BAESPORTS

PLAYER & TEAM RULEBOOK – 2023 SEASON

BAESPORTS
ABOUT US

BAEsports is looking to become the up-and-coming best Esports championship and league the world has to offer. We are constantly looking into new ways to attract not only viewers, but also players, by revolutionising Esports as a whole.

In BAEsports, our question is constantly: "How do we achieve something with this game that has never been seen before?" while still respecting the common and basic boundaries of Esports. This is what makes us different.

BAEsports prides themselves in thinking different, and looking into what works, and what doesn't rather than just being 'another Esports start-up.'

While a small time, it is a team that is effective, and with a high care towards the rising industry. Our team is global, meaning that no matter where you are in the world, chances are very high to a high response rate, in which we pride ourselves in, as we have a global community working day and night to make BAEsports the biggest up-and-coming Esports company worldwide.

If you want to join us, there is more information in P20. Any further questions can be either be referred to our email address (baeesports(at)gmail.com or on www.wearebaesports.com/contact (more info on P20)

We hope that you enjoy our Esports community, and that we will see you on the throne of the BAEsports championship.

BAESPORTS
OUR TEAM

OUR TEAM AND CONTACT:
GENERAL BAESPORTS CONTACT:
WEBSITE: https://www.wearebaesports.com/contact
EMAIL: baeesports@gmail.com
TWITTER: @WEAREBAESPORTS
INSTAGRAM: @WEAREBAESPORTS
FACEBOOK: @WEAREBAESPORTS

HEADS OF BAESPORTS:
- SEBASTIAN GONZALEZ
    DISCORD: BAESPORTS_SEBI#8929
             SEBASTIANGS#9456
    TWITTER: @SEBASTIANDGS_
    INSTAGRAM: @SEBASTIANDGS_
    EMAIL: SEBASTIANGONZALEZ@WEAREBAESPORTS.COM
    CHALLENGERMODE: SEBASTIANGS#
- AHMED ALNUAIMI
    DISCORD: SUPERNORP#
    TWITTER: @SUPERNORP
    INSTAGRAM: @SUPERNORP
- SERAFIN GONZALEZ

HEAD OF LEAGUE OF LEGENDS: MOHAMED ALI
    DISCORD: THE HUNT#8100

HEAD OF FIFA: DANIEL CHINWAH
    DISCORD: TACTICDC#8754

HEAD OF IRACING: DYLAN BAHM
    DISCORD: CHAMP12343#6015

HEAD OF FORMULA 1: LEONEL TAVARES
    DISCORD: NEDZFURY#3337

HEAD OF ROCKET LEAGUE: SEBASTIAN GONZALEZ

HEAD OF COUNTER-STRIKE: GLOBAL OFFENSIVE: SEBASTIAN GONZALEZ

In BAEsports, we are looking for ways to implement rules, in our rulebook, both in general terms of conditions, what we seek for in our community, and also in what we are looking for in our games. Our rules are worked on by our co-owners, gaming league coordinators, referees, moderators, and any possible sponsors, advertisors, & product placement clients.

We also are working on a majority vote basis, only when the tournament or league in question is in full ownership of BAEsports. In this scenario, the community must come up with a change in regulation, whether that is adding, modifying or removing a rule. Only these rules brought up by the community will be brought to the rest of the community to gather a democratic vote. Each team owner gets to have a vote in order to represent the vote of their team. Teams get the vote to approve, reject or abstain, and only 1 vote per team is allowed. In the possibility of a majority decision draw, the BAEsports co-owners, gaming league coordinators, referees and modertors have the final singular vote. In this case, the rules will take effect the following season, unless the rule in question manages to break the game.

In a decision where possible sponsors come to have their ideas forwarded to us, the terms are final once the sponsors have made their decisions, unless otherwise agreed upon.

However, BAEsports does have fundamental rules that everyone needs to oblige with, from co-owners to players.

BAESPORTS

RULEBOOK

0. OVERVIEW

"BAEsports" is the organizer of the tournaments and leagues, (alternatively called "Tournament Organizer", "League Organizer", "we", "our" or "ours") either in part, or fully. When mentioning "BAEsports", it includes "owners", "heads" (alternatively called "League Coordinator" or "League Coordinators", "Commentators", "Streamers" (alternatively called "Broadcasters"), "referees", "stewards" "representatives", "associates", or "admins".

Players and teams, who are not part of the BAEsports structure, but are independent individuals or teams participating in BAEsports tournaments or leagues are herein called under "player", "players", "team" or "teams" (depending on the context), "BAEsports community", "you", "your", "yours".

Games such as "FIFA" (alternatively called "FIFA 23"), "Rocket League" (alternatively called "RL", "League of Legends" (alternatively called "LoL", "FORMULA 1" (alternatively called "F1", "F1 22" "FORMULA 1 22", "iRacing" and/or "Counter-Strike: Global Offensive" (alternatively called "CS:GO") are the games we will play in the 2022/2023 season.

The tournaments and leagues that are within BAEsports are independently organized from the "licensors". The licensors do not endorse BAEsports nor has any affiliation with BAEsports or any of its associates, meaning that BAEsports takes full responsibility for the tournaments and leagues it creates. The "licensors" are as follows: "Electronic Arts" (alternatively called "EA" or "EA Sports", licensors of "FIFA" & "FORMULA 1"), "Riot Games" (alternatively called "RIOT", licensors of "League of Legends"), "Psyonix" (alternatively called under its parent company "Epic Games", licensors of "Rocket League"), "iRacing" (licensors of "iRacing"), and/or "Steam" (alternatively called under its parent company "Valve", licensors of "Counter-Strike: Global Offensive"). BAEsports will seek to ensure to fulfill, to their maximal potential, the tournament guidelines set by the licensors.

Team captains, who are held as those responsible for their respective team(s) will be called in this contract as "managers", "captains", "team captains", "team owners".

"Discord", "Challengermode" & "Zoom" are platforms used for communication with the BAEsports Community directly.

"PlayStation" (otherwise called as "PS", "PS4", "PS5") is under full ownership by SIE and Sony.

"Xbox" (otherwise called as "Xbox Series X", "Xbox Series S") is under full ownership by Microsoft.

Both "PlayStation" and "Xbox" may be referred to as gaming consoles we shall to host our tournaments.

BAESPORTS RULEBOOK

1. GENERAL RULES
1.1 BAESPORTS CODE OF CONDUCT
1.1.1 INCLUSIVITY

- **1.1.1A:** No unironic racism, sexism, bigotry, or any form of discrimination is allowed in the Discord chat, stream chat, or anywhere else related to BAEsports. This may include, but is not limited to, personal DMs (private messages) between 2 or more competitors of BAEsports. BAEsports and its affiliates promote the inclusivity of anyone, regardless of their sex, gender, race, sexual orientation, ableism, or any other form that may be discriminated towards.

- **1.1.1B:** The only excuse that may be used is if both parties afflicted, and the party that may be affected of it, can all recognise that it is a joke, and is able to understand and acknowledge that there is no serious harm done. However, BAEsports does promote to limit or reduce these dark humour as much as possible. BAEsports and its affiliates do not necessarily condone or agree with the messages, point of views or expressions of its members, users and community.

- **1.1.1C:** BAEsports do have a certain restriction of language, meaning that there are no verbal abuse, or any certain words that can directly affect and inflict any groups or individual in any way.

- **1.1.1D:** BAEsports admins hold the rights to determine the limit, and the warning and/or penalty that may or may not be handed out. BAEsports and its affiliates reserve the right to delete messages and/or temporarily and/or permanently suspend anyone who uses any discriminatory language.

- **1.1.1E:** All BAEsports members must remember that BAEsports is a PG-13 product, meaning that, while using foul language, such as common swearwords are not necessarily banned, they are however, heavily discouraged on stream. This means any interviews during streams must be with as little swearing as possible. Swearing 3 times in the period of a season will bring a penalty to either the player of the team.

- **1.1.1F:** Simililary, BAEsports holds a record of all those who break the rules in these terms, and the penalty will depend on the language of people who use it. All members must also abide by this form of the rulebook. The following table will only conclude for players, meaning we will not penalise the whole team.

These will record of 3 seasons, every 3 seasons, all occurances go to 0.	1st occurance	2nd occurance	3rd occurance	4th occurance	5th occurance	+5th occurance
Vulgar language in live interviews	WARNING				MATCH BAN (reocurrent)	
Heavy vulgar language in interviews	WARNING			MATCH BAN		SEASON BAN OR PAYMENT OF 50 EUR TO CHARITY OF YOUR CHOICE
Insulting a member of the BAEsports community on a personal level (anywhere)	WARNING		MATCH BAN	SEASON BAN OR PAYMENT OF 50 EUR TO CHARITY OF YOUR CHOICE	2 SEASON BAN OR PAYMENT OF 100 EUR TO CHARITY OF YOUR CHOICE	PERMA-NENT BAN
Language that is insulting towards a community (race, gender, sex, orientation, etc.) anywhere.	WARNING	MATCH BAN	SEASON BAN OR PAYMENT OF 50 EUR TO CHARITY OF YOUR CHOICE	2 SEASON BAN OR PAYMENT OF 100 EUR TO CHARITY OF YOUR CHOICE	PERMA-NENT BAN	
Language that is heavily insulting towards a community (race, gender, sex, etc.) anywhere.	MATCH BAN	SEASON BAN OR PAYMENT OF 50 EUR TO CHARITY OF YOUR CHOICE	2 SEASON BAN OR PAYMENT OF 100 EUR TO CHARITY OF YOUR CHOICE	PERMA-NENT BAN		
Threatening a member of our community to do any kind of harm, anywhere.	MATCH BAN	SEASON BAN OR PAYMENT OF 50 EUR TO CHARITY OF YOUR CHOICE	2 SEASON BAN OR PAYUMENT OF 100 TO CHARITY OF YOUR CHOICE	PERMA-NENT BAN		

- **1.1.1G:** These rules are in normal circumstances, however, they can differ depending on every circumstance. BAEsports Co-Owners have the final say in the case that it may be overruled.

1.1.2 MEDIA & LINKS

- **1.1.2A:** No sharing of any sort of adult content is allowed anywhere in BAEsports, and may result in a penalty, including, but not limited to, a permanent ban from any relation with BAEsports.
- **1.1.2B:** Sharing any illegal material and/or links will not only result in a permanent ban in any sort of participation with BAEsports and the community but will also be reported to the local police or other enforcement. BAEsports and its affiliates will work, in these instances, directly with the Discord moderator team, as well as the police and any law enforcement for any legal procedure and/or investigation that may be necessary.

1.2 REGISTRATION

- **1.2A:** All members and participants must be either at or above the age of 18 or the age of 13, with parental consent. Children under the age of 13 are not allowed to participate, under any circumstances.
- **1.2B:** In the case that someone under the age of 18 wants to participate, a parent or legal guardian must agree with all the hereby mentioned terms and conditions and rules, as well as the underage participant.
- **1.2C:** In the case of the winner being someone under the age of 18, it is the parents' or legal guardian's responsibility to receive the prize pool om the name of the underage participant.
- **1.2D:** All participants must have a valid Discord profile, with a 2-Factor Authentication activated. They must also have a valid profile of the game in question, and must have a valid Challengermode profile.
- **1.2E:** All participants must register and put their details asked from them on the website in order to participate in the tournament. Anyone not filling out the form is not allowed to participate.
- **1.2F:** In the case of a team being made, the "manager" need to be established before the sign-up of said team. The "manager" establishes a coach, captain and manager role, all-together. Every team must have a manager, considering the prize-pool money will be only sent to the manager of the team.
- **1.2G:** If there is a change is registration (such as participants, team name, logo, etc.) it must be provided to the Co-Ordinator of the league or game in question. If there are any major changes, BAEsports holds the right to replace said team with another team or disqualify the team entirely. It is upto BAEsports and its affiliates to determine what the term "any major changes" means, but will mainly mean a change that is big enough that the team no longer is able to function properly.

- **1.2H:** While everyone has a possibility to join the BAEsports tournament, BAEsports has a priority list in joining
     1. Professional Esports Teams & Esports Teams of Real Sports
     2. Full Semi-Professional Teams
     3. Full Amateur Teams
     4. Amateur Teams that do not have all players
     5. Players who do not belong to any team
     Every list has its first-come, first-serve policy.
- **1.2I:** BAEsports may reject the registration of any team or participant for any reason, before or during a tournament.
- **1.2J:** Not every team will be able to play, as BAEsports has limited space in every league and game. The number of teams and players depends on each game. BAEsports cannot guarantee any player or any team entering any tournament.
- **1.2K:** BAEsports is not responsible for finding teammates, or teams. Teams must find a number of obligatory teammates 24 hours before starting the tournament to be eligible for the league or tournament.
- **1.2L:** The teams and players who have been chosen by the league co-ordinators and co-owners will be given a Challengermode link, to join the server in Challengermode. Players and teams may not share this code to other players or teams, as we need to know who belongs in which team. Players who do not enter the Challengermode server 24 hours before the tournament starts will be considered disqualified, and may no longer participate in this tournament.
- **1.2M:** All participants must know the role they play in their team. The manager must give every participant said role. They must know each role 24 hours before the start of the tournament.
- **1.2N:** In certain cases, all participants must give the profile of their best account, also known as "main." Failing to do so, or giving a false "main" will automatically disqualify the entire team from the tournament.
- **1.2O:** All participants must be online and available on the game at least 15 minutes before their game is set to start. Failing to do so will disqualify the team from the tournament.
- **1.2P:** Participants may write additional information in a Discord Forum, given in Discord.
- **1.2Q:** BAEsports has the right to use your likeness, image, name, videogame username(s), team name, team logo, social media username(s) of the participant and team, for streaming, social media, marketing, audiovisual and other purposes that see fit and that are within the legality of Spain and the European Union.

- **1.2R:** The participant and the team manager both agree that all the information given to BAEsports in the website and the Google Form is given voluntarily and with freewill.
- **1.2S:** All participation is free, unless otherwise stated, in which case, all the participation money will be used directly for the prize pool money, unless otherwise stated.
- **1.2T:** Any legal guardian(s) and/or parent(s) that want their child(ren) to stop participating in BAEsports or any of its tournaments need to send an email at baeesports (at) gmail.com, with the subject "Unregister (Child Name," in which case BAEsports will delete the child(ren)'s account from the community and all the data from all the BAEsports registry.

1.2.1 CHANGES IN PARTICIPATION
- **1.2.1A:** If a participant and/or team no longer wants to participate in the BAEsports tournament or league, they need to let the event organisers know at least 24 hours in advance. Failing to do so may result in a penalty which may result not being allowed to attend future events.
- **1.2.1B:** If a participant and/or team has to cancel an the participation of a single-event, they must let the event organisers know at least 24 hours in advance, failing to do so will result in a disqualification and a loss of that event, meaning the opponents will win this single game. Failing to do so may also result in a penalty which may result not being allowed to attend future events.
- **1.2.1C:** In the event of an emergency, where 24 hours advance notice could not have been realistically applied, the participant and/or team will not be penalised, meaning rules **1.2.1A & 1.2.1B** will not be applied. However, it is fully up to the event organisers, BAEsports and its affiliates to determine what is deemed an emergency and what isn't.
- **1.2.1D:** In the case where a participant and/or team is no longer able to participate for the rest of the season, or is penalised, as is mentioned in **1.2.1A & 1.2.1B**, BAEsports has the full discretion to decide whether the team will be disqualified for the season, or if the team will be replaced by another team, depending on the circumstances.

1.3 FAIR PLAY
- **1.3A:** In certain cases, all participants must download an anti-cheat software, in order to ensure fair-play.
- **1.3B:** League co-ordinators and referees have full responsibility and accountability on the decision made with any breaches of fair-play.
- **1.3C:** Players and managers alike are also responsible to policing other

players, teams, and/or managers. Any reports need to be made in a setup Discord forum that is in every community's Discord. Every report will be sent to League Coordinators and referees. Any member of the League Coordinator or referee team may analyse the footage and come to a conclusion. This procedure has to take upto 24 hours to come to a final decision. Any decision that has not gotten a decision or has not been reviewed 24 hours after submission will be considered as "fair play," and will not take any further action.

- **1.3D:** Only team "managers" may send over any reports. Players must send reports to their respective manager, internally.
- **1.3E:** BAEsports owners reserve the right to overrule any fair play decision made by the league coordinators and/or referees, 24 hours after the decision has been made.
- **1.3F:** In the case that a decision has been made towards another player or team, the manager of the opposition team may ask for 1 review. This will take another 24 hours for a decision to be made. Once that decision has been made, the decision is final, except in the exception for **1.3E**. Teams may as for 1 review when given a penalty per incident.
- **1.3G:** In the case that a case has been left unreviewed or not responded to after 24 hours, managers may as for a review, which is under the same conditions as **1.3F.**

1.4 SPONSORSHIPS
- **1.4A:** Teams, players and/or team captains are not allowed to be sponsored, or otherways affiliated with sponsors that may, is and/or has:
    1. Result to discrimination of any kind.
    2. Be illegal or has links and/or affiliation to illegal brands, associates, etc.
    3. Political affiliation of any kind.
    4. Religious affiliation of any kind (that is not a charity, such as "Red Cross"/"Red Crescent")
    5. Alcohol or tobacco products (including vaping products)
- **1.4B:** BAEsports owns the right to disregard any sponsorship a team, player, and/or team captain may have.
- **1.4C:** Every game may have different or additional rules of what sort of sponsorships and affiliations are forbidden. These will be under the "Sponsorship" of every game.

1.5 LIKENESS
There are different rules to the likeness and use of imagery, names, logos, among other things, depending on the relationship we have with someone, and vice-versa.

1.5.1 BAESPORTS LIKENESS
1.5.1A: Logos

a. Players, teams, team-captains & BAEsports admins may use any BAEsports logo(s), name, and any other likeness for personal use. The only use for monetary gain where the BAEsports may be used for is for live-streaming and for any thumbnails on YouTube or other video platform. However, in the description of either streaming or video-upload, the participant, team, team-captain and/or BAEsports admin must use this phrase whenever they have a BAEsports logo in their video or live stream: **"BAEsports is not affiliated with this (video/stream) in any way, shape, or form, nor does BAEsports condone the actions or speech used in this stream. The BAEsports likeness is allowed strctly under section 1.5.1 under the BAEsports Rulebook."**

b. Any other use that may gain profit must have strict permission and authorisation from either Sebastian Gonzalez or Ahmed Alnuaimi under the email address baeesports(at)gmail.com or sebastiangonzalez(at)wearebaesports.com.

c. Any other unauthorised profitable use will be assumed as "illegal copyright infringement," and will be dealt with in the court of law.

d. Any unauthorised merchandise or otherwise physical use of our logo, even for personal use, is not allowed, unless otherwise stated, such as in 1.5.1A(b).

1.5.2 PLAYER LIKENESS
1.5.2A: BAEsports will have full commercial rights to use the player's full name, personal information, gaming username, and other likeness to the fullest extent permitted by the GDPR of the European Union under May 25, 2018, even when a player is no longer associated with BAEsports in any way, shape and/or form.

1.5.2B: Any player may request to have their likeness removed fully from all BAEsports platforms, VODs, videos, or other digital, physical and/or any other form of likeness at anytime before, during and/or after any tournament or league. This must be done by sending an email requesting to be removed baeesports(at)gmail.com. It may take upto 30 days for everything to be completely removed from our systems.

1.5.2C: In the case that the player is a minor (under the age of 18), a parent

or other legal guardian must abide by these regulations, and must also send an email, in case of the request to be fully removed in BAEsports, with proof of being the parent or legal guardian of said player. The parent assumes full responsibility of this contract and the player's likeness until the player turn 18, in which case, the player must sign the contract again.

1.5.2D: All players have a "right to be forgotten," which must be done on the website https://www.wearebaesports.com/contact and write their name in the message and as well put "right to be forgotten" as their message inquiry. Once this is sent, the player's likeness will be deleted on all platforms. This may take upto 30 days to complete. BAEsports, and its representatives, are not in control for anything out of their platform that may or may not be able to be deleted.

1.5.3 TEAM CAPTAIN LIKENESS
- **1.5.3A:** Team captain likeness falls under the same likeness as the player likeness (all those in section **1.5.2**).
- **1.5.3B:** The team captain is the person responsible to make sure all players of their respective team(s) have read and agreed this rulebook, individually, and take responsibility when the players in their respective team(s) have yet to do so.

1.5.4 TEAM LIKENESS
- **1.5.4A:** BAEsports has full commercial rights to the likeness of the team and its assets, under which, but not limited to: logo(s), name(s), slogan(s), etc; and may use it for any purposes BAEsports sees fit. This may include, but is not limited to: marketing, streaming, or any other reason.
- **1.5.4B:** Teams may ask to sell their merchandise on BAEsports platforms, under the pretense that BAEsports will take a cut, that is pre-established, unless otherwise previously stated.
    1. Pre-established professional Esports teams: BAEsports takes 10%.
    2. Pre-established unprofessional Esports teams: 25%
    3. Not pre-established Esports teams (where BAEsports may even make a logo for the team in question): Full % until return of investment has been established by BAEsports, in which case BAEsports will take 60%.

1.6 LIABILITY
- **1.6A:** Neither BAEsports, nor any of its representatives, sponsors, community, members or other affiliates are responsible to any physical, mental, emotional, financial or any other form of distress, damage or injury, no matter the severity, that may or may not be fatal.

- **1.6B:** Neither BAEsports, nor any of its representatives, sponsors, communuity, members or other affiliates are responsible for any gaming / account bans, and must be dealt with privately between the player and the licensors.
- **1.6C:** BAEsports is not affiliated with, in any way, shape or form, the licensors in question, unless otherwise explicitly stated, nor do the licensors condone any actions of BAEsports, and/or its community, representatives, sponsors, members or other affiliates.

BAESPORTS
LEAGUE OF LEGENDS

2.1 Tournament Format (ENTIRE SECTION WIP)

2.1.1 Sections

All team tiers are determined by current and past ranks in either Solo/duo queue or Flex queue of their players.

Based on the team's average rank and past performances in CoP they are placed within a specific section.

Teams are able to rank up to a higher or lower section depending on their performance.

The sections go by the following:

- Section 1, 8 teams (Plat 1 – Master+)
- Section 2, 8 teams (Gold 1 – Plat 1)
- Section 3, 8 teams (Silver 1 – Gold 1)
- Section 4, 8 teams (Iron 4 – Silver 1)

2.1.2 Breakdown of Regular Split

In each respective section, teams play against every other team, meaning they play 7 series in total.

All regular split series will be played in a best of 3 (Bo3) format.

Points are gained with each series. Winning team gains 2 points. Losing team gains 0 points. In case the game is abandoned or ends with no result both teams gain 1 point.

2.1.3 Breakdown of Play-offs

- Play-offs will be based off of the LCK 2022 spring format.
- All play-off series will be played in a best of 3 format.
- The finals are played in a best of 5 format.
- The 1st two seeds automatically move to the semi-finals.

The 3rd seed plays the 6th seed and the 4th seed plays the 5th seed in the Quarterfinals. The first seed may choose their opponent from the winning teams of the Quarterfinals. The second seed plays against the left-over winning team from the Quarterfinals.

1	Team Red	
2	Team Blue	
3	Team Orange	
4	Team Green	
5	Team Yellow	
6	Team Black	

Quarterfinals

Team Green	L
Team Yellow	W

Team Orange	W
Team Black	L

Semi-finals

Team Yellow	L
Team Red	W

Team Blue	L
Team Orange	W

Finals

Team Red	
Team Orange	

2.2   Team Roster Rules
2.2.1 Team Managers/Captains
2.2.1A Responsibilities
- Registering their team for new tournaments by signing up at the appropriate places for this
- Updating roster information regularly
- Scheduling all necessary games
- Sharing their lineups with the opposing team at least 5 hours before the game in the appropriate discord channel/post
- Responding to tournament staff and other managers/captains
- Communicating respectfully with enemy Manager if an issue occurs
- Being aware of all the rules
- Making sure their team is following the rules
- Reporting issues (another team not following rules etc.)

2.2.1B Roster information
- Roster information needed:
- Op.gg of all team participants
- Position (e.g. Top, Substitute etc.)
- Discord names and tags of all members (including coach and manager)
- Team name and abbreviation
- Team logo (optional)

Any changes that you would like made to roster information must be done with permission from the management. This request will be granted on a case-by-case basis. Requests for permission should happen instantly after the change occurs by making a roster-change ticket in our discord and updating the information in challengermode.

2.2.2 Roaster Rules
- One team may have up to 8 players (5 starter players and 3 substitutes), 1 Manager and 1 Coach.
- Players must be older than 16 years old.
- The players must participate in only one team within this community.
- Coaches and Managers may have more than 1 team.
- Every single participant must be using discord and challengermode in order to compete in the community.
- Only the 5 players playing the match must be on their respective discord voice channels during the matches

2.2.3 Coaches
2.2.3A Usage of coaches
Coaches are allowed to stay in the team's discord call during champ select, however they must leave the call after the pick and ban phase has concluded.

Coaches can not be listed as players or substitutes for the team. They are allowed to rejoin the voice chat between games.
2.3.3B Coaching multiple teams
Coaches are not exclusively bound to one team, meaning that they can coach multiple teams in the league. If two teams face each other with the same coach, that coach is not allowed to participate in either team's pick and ban phase.
2.2.4 Substitutes
2.2.4A Rules for substitutes
If a player is unavailable or might not be for a certain game, the team can use a substitute to replace the player.
This has to be announced at least 5 hours prior to the game when sharing line-ups to the opponent in the appropriate discord post. If the announcement is made in less than 5 hours before the game there will be punishments.

Substitutes may not be more than 2 divisions above the replaced player.
E.g. Platinum 4 players must not be replaced by Platinum 1 or above players.
Gold 4 players may be replaced by a Gold 2 or below players.

Breaking these rules will result in ban losses for the series. The amount of ban losses is to be decided on a case-by-case basis.

2.2.5 Emergency Substitutes (ES)
2.2.5A What is an ES
An emergency substitute is a substitute that is not part of the team and is not listed with the roster players. They may play one series for a team that is having one unavailable player and are not having any substitutes available. The ES can be part of another team.
2.2.5B Rules for ES
Emergency substitute has to be announced as soon as the participation of the player is confirmed by sending op.gg and discord to the opposing manager/captain in the appropriate discord post. If the emergency substitute is announced in less than 1 day there will be punishments for

the team using an ES.

2.2.5C Punishments
· Less than 1 day, opponent receives 6th ban pregame
· Less than 12 hours – team using ES loses 2 bans from the first rotation
· Less than 6 hours – allows opponent team to select sides for the whole series AND the team using ES loses 1 more bans

2.2.6 Punishment for breaking roster rules
Any team or person found to have broken the rules or found to have done anything that constitutes unfair play, will be subject to punishment. The league retains the right to punish any team/player it deems to have broken the rules.
Punishments include but are not limited to:

· A verbal warning
· Loss of bans for upcoming games
· Game and/or match forfeiture
· Suspension
· Disqualification

Repeated infractions will lead to escalating punishments. Any punishment may be appealed by opening a support ticket. This however does not guarantee the alleviation of the punishment and in many cases won't change the outcome.

2.3   Match Preparation
2.3.1 Game Schedules
2.3.1A: A week before the tournament has started the tournament management team will have sent schedules for all the games that are to be played during the regular split.
In case a team is unable to play on the given date from the schedule, they have the opportunity to reschedule with the opposing team. This must be done in the appropriate discord post.
The rescheduling of the series has to be done at least 48 hours before the default scheduled time for the series. This must be done in the appropriate discord post.

If a problem occurs while scheduling a game, captains may contact the tournament management team with a ticket or via their management channel to help on the given situation, though this should not happen on a regular basis.

Failing to schedule and play a game will result in punishments for the teams. Play-off matches must be played in the assigned week.

The match can be rescheduled up to 5 days before and 7 days after the default date. The tournament management team must be notified of the agreed date 48 hours before said date via the discord post.

2.4   Side Selection
2.4.1 Side selection Game 1
One team will be randomly chosen for the side selection privilege for Game 1.

If one of the team captains has no preference for side selection they can let the opposing team choose their own side for the first game.

2.4.2 Side selection for further games
Side selection for further games goes to the loser of the most previous game in the series.

2.5   Arrival To Matches
2.5.1 Rules of entry
· Teams must be in the provided tournament game lobby and discord voice channel in the Discord server at least 7 minutes before scheduled time.
· Players must be in this specific order in the game lobby: Top, Jungle, Mid, Adc, Support.
· Side selection should be completed at least 10 minutes before the draft starts.
· Tournament Codes for the lobbies can be acquired from Challengermode.
· A player will not be able to enter the tournament game lobby with a profile that is not displayed on his challengermode profile.
2.5.2 Punishments
If either of the teams has players that are more than 15 minutes late punishments will apply as followed:
· If a player(s) is late by 15-20 minutes, the team of said player(s) will lose the first 2 bans in Game 2 of the series.
· If a player(s) is late by more than 20 minutes, the team of said player(s) will forfeit the first game of the series unless the opponent is content

with waiting. However, the team with the delayed player(s) will lose 4 bans for Game 1 of the series.

- If a player is late by more than 1 hour, the series will be forfeited by said player's team.

If both teams agree to conduct an emergency reschedule of the series, the team that caused the delay will lose all bans in Game 1 of the new series.

2.6   Pre-Match Set Up
2.6.1   Draft
2.6.1A Draft rules

- Draft.lol must be used for drafting. The draft must be created by one of the team captains and shared no later than scheduled time of the series.
- In case the game is being streamed the draft links will be created by the casters and team managers should request them in the game lobby chat.
- eams should have their players in order in the LoL lobby BEFORE the draft begins. For indication, the order is Top, Jungle, Mid, Adc, Support.
- All picks and bans must be the same in both Draft.lol and league lobby.
- Teams are not allowed to draft a champion for a player with the intention of role swapping for the game.
- Only the team members defined for the match and the coach can be present in the discord voice call for the drafting phase.

2.6.1B Protocol of mistakes/issues

If the wrong champion has been picked or banned during the in-client draft phase, the phase shall be remade with the correct picks and bans. If this happens more than once and either side is unhappy about it, they should contact a tournament management team by opening a ticket or talking about it in the team's management channel on Discord and they will take care of the issue at hand.

If no one from the tournament management team responds within 5 minutes both captains/managers will be expected to try and come to a mutual agreement.

2.6.1C Tournament Codes
Tournament codes do not allow accounts who are not listed on either team in challengermode to enter the draft lobby. Exceptions are made for casters.
Substitutes that have not been announced also will not be able to join the lobby.

2.6.2 Player Positions
Team positions are submitted when entering the tournament. Teams must have 5 specific players on the starter roles: Top, Jungle, Mid, Adc, Support.
Team Captains and Managers must open a roster change ticket on Discord to make any role swaps between their players.
The Players must appear on the lanes they have been displayed on. This does not include situations like funneling, catching waves or playing for an objective.

2.6.3 Spectators
· No spectators are allowed during the series in the game lobby except for casters and admins.
· No spectators are allowed during the series in the discord voice channel. Tournament management members may join a case of an emergency or issue.

2.7   Game Rules
2.7.1 In-Game Rules
· No team is allowed more than 15 minutes of pause per game.
· Any emotes or other interactions that exist inside of the game are allowed to be used and spammed as much as desired since they are not considered toxic.

2.7.2   Match Conduct
2.7.2A Competitive integrity
Players are expected to show good sportsmanship and they should not do or attempt anything that may harm the competitive integrity of the community.

2.7.2B Exploiting
Exploiting is defined as intentionally using a loophole or a way around the ruleset of the competition in order to seek a competitive advantage.
Any exploitation attempts will be punished by management staff if deemed

necessary.

2.7.3 Emergency Situations
- If a team needs to use an emergency substitute for one game, they need to inform the tournament management team and the enemy team captain immediately in the appropriate discord post.
- In case a player disconnects during a game and has no way to reconnect, the team with the DC'ed player shall forfeit the game with the option to use an emergency substitute for the following games.
- If both team captains agree ingame that a remake of the game is viable, it will be approved as a solution by the Tournament management team, provided they are informed about it.

2.7.4 Match Referee
Referees shall follow this rulebook in order to rule on issues presented to them by team captains/managers. Examples would be:
- Planned role swap
- Toxicity in chats

The decisions taken by referees will show no leniency unless both teams are content with an agreement between their managers (this excludes cases which affect negatively on the image and integrity of the community)

2.7.5 Usage Of Programs
Any computer programs that do not give the player a competitive advantage over the opponent are allowed to be used
Apps such as Porofessor or blitz are not considered to provide any advantages since they are available to everyone and authorized to use riot API.
Using programs such as scripts or cheats is strongly prohibited and will be punished.

2.7.6   Bugs
2.7.6A Classification
a) Abusable
Example – (already resolved by riot) Zed Double Q causing his shadow's Razor Shuriken(Q) to spawn from the same position his original Q spawns. The Damage Stacks and is usually unexpected by the receiver. This bug can be manipulated and abused by the player to receive unfair advantage.

b) Unintentional
Example – The game does not allow the player to use summoner spell "Flash" for the rest of the game.

Bug classification is decided by the tournament moderators.

2.7.6B Protocol after bugs(change name)
Steps to follow when a bug occurs:
· Acquire evidence (This could be done by showing a replay / Screenshot / Screen record Etc.)
· Pause the game
· Report the issue by using #support
· Notify the opposing team, calmly, about the issue

Teams can continue their game if they don't consider the bug as a game-changer. The bug + bug user should still be reported to the admins.

If an admin does not respond within 7 minutes to the issue teams should continue their game.

2.8   Post Match Routine
2.8.1 Reporting An Issue
In case of occurrence of any type of issue we encourage players to use our ticket system in our #support channel of our discord server.

Reporting an issue regarding another team breaking rules should be done by showing proof of the rule-breaker. Unless the case requires immediate attention all reports should be done after the series has finished.

We read and try to resolve all the issues we are aware of!

2.9   Tie-Breakers
Tiebreaker games are needed in order to determine the final standing of the table in case teams have the same amount of final points. They will be generated based on the following factors:
· In the need of a tiebreaker at the end of the regular split of the league, SF-SA (games won vs games lost) point difference will be used to determine the final standings of the table. This means that even games won during a lost series (1-2) or games lost during a won series (2-1) will count and factor into the final standings.

- In case those points are also even, the result of the head to head series between the teams in the tie-breaker will be used as a final determination factor.
- If a three-way tiebreaker occurs, the two teams with the highest total game victory time will play against each other. The winner of that game will go on to play the team with the lowest victory game time. In this case, the winner of the second game will get the highest seed, with the loser getting the second highest and the loser of the first game getting the third seed.

3.1 Overview

The FIFA 23 FUT PlayStation Baesport Tournaments, Jungle Series is operated by BAESPORTS (alternatively or "Tournament Organizer").

The FIFA23 is a video game competition conducted using FIFA 23 ("FIFA 23") created for the PlayStation®4 console and PlayStation®5 ("PS4") console ,Xbox series and PC.

This Tournaments is in no way sponsored, endorsed or administered by, or associated with, EA Sports.

If you have any questions about this competition, its registration process and how to participate, please visit https://www.wearebaesports.com/fifa.

3.2 Eligibility Requirements

Only eligible individuals can participate in the Competition.

Employees of BAESPORTS, Sony Interactive Entertainment LLC ("SIE"), EA Sports (alternatively "Publisher") and its respective affiliates, subsidiaries, representatives, advertising, promotion and publicity agencies, and the immediate family members or persons living in the same household of such employee are not eligible to participate in the competition.

Individuals who wish to participate must:
1. Have a streaming account YouTube to be specific
2. Be eligible to play FIFA 23 according to their local age restrictions, throughout the Tournament, Players who are minors (under 18 years old), must obtain consent from their parents or legal guardians to enter the Competition. If minor Players have entered Competition, it shall be deemed that they have obtained the required prior consent from their parents or legal guardians. A player will be disqualified where that Player cannot demonstrate, to the satisfaction of the Tournament Organiser, that they have obtained the requisite consent.
3. At all material times during the Tournament own or have access to a PS5 and X box series X and PC version of FIFA 23 and play ALL matches on Their respective console with a compatible controller.
4. Have a valid early ID for PlayStation Network ("Account for PSN") for cross play and an associated PSN ID or respective console ID.
5. Have a valid PlayStation Plus subscription.
6. Have a Discord account

7. Have at least 5Mb of internet connection bandwidth to be able to broadcast on YouTube as we will be using for media purposes.

If at any point during the Tournament, the Tournament Organiser becomes aware that an individual does not meet any one of the eligibility requirements they will be removed from participating in the Tournament and/or prevented from winning a prize.

3.3 Competition Structure

All Players can enter/ take part / participate in the FIFA 23 FUT baesport "Jungle" Series.

3.3.1 Tournament Format Details

· Mode: FIFA Ultimate Team 1 versus 1
· Player seeding: random.
· Tournament system: deciding the competition winners through a round robin group stage to qualify for a Double-legged knockout format, and a single leg final. (Single Elimination)
· Group stage, knockout Rounds and Finals
· All group stage games will be streamed
· Knockout rounds will be commented on while being streamed (use of studio)
· CASH PRIZE: TBD.
· Free Registration
· Team building restrictions will be made known ahead of Tournament start date and announced on discord to all participants

3.4 Match Rules

3.4.1 Match start time

All matches are played at the scheduled match time. To see the match times, go to the Challenger mode bracket event page a link will be shared to players participating on discord.
Joining your game lobby
1. Access your match lobby by inviting each other using your EA play Names.
2. The result will be automatically submitted at the end of the match By Tournament Organiser and can view results on event page take picture for proof too dispute a result if wrong.

3.4.2 Match details
- Game mode: FIFA Ultimate Team
- Match duration: 12 minutes (6 minutes per half)
- Controls: Any
- Game Speed: Normal
- In case of draw: Extra time and penalties if needed (Only in Knockout rounds if need be)
- NO LOANS

3.4.3 No show
Each Player has 15 minutes to show up to a match. (Scheduled match start time +15 minutes). Not showing up within 15 minutes results in a default loss. The player that is waiting must let organiser aware in Discord or a dispute (which is available in the match event page in challenger).

3.4.4 Disconnection
In the event of a player disconnecting, that player will forfeit the entire game, not just a round. It will be the sole responsibility of the Player that got disconnected to connect to his opponent within 5 minutes.
Match Disputes
- If any issues are encountered in a match, it's the players responsibility to create a dispute and reach out to the admin/organising team.
- Disputes All FIFA disputes/conspiracies are dealt with privately with Admin and your opponent in another group chat called FIFA disputes, failure to comply with this could lead to points reduction/removal from all competitions with immediate effect.
- Players are responsible for providing proof of match results in case of disputes. This can be done with screenshots of each victory or video replays uploaded to websites such as YouTube or Twitch or a media record.

3.4.5 Code of Conduct
Every participant must behave with respect towards the representatives and Event Organisers of the BAESPORTS, press, viewers, partners and other players. The participants are requested to represent esports, Baesports, and their Sponsors honourably. This applies to behaviour in-game and in chats, messengers, comments and other media. We expect players to conduct themselves according to the following values:

- Compassion: treat others as you would be treated.

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- Integrity: be honest, be committed, play fair.
- Respect: show respect all other humans, including teammates, competitors, and event staff.
- Courage: be courageous in competition and in standing up for what is right.

Participants must not engage in harassment or hate speech in any form. This includes, but is not limited to:
- Hate speech, offensive behaviour, or verbal abuse related to sex, gender identity and expression, sexual orientation, race, ethnicity, disability, physical appearance, body size, age, or religion.
- Stalking or intimidation (physically or online).
- Spamming, raiding, hijacking, or inciting disruption of streams or social media.
- Posting or threatening to post other people's personally identifying information ("doxing").
- Unwelcome sexual attention. This includes unwelcome sexualized comments, jokes, and sexual advances.
- Advocating for, or encouraging, any of the above behaviour.
-

3.5: Technical errors
3.5A: BAEsports may place a technical timeout when there is a glitch, exploit, massive lag, or other issue.
3.5B: BAEsports may eliminate a player and/or team if the lag of said player/team seems too bad to be able to continue.

BAESPORTS

FORMULA 1

4.1 Overview

F1 22 is a game made by "Electronic Arts", "Electronic Arts Sports" (otherwise known as "EA" or "EA Sports") & "Codemasters".

This Tournaments is in no way sponsored, endorsed or administered by, or associated with, EA Sports and/or Codemasters.

If you have any questions about this competition, its registration process and how to participate, please visit https://www.wearebaesports.com/formula-1.

4.2 Eligibility Requirements

Only eligible individuals can participate in the Competition.

Employees of BAESPORTS, Sony Interactive Entertainment LLC ("SIE"), EA Sports (alternatively "Publisher") and its respective affiliates, subsidiaries, representatives, advertising, promotion and publicity agencies, and the immediate family members or persons living in the same household of such employee are not eligible to participate in the competition.

Individuals who wish to participate must:
1. Have a streaming account YouTube to be specific
2. Be eligible to play F1 22 according to their local age restrictions, throughout the Tournament, Players who are minors (under 18 years old), must obtain consent from their parents or legal guardians to enter the Competition. If minor Players have entered Competition, it shall be deemed that they have obtained the required prior consent from their parents or legal guardians. A player will be disqualified where that Player cannot demonstrate, to the satisfaction of the Tournament Organiser, that they have obtained the requisite consent.
3. At all material times during the Tournament own or have access to a PS4, PS5, X box series X or PC version of F1 22 and play ALL races on their respective console with a compatible controller.
4. Have a valid ID for PlayStation Network, Xbox Live, Steam and/or Origin account, and have "cross-play" enabled.
5. Have an active Discord account with 2FA on.
6. A YouTube channel (exclusively) where you must be streaming your race.

4.3 Registration Requirements

4.3.1 All teams & their players must have signed up on the website through https://www.wearebaesports.com/sign-up.

4.3.2 All teams must have at least 4 members, and may have a maximum of 5 members. All teams must have at least 2 drivers, 1 manager and 1 reserve driver, and may have 1 extra driver (having a total of 2 extra drivers as maximum).

4.3.3 Our league will consist of having "online cars," meaning that we will not use the official cars. This, therefore, means that each team must have the same livery scheme on their cars for all their respective drivers. This includes, but is not limited to:

· Colour scheme
· Livery scheme
· Sponsors. sponsor colour & sponsor placements

4.3.3B The only thing that is not included in this:

· HALO sticker

4.4 Grand Prix

4.4.1: There must be 11 teams per race. 11 teams will be chosen by BAEsports as first priority teams, which comes as a first-come, first-serve policy. Other teams will be served as a backup team for the rest of the season. If a team does not show up, a backup team will drive, in the name of the backup team. If the original team does not show up without any prior notice (being at least 1 hour before the start of the stream).

4.4B: The weather in question will be dynamic, meaning that it will be random

4.4.1 Practice

4.4.1A: There will be no practice given by BAEsports. All practice must be done on people's own accord.

4.4.2: Qualifying

4.4.2A: Qualifying will be set as "full qualifying."

4.4.2B: Once there is an incident where 1 or multiple driver(s) has left the track, but the car still intact, to the point where they can rejoin the track, while the yellow flag is out, VSC is presumed for at least 15 seconds. This means that cars may not be faster than 150kph (93mph) during said 15 seconds.

4.4.2C: Once there is an incident where 1 or multiple driver(s) have to retire

(does not include manual retirements), red flag is presumed, meaning that all cars must be under VSC conditions and enter the pitlane. Once all drivers have entered the garage, no cars may leave the pit exit until 30s after the last car has entered the garage.

4.4.2D: No manual retirements are allowed, under any conditions.

4.4.2E: Any driver who does not abide to these rules, or creates an incident on purpose to gain an advantage, will have to do a pitstop within the first 3 laps of the race start.

4.4.3: Race

4.4.3A: The race will be 50% of laps.

4.4.3B: There will be only normal races, no "sprint" races will be done in the 2023 season.

4.4.3C: Penalties will be turned off in-game, in order to give manual penalties by real-life stewards. These will to be reviewed manually through the streams of the driver, as well as, whenever possible, the stream of BAEsports.

4.4.4: Standing procedures

4.4.4A: All standing procedures will be the same as the real life FORMULA 1 2022 season.

4.4.4B: As per the real-life rules, the driver who has the fastest lap at the end of the race will be awarded +1 point if said driver has finished within the top 10 drivers at the end of the race.

4.4.4C: Bother driver and constructors' points may be deducted as a result of 1 or multiple penalties given to a driver after a race.

4.4.5: Penalties

4.4.5A: As mentioned in **Article 4.4.3C:** All penalties are turned off in-game and will be reviewed manually by real-life stewards.

4.4.5B: All penalties will be done under the provision of the stewards. When there is a penalty that is left unreviewed, it is under the team(s) discretions as to ask to be taken under review by stewards. Team(s) must send in their penalty request over in a Google form, with video evidence, in order to request for a review.

4.4.5C: Any request that will show up without video evidence will not be reviewed.

4.4.5D: All requests must be made within 24 hours after the race has ended. All stewards must either make or disregard a request 24 hours within

the request being made. If a request has not been answered to within 24 hours, it means that the request has been disregarded.

4.4.5E: After 24 hours of the decision made by said stewards, a request may be made by the team that has received a penalty for a review of the decision made by the stewards. This must be requested as a maximum of 24 hours after the decision of the stewards. Once that decision has been made, the decision is final and there is no more requests for reviews available.

4.4.5F: All decisions of penalties are made following the official FIA guidelines, and may either be time penalties and/or point penalties from the standings, as well as "penalty points," which a driver may have a maximum of 10.

4.4.5G: All drivers must livestream their point of view when driving, in order to establish a correct decision for any penalties. Any driver not livestreaming their race on YouTube may not race in any BAEsports Motorsports event.

4.4.5H: Any financial penalties under the official FIA regulations will change to temporary/permanent bans from the BAEsports community.

4.5: Setups

4.5A: Setups will be open, meaning that people may use their custom setups.

4.5B: Managers are responsible at making the setups of their drivers. Drivers are not allowed to use any pre-created setups.

4.6: Manager Tasks

4.6A: Managers are, as mentioned previously (**article 4.5B**), responsible formaking setups for the drivers.

4.6B: Managers are responsible for finding the drivers, and for making any trades during the season of drivers.

4.6C: Managers are responsible for training their drivers.

4.6D: Managers are responsible for taking care of the car livery and color schemes (**Articles 4.3**)

4.6E: Managers are responsible for the pitstop strategies of their drivers.

4.6F: Drivers reserve the right to protest their managers to stewards, in which case there must be made an investigation, meeting with the stewards and may be decided to an eviction of the manager.

4.7: Assists Regulations

Steering Assist	OFF
Braking Assist	OFF
Anti-Lock Brakes	ON
Traction Control	Medium
Dynamic Racing Line	ON
Gearbox	Automatic
Pit/Pit Release/ERS/DRS Assist	OFF
Rules & Flags	ON
Corner Cutting Stringency	Regular
Parc Fermé Rules	ON
Safety Car (Expericence) /Pitstop Experience	ON, Increased & Immersive
Formation Lap	ON & Immersive
Surface Type	Realistic
Car Damage & Rate	Standard & Standard
Low Fuel Mode	Hard
Race Starts	Manual
Collisions	ON
Ghosting	OFF
Tyre Tempreature, Tyre Sim	Surface & Carcass, ON
Recovery Mode	None
Unsafe Pit Release	OFF

4.8: Technical errors

4.8A: BAEsports may place a technical timeout when there is a glitch, exploit, massive lag, or other issue.

4.8B: BAEsports may eliminate a player and/or team if the lag of said player/team seems too bad to be able to continue.

5.1 Sporting Guidelines

5.1.1 All competitors, teams, and officials must adhere to these regulations and promise to compete in a fair manner, upholding the spirit of competition, and to maintain a safe environment for competition.

5.1.1A Any participants who have been found to have been unfairly manipulating races will be permanently banned from all BAEsports competitions, with no right to appeal.

5.1.2 Before every competition, there will be a drivers' meeting where all participants can ask questions on rules they are unsure about.

5.1.3 BAEsports reserves the right to change this document at any time, for any reason, and that all participants are expected to be aware of any changes made at their earliest convenience.

5.1.3A All changes made will be outlined in an announcement to the BAEsports Discord server.

5.2 Penalty Points

5.2.1 Whenever a driver incurs a penalty of any sort, they will also be given a certain number of penalty points against their license, depending on the severity of the offense.

5.2.2 Penalty Points incurred from an incident will stay on an individual's record for one full calendar year, and will be removed afterwards.

5.2.3 The punishments for accumulating too many Penalty Points are as follows:
- 12 Pts: One race suspension
- 16 Pts: Two race suspension
- 20 Pts: Suspension for the remainder of the season

5.3. Penalties

5.3.1 The stewarding team will be watching the race at all times, and will be in charge of finding incidents, investigating them, and delivering a verdict to the offending driver(s).

5.3.2 The possible penalties an individual can be assessed for any given incident are as follows:
- Warning / 0 Penalty Points
- 5 Second Time Penalty / 1 Penalty Point
- 10 Second Time Penalty / 1 Penalty Point
- 10 Second Time Penalty / 2 Penalty Points
- Drive Through Penalty / 2 Penalty Points
- 10 Second Stop/Go Penalty / 3 Penalty Points
- 20 Second Stop/Go Penalty / 4 Penalty Points

- Disqualification / 6 Penalty Points
- Disqualification / Permanent Ban from BAEsports iRacing

5.3.2A Any additions or amendments to these penalty standards will be publicly announced on the BAEsports iRacing Discord.

5.3.3 Penalties issued by iRacing will still stand unless it falls under a category below, where it will be handled on a case-by-case basis:

- Speeding in Pit Lane
- Unsafe Entry/Exit of Pit Lane
- Passing Under Yellow
- Passing on a Restart

5.3.3A These exceptions are made in case of a driver needing to take evasive action in order to avoid being involved in a crash, or any other similar circumstances.

5.3.4 All penalties must have a majority approval from the stewards present before being applied

5.3.5 All drivers will have the right to appeal any penalty given to them during the window they have to serve it, and after the race.

5.3.5A Drive trough and Stop/Go penalties can not be appealed after they have been served, or after the conclusion of a race.

5.3.6 Any driver that has been found to be using glitches or exploits not intended to be in the game will be penalized depending of the severity of the offense.

5.3.6A Participants are encouraged to point out this behavior to the stewards as soon as they can in order for them to be able to resolve the situation in a timely manner.

5.4 Inquiries

5.4.1 When a driver feels aggrieved by an incident that the stewards might have missed during a race, they are entitled to submit an inquiry detailing their grievances with evidence to go along with it

5.4.1A Inquiries with no evidence will not be looked at; no exceptions.

5.4.1B Evidence must be presented in the form of a video uploaded to a video streaming/sharing platform (I.e YouTube, Twitter, Facebook, Reddit), not the discord server itself.

5.4.1C All drivers will have 2 days from the conclusion of a race to file any inquiries they may have.

5.4.2 After an inquiry is processed and a verdict is given, the offending driver will have a further 2 days to submit an appeal in the form of new evidence or context explaining the situation from their perspective.

5.5 Teams & Players
5.5.1 All teams must have at least 3 obligatory drivers, and may have a maximum of 3 reserve drivers.
5.5.2 All teams must have at least:
· 1 driver who has an IndyCar & GT3 car.
· 1 driver who has a FORMULA 1 car & GT3 car.
· 1 driver who has a NASCAR & GT3 car.
5.5.3 All teams may have 1 coach, that is not allowed to drive, unless as an emergency substitute.
5.5.4 Only upto 3 drivers may allow to drive in an endurance event. Any unauthorised driver that participates will result in a ban, unless it may be an emergency substitute, however, this must be discussed with race control beforehand, in order to get clearance.
5.5.5 Teams must know what GT3 car they want to drive as before starting the season. Mid-season changes are not allowed, under any circumstances, except if the car happens to be deleted from iRacing. Teams, therefore, must ensure that all of their drivers own the same GT3 car.
5.5.6 Drivers who drive for a sprint race may not participate for another sprint race anymore. This means that they are not allowed to participate for 2 sprint races in the same season.
5.5.7 All drivers who drive for a sprint race are seen as the obligatory drivers, and therefore must also participate for the endurance races, unless there is an emergency, which allows for a substitute, but must be explained to race directors.

5.6 Calendar
5.6.1 Qualifying
5.6.1A: The first qualifying will be done in a FORMULA E event, meaning that it will be done with 2 seperate groups, and the top 25% of each group will compete in a tournament-bracket style qualifying. Each driver gets 2 hot-laps, the fastest hot-lap will count. Those eliminated will be put to the grid in the order of their hot-lap, until the final 2 compete for pole position.
5.6.1B: The rest of the season will have a reverse grid order, from the points in the season of the team.

5.6.2 Point system
5.6.2A: The pointing system is as follows: Each team registered will add a point to the season, meaning that, for example, if there were 50 teams,
1. 50 points
2. 49 points
3. 48 points
…

5.6.2B: Finisher with the fastest-lap during a race will have +1 point, if they end up in the top 10 at the end of the race.
5.6.2C: During endurance races, points are doubled (not including the fastest-lap bonus).
5.6.2D: Drivers who did not start (DNS), did not finish (DNF), and/or got disqualified (DQ), do not receive any points.

5.6.3 Season Calendar
5.6.3A: The season will be as follows:
- Pre-Season Testing in Circuit de Barcelona (GT3, no points, optional)
- Indy 500 (Indycar, sprint)
- F1 Silverstone (FORMULA 1, sprint)
- NASCAR Daytona 400 (NASCAR, sprint)
- 12 Hours of Spa-Francorchamps (GT3, endurance)
- 24 Hours of Le Mans (GT3, endurance)

5.6.3B: Season calendar is subject to change.
5.6.3C: All drivers must have access to all the endurance tracks, and the sprint race of their choice.
5.6.3D: All drivers must choose their sprint race and come in accordance with it with their team before the start of the tournament.

5.7 Setups
5.7A: Setups will be open, meaning that people may use their custom setups.
5.7B: Managers are responsible at making the setups of their drivers. Drivers are not allowed to use any pre-created setups.

5.8: Manager Tasks
5.8A: Managers are, as mentioned previously (**article 4.5B**), responsible formaking setups for the drivers.
5.8B: Managers are responsible for finding the drivers, and for making any trades during the season of drivers.

5.8C: Managers are responsible for training their drivers.

5.8D: Managers are responsible for taking care of the car livery and color schemes being the same in every car (including the different types of cars, all cars need the same livery, scheme & sponsors).

5.8E: Managers are responsible for the pitstop strategies of their drivers.

5.8F: Drivers reserve the right to protest their managers to stewards, in which case there must be made an investigation, meeting with the stewards and may be decided to an eviction of the manager.

5.9 Sponsorships

5.9A: All sponsorships from teams and on cars must abide the iRacing sponorships regulations. BAEsports is may force a team to remove or otherwise redesign a teams' livery in order to abide with the iRacing sponsorship regulations.

5.10 Exploits & glitches

5.10A: Any exploits & glitches must be sent over to a BAEsports staff member to be looked at. Using any exploit or glitch to gain an advantage may give a penalty to the driver and/or team in question, and, depending on the severity, may exclude said driver/team to be banned indefinitely from any future BAEsports events.

5.11 Use of Chat

5.11A: The drivers chat will be disabled, meaning that drivers from different teams are NOT allowed to communciate with eachother.

5.11B: All complaints during the race must be sent over to the "Race Control" voice chat.

5.11C: BAEsports holds full control of the voice chat, meaning that they can enter any team chat.

5.11D: All teams MUST use the team chat during the race.

5.12: Technical errors

5.12A: BAEsports may place a technical timeout when there is a glitch, exploit, massive lag, or other issue.

5.12B: BAEsports may eliminate a player and/or team if the lag of said player/team seems too bad to be able to continue.

BAESPORTS
ROCKET LEAGUE

6.1 Overview

Rocket League (also known as "RL") is a game made by "Epic Games" (otherwise known as "Epic" & its subsidiary "Psyonix".

This Tournaments is in no way sponsored, endorsed or administered by, or associated with, EA Sports and/or Codemasters.

If you have any questions about this competition, its registration process and how to participate, please visit https://www.wearebaesports.com/rocket-league.

6.2 Eligibility Requirements

Only eligible individuals can participate in the Competition.

Employees of BAESPORTS, Epic Games (alternatively "Publisher") and its respective affiliates, subsidiaries, representatives, advertising, promotion and publicity agencies, and the immediate family members or persons living in the same household of such employee are not eligible to participate in the competition.

Individuals who wish to participate must:
1. Be eligible to play Rocket League according to their local age restrictions, throughout the Tournament, Players who are minors (under 18 years old), must obtain consent from their parents or legal guardians to enter the Competition. If minor Players have entered Competition, it shall be deemed that they have obtained the required prior consent from their parents or legal guardians. A player will be disqualified where that Player cannot demonstrate, to the satisfaction of the Tournament Organiser, that they have obtained the requisite consent.
2. At all material times during the Tournament own or have access to a PS4, PS5, X box series X or PC version of Epic Games and play ALL races on their respective console with a compatible controller.
3. Have a valid Epic Games ID account, and have "cross-play" enabled.
4. Have an active Discord account with 2FA on.

6.3 Player & Team Eligibility Requirements

6.3A: All teams must have at least have 4 members (3 players, 1 coach/manager (which may be eligible to play when there are not enough players) and may have 2 substitute players.

6.3B: All teams must have the same primary and secondary colour.

6.3C: All teams must be in a "club" established in the game. The owner of said "club" is seen as the coach/manager.

6.3D: All players must give their Rocket League Tracker Network link from https:/rocketleague.tracker.network on the Discord server. They must give it from their main account. Giving false information such as a smurf account is cause for immediate and permanent ban from any future BAEsports events.

6.4 Games & Tournaments

6.4.1: All games will be done in various sets, depending on the level of the tournament.

6.4.1A: Group phases to, and including the quarter finals: Best of 3

6.4.1B: Semi-finals: Best of 5

6.4.1C: Finals (both those for 3rd place and the Grand Final): Best of 7

6.4.2: All sets' game modes will be randomized through a RNG (https://www.wheeldecide.com) which will be shown on stream. Every set will be 1 gamemode that will be decided by the RNG.

6.4.3: All the gamemodes will have their normal settings applied.

6.4.4: Every team is allowed to have 1 technical timeout per set. This tactical timeout will be placed after a goal or after the set but may be requested beforehand either via Discord or via the game chat. The timeout in question will take 30 seconds, meaning that no team is allowed to touch the ball for 30 seconds during this period.

6.4.4: If the final is a "soccar" event, it must be done in the "Champions Arena"

6.5 Exploits & Glitches

6.5A: Any exploits & glitches must be sent over to a BAEsports staff member to be looked at. Using any exploit or glitch to gain an advantage may give a penalty to the driver and/or team in question, and, depending on the severity, may exclude said driver/team to be banned indefinitely from any future BAEsports events.

6.6 Group Stages

6.6.1: All group stages will be done by random selection, and only the top

half (2 if there are upto 5 per group, 4 if there are 6 or more per group) get sent through.

6.6.2: Points in group stages will done like FIFA group stages. However, considering there is no "tie" feature in Rocket league, there will be 2 points for the winner of the extra time, and 1 for the loser of the extra time, meaning that the point system will be as follows:

- Winner (no extra time): 3 points
- Winner (extra time): 2 points
- Loser (extra time) 1 point
- Loser (no extra time): 0 points

6.6.3: All teams will be drafted the day before the tournament starts live on stream.

6.6.4: The winners of the group stages will go to the next tournament brackets.

6.6.4A: In the case of 2 winners per group:

  1st of group A v. 2nd of group B

  2nd of group B v. 1st of group A

6.6.4B: In the case of 4 winners per group

  1st of group A v. 4th of group B

  2nd of group A v. 3rd of group B

  3rd of group A v. 2nd of group B

  4th of group A v. 1st of group A

6.7: Technical errors

6.7A: BAEsports may place a technical timeout when there is a glitch, exploit, massive lag, or other issue.

6.7B: BAEsports reserves the right to eliminate a player and/or team if the lag of said player/team seems too bad to be able to continue the tournament.

BAESPORTS

COUNTER-STRIKE: GLOBAL OFFENSIVE

7.1 Overview

Counter-Strike: Global Offensive (also known as "CS:GO") is a game made by "Valve" & its subsidiary "Steam".

This Tournaments is in no way sponsored, endorsed or administered by, or associated with, EA Sports and/or Codemasters.

If you have any questions about this competition, its registration process and how to participate, please visit https://www.wearebaesports.com/rocket-league.

7.2 Eligibility Requirements

Only eligible individuals can participate in the Competition.

Employees of BAESPORTS, "Steam" & "Valve" (alternatively "Publisher") and its respective affiliates, subsidiaries, representatives, advertising, promotion and publicity agencies, and the immediate family members or persons living in the same household of such employee are not eligible to participate in the competition.

Individuals who wish to participate must:

1. Be eligible to play Counter-Strike: Global Offensive according to their local age restrictions, throughout the Tournament, Players who are minors (under 18 years old), must obtain consent from their parents or legal guardians to enter the Competition. If minor Players have entered Competition, it shall be deemed that they have obtained the required prior consent from their parents or legal guardians. A player will be disqualified where that Player cannot demonstrate, to the satisfaction of the Tournament Organiser, that they have obtained the requisite consent.
2. Have a PC where Counter-Strike: Global Offensive is able to beinstalled.
3. Have an active Discord account with 2FA on.

7.3 Player & Team Eligibility Requirements

7.3A: All teams must have at least have 6 members (5 players, 1 coach/manager and may have upto 3 substitute players.

7.3B: All players must give their CS:GO Tracker Network link from https:/csgostats.gg on the Discord server. They must give it from their main account. Giving false information such as a smurf account is cause for immediate and permanent ban from any future BAEsports events.

7.4 Games & Tournaments

7.4.1: All games will start with a knife game. The winner of said team gets to choose which role they want to start off with (Counter-terrorist or terrorist side).

7.4.2: The winning team may also choose the first map, whereas the losing team may choose for the first map to be banned. Therefore, the pick will be as follows:

· Winning Team: Pick
· Losing Team: Ban
· Winning Team: Ban
· Losing Team: Pick
· Draw: Public Vote

7.4.3: The only time where the "knife game" 6.4.1 will not be introduced is in the first bracket after the group stages, where the 1st place of the group stages will be the one to choose the side and take the first pick, as they are seen as the "winning" team.

7.4.4: Only the top 2 teams of the group stages will commence to the tournament brackets.

7.4.5: In the case of a draw (meaning that one map is won per team), the public gets to vote for the third map. Players, coaches and other affiliates of the Esports teams that are currently playing and BAEsports staff are NOT allowed to vote in these public polls. Any player or staff member getting found out to vote in said polls will be automatically expelled for a season in BAEsports, and disqualified from the tournament.

7.4.5A: The "Fan Vote" will note include maps that are banned or picked previously.

7.4.6: All matchups follow the traditional "30 rounds" per map, with a best of 16 scenario.

7.4.6A: Game duration: 1 minute and 55 seconds

7.4.6B: Freeze & Buy Time: 20 seconds

7.4.6C: Bomb detonation timer: 40 seconds

7.4.6D: Start in-game budget: $800

7.4.6: After 15 rounds in 1 map, the roles will be switched, meaning that the "counter-terrorists" will become "terrorists" and vice-versa.

7.4.7: If, after 30 rounds, the result ends in a draw, there will be continuously 6 more rounds, where there will be a swap in roles after 3 rounds. If that ends in a draw, there will be another 6 rounds, until there is a best of 4 final.

7.4.7A: In-game budget for Overtime: $16,000

7.4.8: Every team is allowed upto 4 timeouts per map. Every timeout is a 30 second break.

7.4.8A: Apart from that, technical pauses are allowed, meaning that teams are allowed to request for a pause if there is something that hinders a player from playing correctly. However, the team must show what the issue is beforehand.

7.5 Exploits & Glitches

7.5.1: Any exploits & glitches must be sent over to a BAEsports staff member to be looked at. Using any exploit or glitch to gain an advantage may give a penalty to the driver and/or team in question, and, depending on the severity, may exclude said driver/team to be banned indefinitely from any future BAEsports events.

7.5.2: Every player must have a positive VAC, meaning that the profile has no prior history of cheating, using exploits or glitches.

7.5.3: Every player must download the ESL Anti-cheat and show proof before every game to BAEsports staff, before being allowed to play.