



# Rulebook

## Operator's Cup Season 3

This rulebook describes the rules that must be followed in the Operator's Cup Season 3.

Failure to comply with the regulations may be penalized and it must be taken into account that the administration of the competition will always have the last word in front of it. The rules that are not specified, endorsed or detailed, or even go against it, may be modified during the course of the competition in order to preserve fair and sporting play.

We hope that as a participant or spectator you will enjoy an enjoyable competition and we will do everything we can to make it fair, fun and exciting for everyone.

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## 1.- Definitions

### 1.1.- Range of Validity

This is the only regulation valid as much as for all the players and teams within the Operator's Cup Season 3 . The participant declares that he understands and accepts all the rules described here.

### 1.2.- Participants

An entrant is a player or team that participates in the Operator's Cup Season 3 . Any member belonging to a participating team is subject to the regulations.

### 1.3.- The Competition

The competition begins on June 17 with a total of 8 teams, it begins with a regular league phase with a duration of 7 days, then going through a playoff phase until reaching the grand final where the final winner of the competition will be decided.

#### 1.3.1.- Calendar

##### 1.3.1.1.- Regular League Phase

- Workday 1:
  - Saturday July 1
  - Sunday July 2
- Workday 2:
  - Saturday July 8
  - Sunday July 9
- Workday 3:
  - Saturday July 15
  - Sunday July 16
- Workday 4:
  - Saturday July 22
  - Sunday July 23
- Workday 5:
  - Saturday August 5
  - Sunday August 6
- Workday 6:
  - Saturday August 12
  - Sunday August 13
- Workday 7:
  - Saturday August 19
  - Sunday August 20

One workday per week will be played and the 4 matches of each one will be broadcast. All times are in CEST format. The schedules are spread over 2 days (Saturday and Sunday) and will be the same for both:

- Match 1: 17:00
- Match 2: 18:30

#### 1.3.1.2.- Playoffs

Only winner bracket matches will be broadcast, all other loser bracket matches will be offline. All of them will be played at BO3, except the grand finale that will be BO5. The broadcast times are as follows:

- Semifinals:
  - Saturday September 2
    - Match 1: 16:00
    - Match 2: 19:00
- Final:
  - Saturday September 9 at 5:00 p.m.
- Grand finale:
  - Saturday September 16 at 4:00 p.m.

Loser bracket matches should be played as soon as possible without disturbing the winner bracket broadcast schedules and the final result of each map played should be communicated to the administration by means of a screenshot.

#### 1.3.2.- Format

The winning team of the match will receive 3 points and the losing team will receive 0 points. In case of overtime, the team that wins the overtime will receive 2 points and the loser 1 point.

The first 4 teams go directly to the semifinals and those in 5th and 6th position go to the loser bracket, while the last 2 teams are totally disqualified from the competition.

#### 1.4.- Penalties

##### 1.4.1.- Definitions and scope of penalties

Penalties will be applied for breaching the regulations within the Operator's Cup Season 3. They can be warnings, minor penalties, major penalties or a total disqualification of the team depending on the incident in question and even combinations of two or more of them can occur. Only the team captain is eligible to incur penalty appeals.

The organization will always advocate and explore all possible scenarios to avoid applying a penalty and encourage matches to be played. It is up to everyone to comply with the regulations and preserve a fair and good climate for competition.

##### 1.4.1.1.- Warnings

The warnings will be those incidents that the administration considers minor, such as delaying or delaying a broadcast, among others. Any repeated offense of the same type of warning will carry more severe penalties, as well as the penalty may be increased in case the administration considers it in favor of the sportsmanship of the competition.

##### 1.4.1.2.- Minor penalties

Actions such as: delaying the start of a match due to lack of prior preparation of the players, not meeting the deadlines to provide information to the administration about the team or its players, slight disrespect towards other teams or the organization are considered minor penalties. , among others.

##### 1.4.1.3.- Major penalties

Major penalties are considered actions such as: cheating the administration, not showing up to a match without prior notice, repeatedly and deliberately breaking the rules, serious lack of

respect towards other teams or the organization, not having a MOSS file (if applicable). required), among others.

#### 1.4.1.4.- Disqualification

Disqualification will be considered in cases such as: Match fixing, illegal betting, promotion of prohibited activities (prostitution, drugs, etc...), all kinds of harassment or threats to other participating players or teams or even to the organization itself.

#### 1.4.2.- Combination of penalties

The penalty methods listed above are not mutually exclusive and may be administered in combination as deemed appropriate.

#### 1.4.3.- Penalties for repeated infractions

All penalties described in this regulation are applicable to first time offenses. Repeated offenses will generally be punished more severely.

#### 1.5.- Broadcast matches

This refers to all matches broadcast by the organization by any means, usually Twitch and YouTube. Official partners of the Operator's Cup Season 3, such as sponsors, have the possibility to broadcast the matches if they wish.

## 2.- General

### 2.1.- Changes in the regulation

The administration reserves the right to modify, eliminate or change the regulations, without prior notice to preserve fair and sporting play.

### 2.2.- Confidentiality

Appeals, protests, supports, emails, discussions or any other correspondence with the administration are considered confidential. The publication of such material is prohibited without prior consent and may lead to a total disqualification of the team in question.

### 2.3.- Additional agreements

The administration is not responsible for any additional, prior or subsequent agreements, nor does it agree to enforce such agreements between players or teams. The administration strongly discourages such deals. Agreements that go against the regulation are not allowed under any circumstances.

### 2.4.- Broadcasting of matches

#### 2.4.1.- Rights

All broadcasting rights are owned by the Operator's Cup Season 3 administration itself.

#### 2.4.2.- Waiver of these rights

The administration has the right to grant broadcasting rights for one or more matches to a third party or to the participants themselves. In such cases, the broadcasts must have been agreed with the administration before the start of the match.

#### 2.4.3.- Player's responsibility

Players cannot refuse to have their matches broadcast, nor can they choose how the match will be broadcast. The issue can only be rejected by the administration.

## 2.5.- Discord

The Discord will be used as an official form of communication during the competition days. In addition, it can be used as a meeting point for participants and the community.

### 2.5.1.- Support

Problems that may arise during the course of the competition must be discussed on Discord, in the channel enabled for its use.

## 2.6.- Sponsorship restrictions

### 2.6.1.- Mature or offensive content

Sponsors or partners who are uniquely or widely known for drug use, pornographic use, or other adult themes and products are not permitted in connection with Operator's Cup Season 3.

## 2.7.- Participation conditions

The following requirements must be met in order to participate in the Operator's Cup Season 3.

### 2.7.1.- Age restriction

All participants must be over 16 years of age.

In case that the administration requires it, a legal identification document must be attached to prove it, such as the NIF.

## 2.8.- Player details

When requested, players must provide all necessary information, including name, contact details and date of birth, etc.

### 2.8.1.- Game accounts

It is mandatory to correctly fill in the Ubisoft Connect account at registration. The use of another account will not be allowed during the competition and impersonation of a player is prohibited.

### 2.8.2.- Nickname of the game

Players must use the appropriate nicknames within the Discord server, matching those provided to the organization at the time of registration.

## 2.9.- Equipment

### 2.9.1.- Change the representative of the team

The team representative can be changed at any time by:

- Application of the current representative of the team.
- Request of the majority of the players and the coach of the team.
  - In teams without coaches, 3 out of 5 players.
  - In teams with coaches, 4 out of 6 players.

### 2.9.2.- Team materials

When requested, teams must provide all information necessary for the course of the competition, including logos, social media accounts, or any other information about the team relevant to the competition.



### 2.9.3.- Team names

It is possible, but not required, to add a single sponsor to the team's name. To avoid confusion, it is only allowed to use team names that are not being used by another team in the competition. The sponsor can appear on more than one team as long as the team's name is different.

### 2.9.4.- Changes in the Teams

All changes must be made in the transfer market. Any changes to the team must be approved by management before the changes take effect. This includes:

- Add or remove players (roster changes).
- Change team name.
- Change team logo.

Any changes made without admin approval may be scrapped and are subject to penalties.

Staff changes may be made, in the event of a coach change, the coach will not be able to participate as a player until the next transfer market.

### 2.9.5.- Changes in the roster

#### 2.9.5.1.- Number of changes

A maximum of 2 signings can be made throughout the competition. It is only possible to make line-up changes in the transfer market.

#### 2.9.5.2.- Transfer of players

When a player from one team moves to another team participating in the Operator's Cup Season 3, it is considered a transfer. Transfers are only allowed during the transfer window.

#### 2.9.5.3.- Transfer market

Transfer markets will be made available to participants in the following stages of the competition, these dates being able to vary over time as the competition progresses:

- In the middle of the regular league phase, scheduled from July 24 to August 4.
- Between the regular league phase and the playoffs, scheduled from August 21 to September 1.

#### 2.9.5.4.- Formal requirements

Before a player can be officially added to the roster, management must be formally informed via Discord for validation. The request must contain the following information:

- Outside player:
  - Form with the player's data.
  - Club of origin.
- Player transfer:
  - Form with the player's data.
  - Club of origin - Club of destination.
  - Document of conformity signed by both clubs.

The form will request all the information about the new player necessary for the course of the competition. A new signing cannot be publicly announced without having passed this approval process.

#### 2.9.6.- Composition of the team

At the start of the competition, teams that have been invited to the Operator's Cup Season 3 or accessed through the qualifiers must consist of at least five main players, optionally up to two substitute players and a coach.

#### 2.9.7.- Match line-up

The team lineup in each match must have at least three main players, and a total of 5 players. The team will not be able to play if this restriction is not met. Roster changes can be made during the course of a match if there is a compelling reason (connection outages, problems with a player's hardware or other problems). The substitution of the player must not exceed 5 minutes. A strict control will be carried out by the administration to avoid the abuse of these cases.

#### 2.9.8.- Insufficient players

If at any time, due to exceptional circumstances, a player cannot play a game, and there is no substitute, the coach may enter as a temporary substitute with prior approval from the administration.

If there is no substitute and the coach cannot for some reason, the teams may exceptionally request the incorporation of a stand-in. A "stand-in" player is a person exceptionally authorized to compete on a team with which they do not have a contract, for a limited period of time and for the sole purpose of avoiding the team being penalized for not having enough players. This authorization must always be approved by the administration and will be subject to certain limitations.

Finally, if a team for whatever reason does not have enough players, it will be awarded a loss by default. Therefore, it is suggested that each team have substitutes to compensate for the loss of players during the season.

Depending on the circumstances that lead to not participating in the match, a minor or major penalty will be applied to the corresponding team.

#### 2.9.9.- Contracts

All players and coaches must have a written or oral contract with the team to which they belong.

It is strictly prohibited for a player or coach to have a contract with two or more participating teams at the same time. The competition reserves the right to prevent both from playing until the situation has been resolved. If the situation is not resolved, the administration has the right to disqualify the player or coach, and even the team in question.

#### 2.10.- Cheating

The use of the following programs is considered cheating: Multihacks, Wallhack, Aimbot, color models, no recoil, no flash and sound changes. These are just examples, other programs or methods can also be considered cheating.

If these programs are detected during a match, the guilty player will be banned from the competition for a certain number of matches and even the direct expulsion of the player or team in question.

As a general rule, any software or hardware that assists the player and can give advantages over the rest of the participants is strictly prohibited and will be severely and consistently punished.

### 2.11.- Anti-Cheat

MOSS is an Anti-Cheat created to help the development of little leagues and to control fair play and the identity of their players.

MOSS - Monitor System Status: <https://nohope.eu/down/MossX644.zip>

MOSS files must be provided as long as they are required by the administration. In the event that a player does not have his MOSS file, the sanctions that the administration deems appropriate will be granted.

### 2.12.- Award

#### 2.12.1.- Money transfer

The prize will be credited to the PayPal account provided by the winning team within a maximum of 7 days after the end of the competition.

#### 2.12.2.- Deductions for penalties

Each penalty awarded to a team during the season will reduce the total prize money if they win.

- For each minor penalty, €5 will be reduced.
- For each greater penalty, €10 will be reduced.

The reduced amount of the prize money by the winning team will be distributed equally to the members of the administration.

### 2.13.- Start of the match

#### 2.13.1.- Punctuality

All matches must start as indicated in the official communication or as soon as the previous match ends. Any change to the start time must be approved by the administration.

All participants must be ready 15 minutes before the scheduled time for each game, although it is recommended to be ready 30 minutes before to avoid any last-minute technical failure. All players are responsible for configuring, preparing and resolving any pre-existing issues.

If for any reason a match will be late, an administrator must be informed as soon as possible. Delays in the competition due to a player or team may lead to penalties.

#### 2.13.2.- Not submitted

If a participant is not ready to play 10 minutes after the scheduled start of the match or after the completion of the previous one, they are considered a no-show. In this case, the participant will be penalized with a greater penalty and the team will lose the match due to a roster not presented.

### 2.14.- Map Pool

In the Map Pool there are the following maps to choose from for the matches:

- Bank
- Border
- Chalet
- Club
- Cafe Dostoyevsky
- Oregon
- Skyscraper

- Theme Park
- Villa

## 2.15.- Match procedures

### 2.15.1.- Alignment

In the regular phase, the teams must send their line-up the day before the match at the latest.

### 2.15.2.- Map veto process

Each team has 3 minutes per step, after that time they will be given a warning.

The vetoes will be carried out the same day of the match, one hour before the start of the match. That is, if a team plays on Saturday at 5:00 p.m., it will veto the same day at 4:00 p.m.

### 2.15.3.- Rest between maps

After each map, it can take a player a maximum of 10 minutes to join the next match.

### 2.15.4.- Game abandonment

All matches must be played to the end, failure to do so will be penalized. A match is considered over when the final score is displayed and you return to the host room.

### 2.15.5.- Minimum number of players

The minimum number of players to play a match will always be 5. If a team does not comply with this, it will automatically lose the match.

## 2.16.- Match protests

### 2.16.1.- Definition

A protest should be made to resolve potential issues that may affect the outcome of the match, even a protest can be filed during a match for things like incorrect server settings or other related issues.

### 2.16.2.- Match protest rules

#### 2.16.2.1.- Deadline to initiate a protest

A protest can be started up to the start of the next match of either of the two participants.

#### 2.16.2.2.- Contents of a protest

The protest must contain detailed information about why the protest was filed, how the discrepancy arose, and when it occurred. A protest may be denied if proper documentation is not submitted. Respect and the values of fair play must always be maintained at all times.

#### 2.16.2.3.- Participants in a protest

Only one representative per team can be part of the protest appeal process.

## 2.17.- Administration of the competition

Administration instructions must always be obeyed and followed. Otherwise, the corresponding sanctions may be applied.

## 2.18.- Match postponement

The date of a match can be modified with a maximum of 48 hours' notice. Said match may be moved and played in the next available space. There are only 2 deferrals per team.

The administration will propose the date for the dispute of the postponed match. As a general rule, the matches will be played the day after the postponement on the official competition days.

It is not possible to postpone games in the playoff phase of the competition or postpone a game after the period of a transfer window. Each particular case will be studied and the administration will reserve the right to deny a postponement.

### 3.- Progression of the competition

#### 3.1.- Regular league phase

A total of 8 teams plays in league format, during 7 workdays. The matches are played to Bo1.

##### 3.1.1.- Tie in the classification

In the event of a tie, the following rules will apply in the following order:

1. Round difference.
2. Percentage of games won.
3. Percentage of rounds won.
4. Play off.

#### 3.2.- Playoffs

The first 4 teams in the ranking will go directly to the semifinals, those in 5th and 6th place will go to the loser bracket, while the last 2 teams will be totally disqualified. All matches will be played in Bo3.

#### 3.3.- Grand finale

The grand final will be played between the winner of the winner bracket and the loser bracket and Bo5 will be played.

### 4.- Game configuration

#### 4.1.- Configuration

- Number of bans: 4
- Ban Timer: 20
- Number of rounds: 12
- Attacker/Defender Role Change: 6
- Rounds with extra time: 3
- Overtime Score Difference: 2
- Change of sides: 1
- Target Rotation Parameter: 2
- Objective Type Rotation: Rounds Played
- Attacker Unique Appearance: Yes
- Choice Phase Timer: 15
- Public Phase Counter: 5
- Damage Cap: 100
- Friendly Fire Damage: 100
- Wounded: 20
- Quick run: Yes
- peek out: Yes
- Repeat Death: No
- Placement Duration: 7
- Disarm Duration: 7
- Activation Time: 45

- SEDAX carrier selection: Yes
- Preparation Phase Duration: 45
- Action Phase Duration: 180

## 4.2.- Agents, gadgets and equipment

The administration reserves the right to ban specific devices, agents, equipment or accessories at any time to ensure that no benefits are abused.

### 4.2.1.- Prohibited agents

Those agents that due to some errors are not in an optimal state for their use in competition, will be banned and the teams will not have to spend any ban on them. The currently prohibited agents are:

- Fenrir

## 4.3.- Use of bugs

It is up to the administration to consider whether or not the use of said bugs had an effect on the match, and whether or not to award rounds, or the match to the opposing team. In extreme cases, the penalty for abusing bugs can be even higher.

### 4.3.1.- New positions

If any player or team wants to use a new position that is believed to be generally unknown, it is advisable to contact the administration to check if that position is allowed before using it in an official match.

### 4.3.2.- Spawn Kill

The Spawn Kill that result in the death of an attacker during the first 2 seconds of the action phase is not allowed. Doing so will result in the loss of the round for the defending team.

### 4.3.3.- Cosmetic packages

The following cosmetic uniforms and helmets are permitted for use in competition:

- Default skins.
- Gold sets of Pro League.
- Professional equipment cosmetics.
- Esports cosmetics.

Six Invitational Battle Pass cosmetics are not allowed for use in competition. There are no restrictions on weapon skins or charms.

If any team detects their opponents using any of the banned cosmetics in any round, they must notify the administration before the start of the next round to warn or if it is repeated several times, apply the corresponding penalty.

## 4.4.- Rehost

The rehosting rules are specified below, including the conditions under which it will be allowed:

- Any issues before the preparation phase begins (game, software, or hardware related).
- The player cannot move (except on purpose). It can be done in the first 30 seconds of the action phase if no player has taken damage.

- Game mechanics not working as they should (shooting, reloading, moving, gadgets, equipment, etc). It can be done in the first 30 seconds of the action phase if no player has taken damage.
- Disconnection or hardware or software problem. It can be done in the first 15 seconds of the preparation phase.
- Observer problems. It can be done in the first 30 seconds of the action phase if no player has taken damage.

Each team will be able to receive 1 rehost per map. Requested rehosts due to a game mechanic not working as it should (bug sound, reloading, shooting, etc.) will not count as a rehost for the requesting team.

The administration reserves the right to rehost in the event of a game bug beyond the control of the teams.

#### 4.4.1.- Procedure to request rehost

In the event that any of the conditions mentioned in the previous point are met, players must instantly request a rehost by writing “rehost” in the game chat, followed by the reason. A technical pause will be made so that all affected players can join the game, in case they cannot join, a rehost will be carried out.

Players will need to continue playing until the rehost is confirmed by an administrator. Once confirmed, everyone must leave the game.

#### 4.4.2.- Continue an interrupted game

If a round must be replayed due to a rehost in the first 15 seconds of a round (setup phase), players must choose the same operators, same starting site, same bomb sites, same equipment, and same gadgets.

A player has a maximum of 5 minutes to reconnect after a rehost. If the player cannot reconnect (for example, due to an internet drop, power outage, etc.), the affected team may make a line-up change if they have registered substitutes. The substitution of the player must not exceed 5 minutes.

In the event that the affected team does not have a substitute and does not meet the minimum number of players required to play the match, 5 players, it will automatically lose the match.

#### 4.4.3.- Player disconnection after rehost time

If a player disconnects from the game after the time specified in point 4.4 of the rules, the round will continue. If the player does not reconnect before the end of the round, the game will time out until they return, if they cannot join, the lobby will be recreated. This recreation of the lobby will not count as a rehost requested by the team.

### 4.5.- Pause

#### 4.5.1.- Procedure for requesting a tactical pause

Each team will have a tactical break of one minute per map. To request it, simply write “p tac” in the game chat during the agent selection phase.

#### 4.5.2.- Procedure for requesting a technical break

Each team will have technical pauses for game mechanics that do not work as they should, to request the technical pause, players must write in the chat "p tec" followed by the reason for the pause during the agent selection phase.

The technical pause rules are specified below, including the conditions under which it will be allowed:

- Game mechanics that don't work as they should (shoot, reload, move, gadgets, equipment, etc...).
- Disconnection or hardware or software problem.

## 5.- Code of conduct and general penalties

### 5.1.- Code of conduct

All participants agree to behave appropriately and respectfully towards other participants and spectators. Being role models of good sportsmanship is the responsibility of being a player or organizer of the Operator's Cup Season 3 and we must conduct ourselves accordingly.

Any type of harassment must be reported to the administration 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, religion. Also considered harassment are posting sexual or offensive images on social media, deliberate intimidation, stalking, following, stalking via photography or recording, sustained interruption of talks or other events, inappropriate physical contact, and unwanted sexual attention.

Similar restrictions apply not only to participants, but to everyone involved in the Operator's Cup Season 3. Anyone who breaks this code of conduct may be penalized, up to and including expulsion or removal from the project.

### 5.2.- General penalties

#### 5.2.1.- Breaking confidentiality

Depending on the information and the platform where it is leaked, participants may be penalized.

#### 5.2.2.- Refusal to broadcast a match

Participants who refuse to have their match broadcast or who do not make the necessary adaptations to make it happen will be punished with the loss of the match.

#### 5.2.3.- Match line-up

If the match line-up is not provided before the administration-imposed deadline, the team in question may be penalized.

#### 5.2.4.- Not having the MOSS file

Participants who do not have the MOSS file in case they need it and do not upload it to Discord in the enabled channel within 12 hours after the end of the match will be penalized.

If the MOSS file is not available, it must be communicated to the administration as soon as possible, otherwise greater penalties will be applied.

### 5.3.- Penalty for cheating

If any cheating or concealment is discovered, the results of all matches played so far will be annulled, the player will be expelled, the team will be disqualified, the prize money will be forfeited, and the player will be banned from the Operator's Cup forever. .



#### 5.4.- Manipulation of the competition

Offering money or benefits, making threats or putting pressure on anyone involved in the Operator's Cup Season 3 with the aim of influencing the outcome of a match or the competition in general will be considered manipulation. The most common case is offering your opponent money so you can win.

If any type of manipulation is discovered during the competition, the results of the matches in question will be annulled. The player will be disqualified and will lose their prize.

#### 5.5.- Match fixing

The use of any means to manipulate the result of a match for purposes other than sporting success is considered match-fixing. The most common case is intentionally losing a game to manipulate the final result of the competition.

If any type of manipulation is discovered during the competition, the results of the matches in question will be annulled. The player will be disqualified and will lose their prize.

#### 5.6.- Unsportsmanlike behavior

For an orderly and pleasant game, it is essential that all players have a sporting and fair attitude. The largest and most common crimes are listed below. However, the administration can assign penalties for all types of unsportsmanlike behavior that are not explicitly mentioned.

##### 5.6.1.- Falsifying match results

If a team is found to be reporting false results on the Discord channel provided for this purpose, or attempts to falsify the match result, the team will forfeit the match and be ejected from the competition.

#### 5.7.- Penalties in the game

##### 5.7.1.- Use of agents, gadgets and equipment not allowed.

The team in question will be penalized with a round loss in the match.

##### 5.7.2.- Use of bugs and errors

The use of an error or bug not allowed will lead to a lost round for the team in question. If the team repeats this action in the same match, they will lose the map.

### 6.- License system

Each participating team will be the holder of a single license per season. The license belongs exclusively to the team and not to the core of players, except in the case that a team is not representing a club, in which case the place will belong to the players.

As long as the team is not disqualified the license is maintained during the competition. It seeks to reward the teams that invest in the competition by being able to develop their projects in the medium-long term and it seeks to improve the level of the competition by having the possibility of maintaining itself due to sporting merits.

A license may be transferred at any time. The main cases are:

- Team A transfers the roster and the license to Team B: In this case, both teams involved must contact the organization of the competition to certify said transaction and verify the agreement of both parties.
- Team A loses the roster and is acquired by Team B:

- If Team A's roster ends the contract and they are acquired by Team B. Team A will have to decide if they want to continue holding the license. If so, Team A must present a new roster to the organization of the competition so that it can validate if the requirements and demands of the level of the competition are met. In case the requirements are not met, the license will be offered to Team B as long as it maintains the core of players (>50% of the holders). If Team B does not comply with the player core restriction or rejects the license, a qualifier will be held to grant the license.
- In the event that Team A decides to cede the license, it will be offered to Team B as long as it maintains the core of players (>50% of the holders). If Team B does not comply with the player core restriction or rejects the license, a qualifier will be held to grant the license.
- In the event that neither party wants the license, it will be granted through a qualifier.

For other specific cases that are not contemplated in these regulations, a specific committee will be created to listen to both parties involved.

## 7.- Copyright Notice

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### 7.1.- Changes to the document

#### 7.1.1.- Version 1

- Initial release of the Regulation.