during the loading of the Game, upon the Game instance starting, it must be immediately paused until the issue is fixed.

6.4. Pause

- 6.4.1. If a player disconnects, it is their Team's immediate responsibility to pause the game. If no pause occurs, that Team forfeits their right to contend the results of the game.
- 6.4.2. A pause may only occur for the following reasons: Unintentional Disconnect, hardware/software issues, and a BPG Staff must be immediately notified.
- 6.4.3. Pauses may not exceed more than fifteen cumulative minutes per side.
- 6.4.4. Players may only resume the Game after ensuring that all Players are ready in all chat, and that all issues have been resolved.
- 6.4.5. Any unreasonable pause must be reported to BPG Staff so that penalties can be enforced.

7. Code of Conduct

7.1. Competitive Integrity

7.1.1. Teams are expected to always be performing at their best at all times during any Match and to avoid behavior which threatens the integrity of competition or the principles of good sportsmanship. Violating this rule will make the violating Member subject to penalties. All following rules serve as examples but do not encompass all possibilities:

7.1.2. Collusion, defined as the conspiracy with another person or persons to cheat or deceive others. This can occur among Team Members, Teams, or/and Organizations. Examples of Collusion are listed below but are not limited to these examples:

- Agreement among Team Members to not play at a competitive level.
- Deliberately losing a Game to receive compensation, or other alternative reasons.

7.1.3. Hacking/Scripting, defined as any modification of the League of Legends game client.

7.1.4. Exploiting, defined as intentionally using any in-game bug to an advantage.

7.1.5. Using another Player's account or solicitation to do so.

7.1.6. Intentional disconnect without a proper and stated reason.

7.1.7. Any act which violates the standards of BPG.

7.2. In-Game Banter

7.2.1. A Team Member may engage in banter in game through the use of emotes and character dances, however any obscene, foul, vulgar, abusive, defamatory, or otherwise offensive language which occurs in all chat during a game is

prohibited.

- 7.2.2. No Team Members are to comment in the Broadcaster's chat until the end of their game as to ensure the enjoyment of the Game for all Spectators.

7.3. Summoner's Responsibility

- 7.3.1. Unless stated otherwise, offenses/infringements of these rules are punishable, regardless of the circumstances. Attempts at committing an offense are also punishable.
- 7.3.2. If any Team Members account receives a Summoner's Code ban, (Chat Restriction, Temporary Ban, Permanent Ban), it is to be reported to BPG as to apply the specific penalties warranted.
- 7.3.3. Harassment is strictly forbidden. Harassment is defined as systematic and hostile acts taking place over a considerable amount of time, or one heinous moment, intended to affect the dignity or isolate a person.
- 7.3.4. Sexual harassment is also strictly forbidden. Sexual harassment is defined as unwelcome sexual advances. An assessment will be conducted based on how a reasonable person would regard the conduct as undesirable or offensive as determined by the Owners. There is zero tolerance for sexual threats or coercion to attempt to gain an advantage.
- 7.3.5. Members may not offend the dignity or integrity of a country, private person or group of people through discriminatory or denigrating words or actions on account of race, skin color, ethnic, or any other social status or orientation.
- 7.3.6. Teams may also be punished if it is determined that those within the Team were complicit with an infringing Members actions.

7.4. Penalties

- 7.4.1. Any person who attempts or engages in an act which creates unfair play will be subject to penalties. The nature of the act will influence the severity of the penalties imposed.
- 7.4.2. BPG League has the right to impose the following penalties:
- Verbal Warning

- Loss of Side Selection for current or future Game(s)
- Loss of Ban(s) for Current or Future Game(s)
- Game and/or Match Forfeiture(s)
- Suspension(s)
- Disqualification(s)

7.4.3. Repeated infractions are subject to escalating penalties, unless the infraction is severe enough to elevate the penalty up the ladder.