

1. Team Ownership, Control, and Roster Guidelines

1.1 Team Ownership

Any owner or business affiliate of an owner may control more than one competitive team within the SPL under a defined timeframe. The timeframe is to be defined as one full off-series and if the timeframe is not met, only one team can be controlled.

Additionally, any owner or affiliate of an owner may not control more than two total teams at any given time. All agreements made upon control of said competitive team does not involve the SPL unless rules have been broken. No current member of the SPL may control a team while competing in a different team. A member must not be on a different roster and/or a free agent at any given time during their tenure as a team owner/controller.

1.2 Official Roster

Any given team within the SPL must disclose one captain ("**Cpt**") as point of contact. Any General Manager ("**GM**") of a team must also be disclosed to the SPL. Each team must have a declared starting lineup ("**Starters**") of five members and no more than two substitute players ("**Subs**"). If a team is without a full roster of starters for longer than a one week period within any active series of the SPL, a sub is required to join the active roster.

All roster details will be shared on www.strifeproleague.org. Any and all roster changes must be filed in accordance with SPL guidelines and approved prior to use and recognition by the SPL or competing teams. At the start of every SPL series, teams are required to submit their starting rosters and within a given grace period, all team members are required to confirm their spots on each team via the SPL confirmation form/guide.

Each team must maintain a roster of no more than one player at a time from any prior roster of a different team that signed up and/or competed within the current SPL series. This includes subs unless the sub was released by their previous team. Additionally, no player is allowed to move teams more than once within a given SPL series. Lastly, any team that makes it into the following SPL series Professional Group ("**Pro Group**") must maintain a roster of 3/7 from the original members of the previous SPL series.

1.3 Roster Submission

All teams are required to disclose their starters, subs, captain, and GM (if applicable) before the deadline of every SPL series. Any team that does not comply with the timeline may not be allowed to play in said SPL series. Additional information requested by the SPL such as: Team name, in-game names, etc. will be disclosed within the same timeframe.

1.4 Subs

All subs are required to be a part of only one team. If a sub is released by any team then said sub may join another team within the given SPL series. However, a sub is allowed to leave a given team if a starter position is offered and the

aforementioned rules regarding one player from another team within a given series is allowed (Will be treated as a Free Agent). If a sub leaves a team for another sub position, a request must be filed within writing to SPL and will be answered on a case by case basis.

Any player moved from a starting position to a substitute slot is considered a sub according to the official SPL rules after ("**Roster Lock**") grace period.

Additions of sub players must fall within the given guidelines of two per team and must be disclosed to the SPL. Only one sub switch per team is allowed unless the sub position that opened because of a starting position opening.

In the event that a sub has stopped playing or showing up. A formal request may be filed to the SPL and the case will be reviewed. Upon approval, a free sub acquisition is granted.

1.5 Ringers

No ringer is allowed to be part of a current roster within the same SPL bracket. This means Players within the Pro Group may not ring for other teams in the Pro Group but may ring in the Challenger Group and vice versa. All ringers must be declared prior to a match starting and must be approved by the opposing team. If the opposing team denies a ringer then another replacement must be found.

1.6 Team Names and Player Names

All team names must reflect their official affiliations. No team may change their name within a given series unless it is to reflect change in ownership.

e.g. The Acme Anvils must be affiliated with said business.

e.g. The Acme Anvils may not rename to Team Acme Paper unless their ownership changes.

Player names are locked within any given series unless disclosed to the SPL. There is to be no more than one name change per person, per SPL series. The SPL reserves the right to deny team names, tags, and player names that exist in poor taste: i.e., racism, profanity, poor sportsmanship, etc.

1.7 Team Region

A teams region is to be based on the region of the active roster of said team. If a roster is split across regions the region will be set based on 2 of the 5 starting roster members region. If the region of a team changes mid-series only schedules matches for the future following week(s) will be changed.

2. Player trades, Substitutions, and Changes Timeline

2.1 Player trades

There is no limit to the amount of trades that can happen within a given series. A roster lock will be imposed on every trade for a total of two games before another

trade can happen. All trades must be submitted in writing to the SPL and will be approved on a case by case basis.

Player trades must be in the format of 1 for 1 or 2 for 2. No team shall make trades in which force the starting roster to become less than 3/5 of the team in the Pro Group.

2.2 Substitutions

Substitutions do not need to be disclosed in advance to the occurrence of any match. However, once more than half of the matches played include a specific substitute, that player will be considered part of the official starting roster by the SPL for all intents and purposes and will be treated as a new acquisition following the player type before becoming a Sub (Registered Player, or Free Agent). This could mean that the Sub may not play in some future matches.

2.3 Timelines

Change Type	Time Line	Comments
Trade	Regular series	Unlimited per Regular series with a (" Roster Lock ").
Acquisition of Registered Player	Regular series	Two per series.
Sub	Regular series	Can be dropped and added to the leisure of the team with a (" Roster Lock ") on the added Sub Player.
Acquisition of Free Agent	Regular series	Unlimited, pending the roster meets the group requirements

2.4 Promotion and Demotion of Players

Any official changes to a team's roster must be submitted in writing. If a player is being promoted or demoted from a spot, their status becomes effective after SPL approval.

3. Programs and Equipment

3.1 Software/Mods

All official SPL matches must be free of 3rd party software, or mods that would affect or alter gameplay in anyway. This includes mods that provide game information that the default interface does not provide.

3.2 Streaming/Casting/Spectators

All official SPL matches must be streamed/casted/spectated by approved observers (“**obs**”). In the case where an obs is not in the approved list, both teams must agree to have said obs stream/cast/spectate.

If a match is live casted (streamed and/or casted) a minimum delay of two minutes (120s) must be put on the stream. In the event that a stream is not set at a 120s delay then the SPL and/or competing teams may investigate the situation and act in a case by case basis (rematch, D/Q, etc.)

4. Strife Pro League Structure

4.1 Definitions

4.1.1

A “**Game**” is defined as any competition within the fields of strife in which a winner is found based on: destroying the “**Crux**”, Team surrender, Team Forfeit, or D/Q.

4.1.2

A “**Match**” is defined as a set of games in which a team wins the majority of the total games (e.g., winning two games in a best of three (“**Bo3**”) or winning three games in a best of five (“**Bo5**")), or during the normal series two games in which teams earn points for either a win or loss.

4.1.3

A “**Series**” is defined as a long term competition in which teams compete in preliminary matches to eventually declare a winner of the entire competition. A single SPL series consists of three parts: Regular series, Playoffs, and Tournament.

4.1.4

A “**Registered Player**” is defined as any player who is, or has quit as, a starter for any team competing within the current series.

4.1.5

A “**Free Agent**” is defined as any player who has never been a starter for any team competing within the current series, or was released by an active team within the current series.

4.1.6

A “**Roster Lock**” is defined as a period in which no changes may be made to either a team roster, or if associated with an individual player a period in which they may not join a team. A lock period is considered as two weeks in which games are played (must earn points); after the lock is in effect.

4.1.7

The “**Pro Group**” is defined as an invite only round robin group competing within a SPL series. The ending of the round robin will seed those teams into a tournament hosted by the SPL. Teams may not join this group after a series has started, and entry is at the sole discretion of the SPL. Teams

who finish in the bottom of the group may be required to answer a challenge from the (**“Challenger Group”**) to maintain their place within this group, or fall down to the other group.

4.1.8

The **“Challenger Group”** is defined as an open swiss tournament group competing within a SPL series. Any team may enter or leave the group at any point during the normal series; assuming they meet the requirements of a valid team. The ending of the swiss tournament will coincide with the (**“Pro Group”**) schedule. The top teams, at the discretion of the SPL, will earn the right to challenge the bottom (**“Pro Group”**) teams for their spot into the tournament, and invitation into that group next series.

4.2 Series details

4.2.1 The **Regular Series** consists of any amount of teams competing in matches of two against other teams within their group. Ranking teams will be based on points awarded for each match. In the event that teams are tied within any given group, seeding is rewarded based on the head-to-head record of these tied teams.

4.2.2 A **Regular Series** tiebreaker match will occur in the event that two teams have the same group record and equal head-to-head record. Tied teams will compete at the end of the regular series and prior to the playoffs in a Bo3 format.

4.2.3 If a **three way tie** occurs, a single round-robin style matchset will be played to determine a clear hierarchy. If there is no clear hierarchy after the single round-robin, then the teams will be drawn into a single-elimination bracket where one team is given a bye into the finals of that bracket.

4.2.4 In the event of a **four way tie**, the matches will be randomly drawn into a single-elimination bracket to determine hierarchy.

Side selection for all tiebreaker games will be determined by a **“coin flip”**

4.2.5 The **Playoffs** may consist of Bo3 matches amongst the Pro Group teams within a given series, when seeding cannot be determined any other way. Teams in the Challenger Group that are awarded challenges will resolve them in a Bo3 series during this time period.

5. Match Details

5.1 Schedule changes

The SPL reserves the right to change scheduling of the series and will offer a one week grace period from the date of the announcement to teams if a scheduling change occurs.

5.2 Patching and availability of patch changes

The SPL reserves the right to deny use of patch changes (if applicable). If a team is found to be using patch changes that are denied, it will result in an immediate D/Q for that match.

5.3 Team Arrival

All teams are required to arrive within 15 minutes of the agreed upon match time. In the event that a team is not ready within 15 minutes then the competing team reserves the right to take a forfeit win. However, in any case teams are allowed to reschedule and/or wait upon agreement.

5.4 Ban/Pick

Once the drafting phase has started, each team's roster is locked in for that match, unless the opposing team agrees with a change. Teams are given one ban each, with Glory getting the first ban and Valor banning directly after. Banned heroes may not be selected by either team. Once bans are completed, drafting will be Non-Mirrored and follow the format of 1-2-2-2-2-1 with Glory picking first, and Valor getting the last pick. Teams are given 60 seconds of reserve time, and 60 seconds of pick time per round. If the round time is used up, time will be taken off your reserve time which does not refresh. If you run out of time, in both pools, a random hero will be selected for your pick. To facilitate this drafting system, all SPL matches must be drafted on the SPL Drafter (<http://www.strifeproleague.org/drafts>).

5.5 Server Selection and Home Field Advantage

5.5.1 Server Selection

The following server must be chosen based on the region matchup below:

Same region = server of that region, Home team picks if more than one choice (USE/USW)

USW vs EU = USE

USE vs EU = Home team server (either USE or EU)

USE vs SEA = USW

USW vs SEA = USW

EU vs SEA = CIS

5.5.2 Home Team Advantage

The home team has the advantage and chooses which side to play on, keeping in mind which side (valor or glory) gets first pick in the draft.

5.5.3 Home Team Advantage in Bo3 & Bo5

The advantage is given to the home team at the start of the series, which allows them to choose the side they want to start on. The remaining games in the series will have teams swapping sides each game.

5.5.4 Match Creation

The home team must create the custom game no later than five minutes before the scheduled match time. The match must be named with the

format of Home Team vs Away Team. Matches should contain at least three spectator spots.

5.6 Pausing

Teams may pause for an acceptable duration, and matches may not resume until both teams agree. If a player disconnects from a game it must be paused immediately. A player has 10 minutes to reconnect to the game, after which time the other team is free to unpause and continue the game. If a player is dropped from the game, both teams should communicate and resume the game.

5.7 Scheduling

5.8.1 Initiating a Match Time Offer. Once the week starts either team can initiate a match time offer. When initiating an offer, the captain proposes a match day and time from within the match page.

5.8.2 Countering a Match Time Offer. The opposing team's captain has 24 hours to accept the offer or reject it. A rejected offer will allow either captain to propose a new match time, repeating this process. An accepted offer will change the match start date to the new proposed time. If the opposing team does not accept or reject an offer within 24 hours, they will automatically accept the offer.

5.8.3 Match Offers Less Than 24 Hours In Advance

If a team initiates a match offer that is less than 24 hours in advance, and the opposing team does not respond, then it will default to a rejected offer.

5.8.4 Match Start Date All matches must begin by the match start date. If one team fails to show up in the lobby before the lobby time expires, that team will receive a no show for that match. If neither team shows up for the match, both teams will receive a no show.

5.8.5 Early Matches. Matches can be played and completed before the scheduled match start date, as long as both teams agree. The scheduling system is here just to aid teams in communicating an agreeable match day, that communication can be done on your own. Results just need to be uploaded before the deadline.

5.8.6 Scheduling Exceptions. If a match has been flagged as a no show, but both teams were willing and able to complete their match before the end of the week deadline, you must contact an admin or put in a support ticket so that the match can be corrected.

5.8.7 Forfeiture. A team can forfeit a match up to the lobby expire time. A forfeit will be counted as a loss, but that team will still receive points for showing up.

5.8.8 No shows. If your opponent does not show up for the match take a screenshot (F5) of your entire squad in the lobby as evidence to show an admin if there is a dispute. If you are the away team, and the home team is the no-show, create the lobby so that you can take the screenshot.

5.8.9 Make Ups. If both teams agree to it, a match from a previous week can be made up if there was a no-show or forfeit on either side. Make ups can only happen during the regular series, and must be completed before the last week ends. Please coordinate any make up with an SPL admin.

6. Game Rules

6.1 Definition of Terms

6.1.1 **Unintentional Disconnection.** “A player losing connection to the game due to problems or issues with the game client, platform, network, or PC.”

6.1.2 **Intentional Disconnection.** “A player losing connection to the game due to player’s actions (*i.e.* quitting the game). Any actions of a player which lead to a disconnection shall be deemed intentional, regardless of the actual intent of the player.”

6.1.3 **Server Crash.** “All players losing connection to a game due to an issue with a game server, Tournament Realm platform, or venue internet instability.”

6.2 Official Game

An official game (“**OG**”) is any game in which all players have loaded in and reached a point where a meaningful interaction between teams occur. An OG will not be allowed for restart unless certain criteria are met (see 6.5).

6.3 Cease Fire. Pausing is only allowed given the following condition(s) are met:

6.3.1 An SPL admin asks for a pause for gameplay purposes

6.3.2 An unintentional disconnection

6.3.3 Hardware or software malfunction

6.4 Resuming Play. Play can be resumed if the issue has been addressed or 10 minutes has been reached. Additionally, matches cannot be resumed until both teams agree.

6.5 Game Restarts

6.5.1 Restarting before the OG criteria is met can occur, examples:

6.5.1.1 A player notices that a hero, pet, or GUI settings have not been correctly applied (skins and dyes do not count.)

6.5.1.2 If technical difficulties prevent the game from continuing as normal (team position for minion spawn etc.)

6.5.1.3 Each team has one restart prior to OG.

6.5.2 Restarts post OG can occur, given the following situations.

6.5.2.1 A critical bug occurs which significantly alters gameplay or stats.

6.5.2.2 Unfair environmental conditions (e.g. DDoS on VoIP, spamming, etc.)

6.5.3 Constant Settings are settings which remain after a restart

6.5.3.1 Picks/Bans

6.5.3.2 Intended Pet

6.6 Awarding Game Victory

If a technical difficulty occurs and a game is not restarted, the SPL reserves the right to call a match victor after 20 minutes on the game clock (based on the following criteria)

6.6.1 Gold Differential. The difference in gold between the two teams is more than 33%

6.6.2 Turret Differential. The difference in remaining turrets is more than 7

6.6.3 Generator Differential. The difference in remaining generators is more than 2.

7. Post Match

7.1 Reporting

Both teams are required to take a screenshot (F5 in game) of the final scoreboard in case there are any disputes. The winning team of the match must upload the replay file to the SPL website before the weekly match deadline, and the system will handle the rest. In the event that a replay for the match can not be uploaded, the winning team must report the results to an admin so that it can be overridden. Failure to report the match will result in both teams being marked as a no show, and will require an SPL admin to resolve. Note: Always take a screenshot of any irregular match issues as evidence in case of a dispute.

7.2 Points

7.2.1 Showing up. Teams who show up and complete a match will be awarded 10 points

7.2.2 Winning a match. Teams who win a match will be awarded 25 points

7.2.3 Losing a match. Teams who lose a match will be awarded 10 points

7.2.4 Forfeit. Teams who forfeit a match before the scheduled match time will be awarded as if showing up and losing. The winning team will be awarded as if showing up and winning.

7.2.5 No Show. Teams who do not show up for their match will be awarded 0 point. If one team shows up they will be awarded for showing up and winning.

8. Player Conduct

8.1 Competitive Conduct

8.1.1 The following is considered competitive misconduct and penalties will be handed out at the discretion of the SPL.

8.1.1.1 Collusion. Any agreement or plan to impose a disadvantage amongst players:

8.1.1.1.1 "Soft Play", when players do not play at a reasonable standard based on collusion (not doing damage, impeding play etc.

8.1.1.1.2 An agreement to split prizes/compensation

8.1.1.1.3 Sending/Receiving signals or information

8.1.1.1.4 Intentional loss of game for any compensation

8.1.1.2 Integrity. It is the expectation of the SPL that team's play their best at all times. Furthermore, any unsportsmanship, dishonest, or unfair play will violate this rule. (It should be noted that banning/picking and lineups do not violate this rule.)

8.1.1.3 Hacking. Any use or soliciting/encouragement of using unapproved modification to Strife by a player and/or team.

8.1.1.4 Explotation. Intentionally using or soliciting/encouragement to use a game oversight/bug to seek an advantage (glitches in all modes of gameplay that the SPL and/or S2 deem unintended.)

8.1.1.5 Ghosting or Unfair Spectating. Intentionally viewing or soliciting/encouragement of viewing games to help alter the natural progression of the game in progress.

8.1.1.6 Inappropriate Use of Account. Players using another account or soliciting/encouraging the use of another account.

8.1.1.7 Intentional Disconnection. Disconnection or soliciting/encouragement of disconnecting with the intent of altering the natural progression of the game.

8.1.1.8 Cheating. Any use or soliciting/encouragement of cheating devices.

8.1.2 Profanity, Hate Speech, and other Behavior

8.1.2.1 Obscene, foul, vulgar, insulting, threatening, abusive, libelous, slanderous, defamatory, or otherwise offensive or objectionable; or promote or incite hatred or discriminatory conduct inside or outside official games. Taking action that is directed at individuals or inciting the same insulting/mockng/disruptive behavior.

8.1.2.2 Any abuse of SPL admins, employees, players, and/or viewers will not be tolerated. Repeated violations will result in harsher penalties.

8.1.2.3 Disparaging or libeling any opposing team, player, person, entity, or product.

8.2 Unprofessional Behavior

8.2.1 Harassment. Including verbal, sexual, physical, or otherwise is a repeated act taking place which are intended to isolate, ostracize and/or affect the dignity of the person.

8.1.2 Discrimination/Denigration. Offending the dignity or integrity of a country, person, and/or group of people based on race, skin color, origin, gender, language, religion, political affiliation, socioeconomic status, status, sexual orientation, or any other reason.

8.1.3 Poaching/Tampering. Soliciting, luring, or making an offer of employment to a team member who is currently on a team via a signed contract.

9. Penalties

9.1 Subjection

If any rule has been broken and/or engaged to be broken, the SPL has the sole and discretionary right to impose a penalty.

9.2 Penalty Results

- Verbal Warning(s)
- Loss of Home Field Advantage(s) or other granted position(s)
- Loss of Ban(s)
- Game Forfeiture(s)
- Match Forfeiture(s)
- Suspension(s)

- Disqualification(s)

Repeated infractions may result in increased penalties.

9.3 Publishing Rights

The SPL has the right to publish any declaration of subjected penalty on a team and/or team member. Any active team and/or player within the SPL hereby waives any right to legal action against the SPL or any parents, subsidiaries, affiliates, employees, agents, or contractors.

10. Finalization of Rules and Ruling

10.1 Finalization

The SPL reserves the right to make decisions based on the interpretation of the rules, players, scheduling, etc. All decisions cannot be appealed and shall not give rise to claim for monetary reparations or any other legal/equitable repair.

10.2 Rule Changes

The SPL may amend, modify, or change the rules in order to ensure fair play and/or better the experience for all employees, players, and/or viewers of the SPL.