

# VIRTUALSPORTSLEAGUE

## RULEBOOK

### 1. General

#### 1.1 Range of Validity

This is the base rulebook which is valid for the event, its participants and all matches played within the scope of the event. With their participation, the participant states that they have read, understood and accepted all rules.

#### 1.2 Rule Changes

The league administration reserves the right to amend, remove, or otherwise change the rules outlined in this Rulebook, without further notice. The League administration also reserves the right to make judgement on cases that are not specifically supported, or detailed in this Rulebook, or to make judgments that even go against this Rulebook in extreme cases, to preserve fair play and sportsmanship.

#### 1.3 Confidentiality

The contents of private messages, support tickets, any discussions at all, email conversations or any other correspondence with tournament officials and administrators are deemed strictly confidential. The publication of such material is prohibited without a written consent from the tournament administration.

#### 1.4 Code of Conduct

All participants agree to behave in an appropriate and respectful manner towards other participants and the tournament administration. Any sort of harassment should be reported to the above listed administrators immediately. Harassment includes but is not limited to offensive statements or actions related to gender, gender identity and expression, age, sexual orientation, disability, physical appearance, body size, race or religion. Failure to adhere will result in an official warning or direct disqualification from the tournament depending on the severity.

#### 1.5 Compliance

The instructions of administrators should always be obeyed and followed. Failure to do so may result in a penalty in form of a warning, game loss, match loss or disqualification depending on the severity of the case.

## 2. Player Eligibility Requirements

### 2.1 Team Roster

A team must consist of at least five (5) eligible players upon registration and at all times during the tournament.

### 2.2 Ringer

If one player from your roster cannot play, u can play with a ringer who didnt registered in time, u have to communicate with admins and players to get agreement. To get the full permission DM one from our admins.

## 3. Tournament Format

3.1 All VSL tournaments will be conducted using the following tournament format rules:

Double Elimination bracket

Random seeding

All upper bracket matches, grand final BO3

All lower bracket matches BO1

### 3.2 MOSS (MOnitor System Status)

MOSS is mandatory for all players to use for the full duration of all matches.

In BO3 all matches should be captured in single moss file.

#### 3.2.1 MOSS Settings

Each player is responsible of using the correct settings. Playing with wrong settings may lead the user to warnings or disqualification , the responsible admin will decide whether to rate or delete the match. It's up to the players to check their opponents' archives and open a match protest if something weird is present in screens.

MOSS must be configured as follows:

Paremeters: SkillSpecialForce

#### 3.2.2 Missing MOSS files

If a player does not upload their file within 10 minutes, they will be get dq from match (not from tournament)

### 3.2.3 Faking/editing MOSS files

An archive created by MOSS can't be faked without consequences and without track. A faked MOSS archive (removed/modified screens, removed/modified log etc) modifying anything in moss = ban or dq

### 3.2.4 Checking MOSS files

It's possible for all users to check opponents' archived . The file checker is built in MOSS itself so everyone will be able to check if the archive has been modified or manipulated. The Admin team will check if all MOSS files have been uploaded in a match. It's up to players to check their opponents' archives and open a support if something weird is present in screens.

## 3.3 Recording

Recording all games is mandatory. First you start recording, then moss and then game. After matches end you first close your game, then stop moss and upload it on the site and then you can stop recording.

In BO3 all matches should be captured in single recording.

In the event of a protest or at the request of the admin, recording should be accessible for admins.(Youtube, Google Drive, etc.) (even discord stream in individual cases).

You have 30 minutes to do this.-> The admin can also extend the time depending on the case.

The raw file must be uploaded without any edits. If the file is edited, this will be considered an attempt to cheat and will result in disqualification

## 4. Game Specific Rules

### 4.1 Map Veto

The map veto will be conducted before each match in the following way:

For BO3 matches:

Team A: Ban

Team B: Ban

Team A: Ban

Team B: Ban

Team A: Pick

Team B: Pick

Team A: Ban

Team B: Ban

Remaining map is picked by default

Maps are always played in the order they are picked.

For BO1 matches:

Team A: Ban

Team B: Ban

Team A: Ban

Team B: Ban

Team A: Ban

Team B: Ban

Team A: Ban

Team B: Ban

Remaining map is picked by default

## 4.2 Side Selection

In case of Best of 3 matches:

After team picks a map, enemy team can pick side they want to start on.

A knife round must be arranged for game 3. The winner of the knife round may choose their starting side for game 3.

In case of Best of 1 matches:

A knife round must be arranged. The winner of the knife round may choose their starting side.

Knife round is meant to be played in an agreed area e.g. mid (default) with knives only, weapons or grenades are not allowed. Failure to follow that rule can lead to a knife round replay or other penalties,

and such circumstance must be reported to the Tournament Administration before the actual game starts. The map used for the knife round must be the same map as the game is supposed to be played on. Teams are obliged to take a screenshot of the result of the knife round with all details visible, and must abandon it immediately after the result is known.

**Remember to join on trening after knife round and make room on new channel to avoid scoreboard bug.**

## 4.3 Map Pool

The following maps are available in the tournament and are a part of the map veto process:

Satellite

Desert Camp

Peacehawk

Station

Embassy

Missile

Ghost Town

Power Station

Repair Center

## 4.4 Match Settings

The following lobby settings must be selected before attempting to start each game:

Mode: Sabotage

Map: In accordance with the map veto order

Rounds limit: 10

Team size: 5vs5

Weapons: Normal

Match settings:

Join Mid Game: On

Spectating: Off

Side Switch: On

Kill Cam: Off

TeamBalance: Off

Last Stand: Off

Pickup Weapon: On

All participants are responsible for making sure that all lobby settings are correct before starting the game. In case a game would be started with incorrect settings, the tournament administration must be informed immediately. In case of any claims after the game is concluded will be disregarded by the tournament administration.

## 4.5 Rehost

The tournament administration reserves the right to order all the players to abandon their active game(s), and start it over again at its sole discretion. This can happen when it has been recognized that the competitive integrity is at risk, which includes but is not limited to in-game bugs preventing the game from being completed or game server outages.

Players have the right to call a rehost if they believe they have a valid reason to do so. In such a case, a protest ticket must be opened and the opposing team must be informed immediately.

# 5 Allowed and banned items

## 5.1 Weapons

5.1.1 Only one sniper per team is allowed. A violation to this rule will result in a game loss for the offending team.

### 5.1.2 Banned Weapons

All VIP Weapons

Every capsule weapon with EOTech or other type of sight, silencer and/or grip

Capsule weapons with different stats

Grenade with special effects

Defuse Kit / Bomb plant Kit

All Shotguns

All Machine Guns (MGs)

All Submachine Guns (SMGs)

Other weapons: SAR-21, AN-94, TYPE89, M14 EBR, SIG551, Barret, FR-F2, Dragunov SVD,

SR25

Tactical: Knife, Kukri, Tomahawk, Crossbow, Heart Composite-Bow, etc.

ORGELBOXES and all the weapons not listed under Allowed Weapons

Usage of any weapon that is listed above during the tournament will result in a game loss for the team who violated the rule.

When a banned weapon is used by any of the players, teams are responsible for opening a protest ticket immediately, providing solid evidence confirming the rule violation, and the tournament administration must be informed about said fact.

### 5.1.3 Allowed Weapons

All weapons (camo-versions) that have same statistics as their normal versions are allowed e.g. HK417 Frozen

CM901, TAR-21, ARX160, AK104, ACR, M16A3, XM8, GALIL, QBZ97, G36C, SCAR-L, AUG A3, K2, FAMAS, HK417, AK 103, SCAR-H, M4A1

MSR, K14, TRG, M40A1, PSG1, CheyTac M200, AWP, CZ 700

K5, Desert Eagle, Jericho 941, Glock17, SIG P226, CZ 75BD, Infinity

Grenades: M67, M84, M18

### 5.2 The following equipment items are banned:

Lucky-items, except clan & special t-shirts

Armor of any Form

Mobility Boots

Special Characters (Delta Scout, Black Security, Black Mamba, Red Snow, Cherry Bomb, GROM, etc.)

Usage of any equipment item that is listed above during the tournament will result in a match loss for the team who violated the rule.

When any equipment item from the above list is used by any of the players, teams are responsible for opening a protest ticket immediately, providing solid evidence confirming the rule violation, and the tournament administration must be informed about said fact.

## 6. Match Rules

### 6.1 Punctuality

All players must be ready to play at the designated match start time. In case a team is missing one (1) or more players prior to the game start, a penalty will be issued:

If one (1) or more players are missing for more than 15 minutes after designated match start time: match loss for the offending team. This penalty may be upgraded to a direct disqualification in case of repeating offences.

### 6.2 Breaks Between Games

Each game is supposed to be started immediately after the previous one has been completed, and no breaks are planned between them. Any instances of showing up late to a game are subject to the same penalties as arriving late to a match start.

### 6.3 Breaks During Match

Each team can take one 5-10 min break during match by informing their opponents in the chat. Team that takes brake have to provide screenshot of scoreboard. After break ends, match will be continued and each team have to nade themself until score before the break.

### 6.4 Disconnection

In case a player would not be able to continue playing due to faulty internet connection, power outage, other technical issues or health problems, a substitute player can be called to continue playing in an ongoing match.

The substitute player who is meant to be used don't have to be a member of the team, but have to be agreed with administration.

### 6.5 Broadcasting

Players are allowed to broadcast their games for the purposes of streaming/sharing them on social media. However, it must be noted that a delay of at least 3 minutes is recommended so as not to leak any information about player positions and locations.

### 6.6 Account Sharing

It is strictly prohibited to use another player's game account to participate in the tournament. Impersonating other players to avoid other restrictions found in this rulebook is considered a serious violation of rules, and will result in a direct team disqualification.



## 6.7 Competition Manipulation

Any attempts to alter the outcome of a game by any arrangements made between any teams will result in a direct disqualification of all parties involved. This also includes offering money, physical goods or any other sort of benefits, making threats or exerting pressure towards anyone involved in the competition with the goal of influencing a result of a match. All players are obliged to play the game to their full potential. Losing a game on purpose is also considered to be a match fixing offence.

## 6.8 Cheating

Any forms of cheating such as, but not limited to third party tools, programs or devices providing an unfair advantage are strictly prohibited, and usage of those will always result in a direct disqualification of the offending player and team.

## 6.9 Scripts

No scripts of any kind are allowed. This includes, but is not limited to turn scripts (180° or similar), center view, burst fire, rate changers (lag scripts), FPS scripts, anti-flash, bunny hop, stop sound etc. Usage of any scripts will always result in a direct disqualification of the offending player and team.

## 6.10 Bug Abuse

It is forbidden to use any glitches, bugs or any unintentional mechanics of the game to gain an unfair competitive advantage. This includes but is not limited to for example attempting to exit the bounds of the map by climbing outside the map limits. Any violations to this rule will result in a direct disqualification of the offending player and their team.

“Head glitch”, “crouching glitch” (a glitch where spamming the crouch button would make players not visible while standing behind obstacles) is exempt from this rule due to its nature and is allowed to be used.

## 6.11 Custom Data

Players are not allowed to use any form of custom game files during the official matches. Any changes, including but not limited to modification of HUDs, scoreboards, crosshairs are strictly disallowed.

## 6.12 Deception

Any attempts to deceive opposing players, tournament administration or other parties involved may be penalized with a match loss or direct disqualification depending on the severity.

## 6.13 Illegal Actions

Any other means providing an unfair competitive advantage to one of the parties involved in a match that are not outlined in this rulebook are a subject to investigation conducted by the tournament

administration, which may be followed by a penalty issued at its sole discretion.

#### 6.14 Technical Equipment

All players take full responsibility for their own technical equipment and internet connection.

### **7. Prizing**

Each tournament will be prized individually.

### **8. Rules for Staff**

VSL Tournament and discord admins can participate and play in each cup. If there will be protest in match where admin is playing other admin have to be called to solve the case. (Admins that play can't solve their own protests)