

# **Hard Breach Esports League - Official Rulebook**

## **Season 1: 2025**

### **1. General Rules & Conduct**

#### **1.1. Agreement to Rules**

**By registering for the Hard Breach Esports League (HBE), all teams and players agree to follow the rules outlined in this document.**

#### **1.2. Code of Conduct**

**1.2.1. All participants, including players, staff, and community members, are expected to always maintain professionalism and respect.**

**1.2.2. Any form of misconduct—such as match-fixing, harassment, discrimination, or unsportsmanlike behavior—will result in disciplinary action.**

**1.2.3. Penalties for rule violations escalate as follows:**

- **Warning → Map Forfeit → Match Forfeit → Disqualification → League Ban**

#### **1.3. Sanctions & Eligibility**

**1.3.1. Any player or team found violating the conduct policy may face suspensions, forfeits, or permanent bans, depending on the severity of the infraction.**

**1.3.2. Players or teams banned from any tournaments or leagues are prohibited from entering**

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### **2. League Structure & Schedule**

#### **2.1. Regular Season Format**

- **8 Teams, 2 Divisions (4 teams per division).**
- **Five-week regular season:**
  - **Weeks 1-3: Teams compete against others within their division (one match per week).**
  - **Week 4: Each team plays one cross-division match.**
- **Match Format: Best-of-1 (Bo1), Gameday.**

#### **2.2. Playoffs Format**

- **Top 6 teams qualify for playoffs. (Overall Record)**
- **Top 2 teams receive a first-round bye. (Overall Record)**
- **Single-elimination bracket with Best-of-3 (Bo3) format.**

#### **2.3. Match Schedule**

- **Regular Season:**

- Week 1: March 10 - March 16
- Week 2: March 17 - March 23
- Week 3: March 24 - March 30
- Week 4 (Cross-Division): March 31 - April 6
- Playoffs:
  - Semifinals & Grand Finals: April 12 - April 13

## **2.4. Match Arrangements & No-Shows**

**2.4.1. Matches will take place on Central U.S. (CUS) servers. Players must be in the lobby at least 5 minutes before match start time.**

**2.4.2. Teams have a 15-minute grace period to field a full roster:**

- If a team fails to field five players after 15 minutes → Map Forfeit (3-0 loss).
  - If a team fails to field five players after 30 minutes → Match Forfeit (default loss).
- 2.4.3. Team captains are responsible for scheduling matches. One featured match will be played every Saturday at 7 PM EST.**

## **2.5. Rehhosts & Technical Pauses**

**2.5.1. Each team may request one rehost per map within the first 30 seconds of the action phase, provided no damage has been dealt.**

**2.5.2. Each team is allowed up to 10 minutes of technical pause per map.**

**2.5.3. If a player disconnects after 30 seconds into the round, the round must be completed before requesting a rehost.**

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## **3. Match Settings & Competitive Integrity**

### **3.1. Match Settings**

- Server: Central U.S. (CUS)
- Time of Day: Day
- Voice Chat: Team Only
- HUD Settings: Pro League
- Rounds: 12
- Overtime: Enabled (Bo3, Win by 2)
- Objective Rotation: 2 rounds per site
- Pick Phase Timer: 15 seconds
- Plant/Defuse Duration: 7 seconds

- **Action Phase Duration: 180 seconds**
- **Tactical Timeout: 1 per team (60 seconds)**

### **3.2. Map Pool**

- **Bank**
- **Chalet**
- **Clubhouse**
- **Border**
- **Kafe Dostoyevsky**
- **Lair**
- **Skyscraper**
- **Nighthaven Labs**
- **Consulate**

### **3.3. Roster Regulations**

**3.3.1. All players must be officially registered on the OPL roster.**

**3.3.2. Roster changes are only allowed until the end of Week 2.**

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## **4. Broadcast & Media Policy**

### **4.1. Streaming Guidelines**

**4.1.1. All official HBE streams require a 180-second delay.**

**4.1.2. Players are not permitted to stream their personal POV if the match is being broadcasted on the official HBE stream.**

**4.1.3. Observers must not interfere with gameplay in any way.**

### **4.2. Caster Guidelines**

**4.2.1. Casters must remain professional and avoid offensive language.**

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## **5. Cheating, Exploits, & Fair Play**

### **5.1. Anti-Cheat Measures**

**5.1.1. All players must run MoSS anti-cheat software during matches.**

**5.1.2. MoSS files must be submitted within 24 hours of match completion.**

**5.1.3. Failing to submit MoSS files may result in match forfeits or player suspensions.**

### **5.2. Prohibited Actions**

**5.2.1. The following cheating methods are strictly banned:**

- **Macros**
- **Wallhacks**
- **Aimbots**
- **Stream sniping**

**5.2.2. Glitch exploits that provide an unfair advantage are forbidden.**

### **5.3. Skin Restrictions**

**5.3.1. Only default skins and Pro League skins are permitted.**

**5.3.2. Drone and gadget skins are not allowed.**

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## **6. Protests & Rule Disputes**

### **6.1. Protest Procedures**

**6.1.1. Teams may file a protest before, during, or up to 24 hours after a match.**

**6.1.2. Protests must be submitted via Discord ticket or the OPL match page.**

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## **7. Prize Distribution**

### **7.1. Season 1 Prize Pool**

**7.1.1. The total prize pool for Season 1 is \$50 USD, awarded as follows:**

- **First Place: \$50**

**7.1.2. The winning team must designate one player to receive the prize, and it is their responsibility to distribute the winnings among teammates.**

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## **Final Notes**

**This rulebook serves as the official governing document for the Hard Breach Esports League. Players and teams are expected to be familiar with and adhere to all rules. Any disputes will be resolved at the discretion of league administrators.**