

PREAMBLE

BESL Pro (hereinafter referred to as “**League**”) is Lattelecom made esports league with the goal to promote and conduct esports on Baltic state level and to build a structured platform for esports, its players and teams in Baltic states. Lattelecom is the exclusive owner of worldwide exploitation rights with regards to audio-visual content as well as sponsorship and merchandising rights of the League.

Lattelecom has instructed **GOEXANIMO** with the organization and operation of the League. GOEXANIMO may delegate its duties to League admins to be determined by GOEXANIMO.

This is the only rulebook which is valid for the League, it’s participants (hereinafter referred to as “**Team(s)**”), its players (hereinafter referred to as “**Players**”) and all matches played in the League.

1. GENERAL

1.1. League Administration

GOEXANIMO shall designate League admins which are responsible for the League administration and the process of the gaming operation. GOEXANIMO may change any League admins at any time in its own discretion. Each Team can contact League admins via League Team discord server or via email. The current League admins are:

- Bruno Gailītis, “Gekons” - CS:GO head admin - csgo@besl.pro
- Oskars Jankovskis, “junkk” - League of Legends head admin - lol@besl.pro

1.2. Validity of the Rules

If any provision of the Rulebook is invalid or impracticable in whole or in part this shall not affect the validity of the remaining part of this Rulebook. In lieu of the invalid or impracticable provision an appropriate provision shall apply which is nearest to the intent of to what would have been the intention in keeping with the meaning and purpose of the Rulebook.

1.3. Confidentiality

The content of protests, discussions or any other correspondence between Teams/Players and the League admins shall be deemed strictly confidential and may only be revealed to GOEXANIMO and Lattelecom and its representative bodies. The publication of such material is prohibited without an approval from GOEXANIMO and/or Lattelecom.

1.4. Code of Conduct

All Teams and Players agree to behave in a sportsmanlike and respectful manner towards other Teams and Players, spectators, the press, the broadcast team, League admins and Lattelecom officials.

1.5. Communication

The main official communication method of the League is through its Team discord server. The League will use the discord server as tool of communication between League admins and Teams/Players, and therefore the discord server should always be checked regularly so that no important announcements are missed.

2. LEAGUE SPECIFICATIONS

2.1. Team Requirements

Team consists of exactly five (5) players, no more, no less. Three (3) of those players have to be from Baltic state countries (Estonia, Latvia, Lithuania). Other players have no Home country restrictions.

2.2. Home Country

A Player's home country is the country where his main place of residence is. For a Team, this is determined by the country the majority of the Players belong to. If there is no such majority, a Team may have no home country. In that case, the Team's country is set to 'Baltic states'.

2.3. Age Restrictions

There are no age restrictions for Players that are playing in the League. However - Players below the age of 16 have to provide League admins with parental approval of them playing in the League.

2.4. Transfer Regulations

During the season Teams are allowed to make three (3) roster changes. In order to make a roster change Team's captain has to contact League Admin with the following information:

- Team name

- Player that team wants to remove from their roster
- Player that team wants to add to their roster
- Links to Player League profiles are to be provided

During the off-season there are no limits on the number of players any Team may transfer. However, in order to maintain their League spot a Team has to keep at least two (2) players from the roster that they ended the previous season with. Failure to do so will result in loss of the League spot.

Off-season starts one day after the League finals conclude and ends a week before the new season is set to start.

2.5. Substitute Players

If one of Team's original members is unable to participate in a League game, substitute player can be used. In order to use a substitute player Team's captain has to inform League Admin about the changes no later than 30 minutes before the scheduled game start. Usage of substitute players are limited to 6 games per season.

A player is eligible to be a substitute only if he/she is not currently part of any other League team and completing the roster fits the necessary Team Requirements mentioned in section 2.1.

2.6. Time Zone

The respective times of the matches will be displayed on the League website according to the time zone specified on Players device.

2.7. Nicknames

Players are only allowed to use their own official nicknames (without any additions) that they have registered on the League webpage. No sponsor tags are allowed in the nickname. Furthermore, nicknames are forbidden if they:

- are protected by third-party rights and the user has no written permission to use it
- resemble or if they are identical to a brand or trademark, no matter whether it has been registered or not
- resemble or if they are identical to a real person other than themselves
- use names of Latt telecom products

In addition to the above, any nicknames that are purely commercial (e.g. product names), defamatory, pejorative, offensive, vulgar, obscene, anti-Semitic, inciting hatred, or offending against good manners are forbidden. Using alternative

spelling, gibberish or wrong spelling in order to avoid the requirements mentioned above is forbidden.

2.8. Player Accounts

Only Players with registered game accounts are eligible to play in the League.

Game Accounts include but are not limited to:

- Steam profile for Counter-Strike: Global Offensive Players
- Riot Games profile for League of Legends Players

Players can register their Game Accounts by linking them to their League website player profile. This can be done in profile settings.

2.9. Changes to Team Accounts

Team captain (or assistant captain) has to inform League admins about any changes to the Team account no later than 3 hours before the next League game. Failure to do so will be penalized. Changes include but are not limited to:

- Changing the Team name
- Changing the Team logo

2.10. Publisher Bans

The League administration reserves the right to refuse Players who have standing bans from the game publisher or third-party game services to take part in the League.

3. PRIZE MONEY

3.1. Payment of Prize Money

Prize money will be determined by Lattelecom. All prize money shall be paid out 30 days after completion of the League finals.

3.2. Prize Money Distribution

Counter-Strike: Global Offensive:

Regular Season		Season Finals	
1	Finals	1	€2,000

2	Finals	2	€1,200
3	Finals	3-4	€750
4	Finals		
5	€500		
6	€450		
7	€400		
8	€350		
9	€300 (Team relegated)		
10	€300 (Team relegated)		

League of Legends:

Regular Season		Season Finals	
1	Finals	1	€1000
2	Finals	2	€600
3	Finals	3-4	€375
4	Finals		
5	€250		
6	€225		
7	€200		
8	€175		
9	€150 (Team relegated)		
10	€150 (Team relegated)		

3.3. Withholding of Prize Money

Lattellecom reserves the right to withhold any pending payment of prize money if any infringements of the provisions set out in this Rulebook have been discovered.

3.4. Transfer of Prize Money

The prize money will be advanced as a bank transfer. Failure to provide sufficient information for the payments will result in payments not being made. If a Team has not collected its prize money before the start of the next season, the prize money shall be forfeited.

4. MATCH PROCEDURES

4.1. Game Scheduling - Regular season

Game scheduling method depends on the discipline and is specified by discipline League admin:

- CS:GO games are scheduled weekly by League admin based on Team availability on the respective week. Teams have to submit their available game dates and times no later than Saturday of previous week. If a Team fails to submit their available game dates and times, League admin reserves the rights to schedule the game to best fit the overall weekly schedule.
- League of Legends games are scheduled weekly by League admin to best fit the overall weekly League streaming schedule.

Game days are Monday, Tuesday, Wednesday, Thursday, Friday starting from 19:00 till 22:00 Baltic time.

4.2. Rescheduling Games - Regular season

Regular season games can not be rescheduled. If there is a need for a substitute player then Teams can register one according to point 2.4. Failure to field five (5) players by the scheduled start time of the match will be penalized and will result in a forfeit loss.

4.3. Match Start / Punctuality

All Teams and Players should be on the server or in the game lobby no later than the scheduled start time of the match. All matches of the League should start as stated on the League website. Failure to do so will be penalized and may result in a forfeit loss.

4.4. Streaming

It is forbidden for any League Players to stream their Point-of-View (POV) of their League games on any platform or service. Violation of this rule will be penalized and may result in a forfeit loss.

Players do however have the rights to stream recordings of the official broadcast after it has ended.

4.5. Determining the “Better Seed” for the Finals

In offline semi-final matches the Team that had the higher season ranking shall be considered the “better seed”.

In the grand final match “better seed” is determined via coin toss.

- For CS:GO “better seed” Team decides who starts the map-veto/pick process
- For League of Legends “better seed” decides the starting side of the first game. The losing team of the previous game acts as “better seed” for the next game.

4.6. Ranking

The below ranking priority will come into effect if two or more Teams are on equal points at the end of a season.

- 1. Points earned between the tied Teams (‘Mini-League’)
- 2. Better round score (CS:GO) or time bank score (League of Legends) between the tied Teams (‘Mini-League’).
- 3. Better round score (CS:GO) or time bank score (League of Legends) between the all League teams.
 - The round difference (CS:GO) is considered better if the difference between won rounds and lost rounds is larger. Overtimes count as 16:15 wins.
 - The time difference (League of Legends) is considered better if the difference between lost game times and won game times is larger.

5. LEAGUE SYSTEM

5.1. Stages

Season

- First Stage: Regular Season
- Second Stage: Finals

Off-Season
- Qualifier

5.2. Regular Season

The regular season consists of one (1) division. This division has a total of ten (10) Teams. Teams are playing against each other twice per season in a round robin format. All matches are played as best-of-one (Bo1) matches according to a schedule. Matches between two Teams are played back to back as double header.

For CS:GO every match needs to determine a winner, a tie is not possible. If a winner has been determined after 30 or less rounds, the winner will receive 3 points and the loser 0 points. If a match goes into overtime(-s), the winner will receive 2 points and the loser 1 point.

5.3. Relegation

Teams that placed 9th and 10th in the League are relegated from the League and have to play the off-season qualifier in order to regain their spot in the League.

5.4. Finals

The finals are played in single elimination, best-of-three mode. The final match will be played in best-of-five mode.

5.5. Off-Season

During the Off-season a qualifier is held in order to determine two (2) teams that are going to obtain a spot in the League next season. Qualifier details such as dates and format are to be announced in a separate news article during the off-season.

6. MATCH PROTESTS

6.1. Definition

A protest is the official communication between the Teams and the League admin regarding any irregularities, infringements or other concerns in the League. A protest may also be filed during a match for things like incorrect server settings and other related issues.

6.2. Contents of a Match Protest

The protest must contain detailed information about why the protest was filed and when the alleged incident happened. A protest may be declined by the League admin if proper documentation is not presented. A simple „they are cheaters“ will not do.

6.3. Deadline for Match Protest

Teams are allowed to issue a match protest in the following time-windows:

- Online: 24 hours after the scheduled starting time of the match
- Offline: before the beginning of the next match for Team in question

7. GAME SPECIFIC RULES COUNTER-STRIKE: GLOBAL OFFENSIVE

7.1. Anti-Cheat

League uses EasyAntiCheat (EAC) as its anti-cheat. EAC client is mandatory for all players and can be found in the Steam store. Players have to use the client for the full duration of all matches. If a Player cannot use the EAC client he is not allowed to participate in a match.

7.2. Map Pool

The map pool reflects Valve Active Duty maps which are the following:

- Cache
- Mirage
- Inferno
- Overpass
- Cbble
- Train
- Nuke

Any changes made to the Active Duty map pool by Valve take effect on the next play week meaning the current play week games are played on the map pool that was active at the start of the week.

7.3. Best-of-One Matches - Regular Season

Both teams make a map priority list in the match page no later than 10 minutes before the scheduled match start (maps listed in “order of preference” 1-7) and

four vetoes go through A-B-B-A from those lists. Out of the remaining three maps, two maps are picked in the following order:

- Team A highest map priority left
- Team B highest map priority left
- If both Teams have the same map as their highest priority map left, then second map is determined randomly

Before the veto is done the system randomly selects which Team is going to act as Team A. Starting side on both maps is determined by a knife-round.

7.4. Best-of-Three Matches - Finals

In case of Best-of-Three match, both Teams remove one map alternately, after that each Team will pick one map. The Team with the better seeding can decide who has to start the process. To decide the last map both Teams once again remove one map alternately, the last map will be used as third map if needed. Each Team can pick their starting side on the opponent's map pick and on the third map a knife-round will be played to decide starting sides.

7.5. Best-of-Five Matches - Finals

In case of Best-of-Five match, both Teams remove one map each, after that each Team will pick two maps alternately, remaining map is being played as decider map, if required. Better seed Team is decided by a coin toss. The Team with the better seed can decide who has to start the process. Each Team can pick their starting side on the opponent's map pick and on the fifth map a knife-round will be played to decide starting sides.

7.6. Map Veto Process - Finals

For offline matches, map veto process has to be done 30 minutes before scheduled match start. Map veto process can be done earlier if the admin and both teams agree. Only two selected people from each team can participate in the map veto process. During the map veto process, first statement coming from the team representative towards the admin will count as ban or pick and it cannot be reverted. Each team has 30 seconds to make a call on their turn to pick or ban a map. When the time expires, the pick or ban will be randomised by the admin. The veto process will then proceed as before.

7.7. Ingame Item's Nametag

Players are not allowed to use nametags on in-game items which violate the values of the League and the principles of a fair and sportsmanlike competition. Furthermore, nametags are forbidden if they:

- are protected by third-party rights and the user has no written permission to use it
- resemble or if they are identical to a brand or trademark, no matter whether it has been registered or not
- use names of Lattelecom products

In addition to the above, any nametag that is purely commercial (e.g. product names), defamatory, pejorative, offensive, vulgar, obscene, anti-Semitic, inciting hatred, or offending against good manners are forbidden. Using alternative spelling, gibberish or wrong spelling in order to avoid the requirements mentioned above is forbidden.

7.8. Number of Players

All matches have to be played with five (5) Players per team (5vs5), other constellations are not allowed. Failure to field five (5) players by the scheduled start time of the match will be penalized and will result in a forfeit loss.

7.9. Dropping a Player

If a Player drops and the opponent has been notified before any damage has occurred during that round, then the round will be restarted. If it's the first round of a half, then the entire half is restarted.

If a Player drops after any damage has occurred and has not returned when the round has been decided, then the match will be paused at the start of the next round.

If a Player has not returned, or cannot be replaced within 10 minutes after the pause has started, then the match will count as forfeited for the Team with the dropped Player.

7.10. Change of Players

Players can be changed at any time but the opposing Team has to be informed sufficiently in advance. If necessary the game can be paused. This change shall not take more than ten (10) minutes. If the Player has not joined, or cannot be replaced within ten (10) minutes after the pause has started, the match will count as forfeited for the Team changing the Player.

7.11. Leaving the Server

All matches must be played till the end. A match is considered complete when one Team has reached 16 rounds during the regular match time or won the

majority of rounds during overtime on the map. Failure to do so will be penalized and may result in a forfeit loss.

7.12. Continuing an Interrupted Game

If a match is interrupted (e.g. server crash) then the match should be continued where it was left off, with the use of the backup system. All fully completed rounds before the crash count for the final score of the match.

7.13. Overtime

In case of a draw after all of the 30 rounds have been played, an overtime will be played with mp_maxrounds 6 and mp_startmoney 16000. Teams will continue to play overtimes until a winner has been found. The final score of a match with overtime is the official result for that match, however for ranking purposes the final score of a match with overtime is considered as 16:15.

7.14. Technical Pause

If a player has a problem that prevents him from playing on, he is allowed to use the pause function ("!pause"). The pause function can be used at any time but it will only come into effect during freeze time (immediately, if used during freeze time, else at the beginning of the next freeze time). The player has to announce the reason before or immediately after he paused the match. If no reason is given, the opponent may unpause the game and continue playing.

Fixing a technical issue may not take up longer than ten (10) minutes. After that the game is unpaused. If by the time the game is unpaused Team has less than five (5) players in the server the game is forfeited.

7.15. Tactical Pause / Timeout

Each team is allowed to invoke a tactical pause of 30 seconds up to four times per map using the special command "!timeout".

7.16. Admin Pause

The admin can also pause the game from his station when it seems required. Also, if for some reason the player pausing does not work, they have to request the admin to do it.

7.17. Communication During Pauses - Finals

During a Pause, headsets have to stay on. Unless the admin instructs the match participant otherwise, any form of communication among the team is only allowed during tactical pause.

7.18. Storage and Keeping of Match Media (CS:GO)

All match demos must be stored by the Team for a minimum of one (1) week after each completion of a match.

7.19. Player Settings

Any use of the below mentioned settings, tools or scripts is considered a violation and will be penalized.

- Configuration / Start Parameters

The following commands are forbidden:

- mat_hdr_enabled

The following start parameters are forbidden:

- +mat_hdr_enabled 0/1
- +mat_hdr_level 0/1/2

All other configuration changes are allowed as long as they do not give an unfair advantage to a Team. A Player may be penalized for wrong settings in a config file.

- Forbidden Scripts

In general, all scripts are illegal except for buy, toggle & demo scripts.

- Stop shoot scripts [Use of AWP scripts]
- Center view scripts
- Turn scripts [180° or similar]
- No recoil scripts
- Burst fire scripts
- Rate changers (Lag scripts)
- FPS scripts
- Anti flash scripts or binding (snd_* bindings)
- Bunnyhop scripts
- Stop sound scripts
- Jumpthrow scripts

If a Team is not sure if a script is allowed or not, then Team shall contact the League admin before it plays an official match.

- A3D

The use of A3D (2.0) or any program, driver or interface that simulates A3D (2.0) is strictly forbidden and will be sanctioned according to Sec. 8.4 ("Cheating").

- Graphics drivers or similar tools

Any modification or changing of the game using external graphics solutions or other third party programs is strictly forbidden and will be penalized.

- Color depth

Every Player must play with the highest color setting in Counter-Strike (32 bit); if the Player is playing in windowed mode, then the desktop must also be on 32 bit setting.

- Custom Data

Only steam skins are allowed to be changed, any other changes to sprites, skins, score boards, crosshairs are strictly forbidden, also only the official models are allowed. If a Player plays with custom files, then this will be penalized with a default loss.

- Use of Bugs and Glitches

The intentional use of any bugs, glitches, or errors in the game will be penalized. Furthermore, it is up to the League admin's discretion whether or not the use of said bugs has an effect on the match, and whether or not he will award rounds, or the complete match to the opposing Team, or to call for a rematch. In extreme cases, the penalty for abusing bugs may be even higher.

The usage of the following bugs is strictly forbidden and may be sanctioned according to the aforementioned paragraph. If any bug is used which is not listed below it is up to the League admin's discretion whether or not a punishment is necessary.

Warm-up – map check:

Bugs on load have to be checked before the match starts (missing boxes, ladders etc.). Failure to do so and starting the match will lead to both Teams having accepted the state the map is in, and the match will be continued under these settings. Protests and complaints regarding such issues will not be adhered to.

During the match:

- Moving through any walls, or ceilings is strictly forbidden, also moving through the floor, or anywhere else which was not intended to be a passage is strictly forbidden.
- „silent planting“ is strictly forbidden (planting the bomb in such a way that no one can hear the beeping).
- To plant the bomb where it is impossible to reach is forbidden.
- Standing on top of teammates is generally allowed, it is only forbidden, when such actions allow the Player to peek over a wall, or ceiling that should not be allowed according to map design.
- Using flash bugs is strictly forbidden.
- Throwing grenades under walls is forbidden, although throwing grenades and flashes over walls is allowed.
- „Pixel walking“ is forbidden (sitting or standing on invisible edges on the map).

General:

Generally, the use of any bugs in the game is strictly forbidden (for example: spawn bugs).

An exception are the following bugs which are explicitly allowed:

- Defusing the bomb through walls and items etc.
- So called “surfing”

The League admin reserves the right to add more bugs to the list of explicitly allowed bugs.

- New Positions

If any Player or Team wants to use a new position which is unknown to anyone else or just known to a small part of the League, it is strongly recommended to contact the League admin to check if that position is allowed before using it in an official match. Players and Teams have to consider that it takes time to check new positions and therefore they have to contact the League admin in a reasonable timeframe before an official match.

8. GAME SPECIFIC RULES LEAGUE OF LEGENDS

8.1. Server

All matches are to be played on Europe Nordic and East public server using tournament code provided by League Officials

8.2. Game Lobby

To join game lobby, players must use tournament code, which is provided by League Officials

Only five Players per Team are allowed in the game-lobby. No additional teammates are permitted for any reason

All Players will be expected to be ready to start the pick and ban phase at the time specified by the League Officials. Readiness includes, but is not limited to, all five Players on the Starting Line-up having completed client patching, configuration of in-game settings, and completed Rune and Mastery Pages.

8.3. Pick and Ban Phase

The Pick and Ban Phase will be executed through the Client's Tournament Draft feature. At the discretion of League Officials the Pick and Ban Phase may be recorded and the Game's start aborted. League Officials may choose to employ either the Tournament Draft feature or a manual draft at their discretion

Restrictions may be added at any time before or during a Match, if there are known bugs with any Gameplay Elements or for any other reason as determined at the discretion of the League

If a Player selects a Champion by mistake in the Pick and Ban Phase, the Champion stays locked. This is not a reason to restart game lobby

Teams must complete all champion trades before the game starts. Failing to do so will not allow them to restart the game.

8.4. Game Settings:

The following game settings are used in all League games:

- Map: Summoner's Rift
- Team Size: 5
- Allow Spectators: Lobby
- Game Type: Tournament Draft
 - Tournament draft proceeds in a snake draft as follows:
 - Blue Team = A; Red Team = B
 - Bans: ABABAB
 - Picks: ABBAAB
 - Bans: BABA
 - Picks: BAAB

8.5. Game Start

A Game will start immediately after the Pick and Ban Phase is complete, unless otherwise stated by a League Official

If there is an error in Game Start or an LeagueOfficial decides to separate the Pick and Ban Phase and the Game Start, the Blind Pick feature may be used at the discretion of the League. All Players will select Champions in accordance with the valid completed Champion selections

If a Bugspat, disconnect or any other failure occurs which interrupts the loading process and prevents a Player from joining a Game, the Game must be immediately paused until all Players are connected

Once a Game has reached Game of Record status it is considered official and restarts may only be permitted under limited conditions as defined by the League

Examples of conditions which establish Game of Record include:

- Game timer reaches two minutes (02:00)
- Line-of-sight is established between Players on opposing Teams
- Setting foot, establishing vision or targeting skill-shot ability in opponent's jungle by either Team, which includes either leaving the river or entering brush connected to enemy jungle

- Any attack or ability is landed on minions, jungle creeps, structures, or enemy Champions

8.6. Game Pause

League Officials may order or execute a pause of a Game at any given time

Teams may pause the Game for a maximum of 10 minutes over the course of a single Game, or 20 minutes over the course of a Match. Pausing beyond allowance-time will be considered unfair play and penalties will be applied at the discretion of League Officials

Players may only pause a Game immediately following any of the events described below, but must notify a League Official immediately and identify the reason:

- Unintentional Disconnect
- Hardware or software malfunction

Minor Player illness, injury, or disability is not an acceptable reason for a Player pause. In the case of an underlying and/or pre-declared medical condition the Player may however inform a League Official prior to the Match, who may then grant a pause during the Match in order to evaluate the issue and to determine whether the Player is ready, willing, and able to continue playing within a reasonable period of time, as determined by the League Official, but not to exceed a few minutes. If the League Official determines that the Player is not able to continue playing within such reasonable period of time, then the Player's Team shall forfeit the Game unless a League Official determines that the Game is subject to an Awarded Game Victory at the League's discretion

Players are not permitted to resume the Game after a pause. After clearance from a League Official is issued and all Players are notified and ready, which will be contingent on confirming through in-game chat, the in-client spectators will un-pause the Game

If a Player pauses or un-pauses a Game without permission from a League Official, it will be considered unfair play and penalties will be applied at the discretion of the League

8.7. Game Restart

All decisions in regard to a Game restart are at the sole discretion of the League. Examples below are listed for illustrative purposes only.

Restarts before Game of Record:

- If a Player notices that the Player's Runes, Masteries, or GUI settings have not applied correctly due to a bug between the game-lobby and Game, the Player can pause the Game to adjust these settings
- If the settings cannot be correctly adjusted, then the Game may be restarted

Restarts after Game of Record:

- If a Game experiences a critical bug at any point during which significantly alters game stats or gameplay mechanics.

Certain circumstances must be met before a restart may occur:

- League Officials must determine that the bug is critical and verifiable. For the bug to be considered critical, the bug must significantly damage a Player's ability to compete in the Game. The determination of whether the bug has damaged a Player's ability to compete is at the sole discretion of the League Officials. In order for a bug to be considered verifiable, the bug must be conclusively present and not possibly attributable to Player error. The spectator must then be able to replay the instance in question and verify the bug.
- If a Player believes they have experienced a critical bug, the Player must pause the Game and alert a League Official immediately. If a Player is attempting to delay reporting of a bug to wait for a possible restart at a more advantageous time, then a restart will no longer be granted.

If League Officials determine that the bug is critical and verifiable and that the Player(s) followed the pause protocol, then all critically disadvantaged Teams will be presented with the option of initiating the restart protocol. If at least one Team accepts, the restart protocol will be initiated and will be restarted with same picks and bans.

In the event of a restart, the League may instead award a Game victory to a Team, if a Game has been played for more than 20 minutes on the game clock and League Officials, at their sole discretion, determine that a Team cannot avoid

defeat to a degree of reasonable certainty. The following criteria may be used in the determination of reasonable certainty:

- Gold Differential - The difference in Gold between Teams is more than 33%
- Turret Differential - The difference in remaining Turrets between Teams is greater than seven
- Inhibitor Differential - The difference in standing Inhibitors between Teams is three

9. SANCTIONS

9.1. General

- Violation of any infringements of the provisions and rules outlined in the Rulebook will be penalized.
- Penalties may be either minor or major penalty points, default losses, player/team disqualification or banishment from the League in whole, all dependent on the incident in question. Every case is investigated and decided upon separately.
- Sanctions shall be determined by the League administration at their sole discretion to the best of their knowledge and judgement in an appropriate, proportionate and adequate manner.
- The League administration shall impose the sanction according to the nature of infringement, the individual culpability, profits generated through the violation, the severity level of the violation, number of previous violations and Team's and/or Player's subsequent behavior.
- The league administration may increase the sanction as deemed appropriate if an infringement has been repeated.

9.2. Penalty Points

- Minor penalty points are given for minor incidents. Every minor penalty point deducts one percent (1%) of the overall prize money received by the team in the competition it is given.

- Major penalty points are given for major incidents such as deliberately deceiving admins, failing to show up for matches, repeated rule breaking, and so on. Every major penalty point deducts five percent (5%) of the overall prize money for that competition.
- League bans and penalty points gathered in any other GOEXANIMO tournaments do not apply towards the League except when the punishment has been awarded for cheating.

9.3. Breach of Etiquette

For an orderly and pleasant game it is essential that all Teams and Players have a sporting and fair attitude. Breaches of this rule will be sanctioned. The most important and most common offences are listed below.

- Insults

All insults occurring in connection with the League will be penalized. This primarily applies to insults during a match or via discord. Particularly severe abuse cases with radical statements or the threat of physical violence can result in significantly heavier penalties. Depending on the nature and severity of the insult the penalty will be either assigned to the Team or to the Player.

- Spamming

The excessive posting of senseless, harassing or offensive messages in League discord server is regarded as spamming and will be penalized..

- Spamming In-game

If the chat function in-game is abused towards the goal of annoying the opponent, or generally stir the flow of the play the Player and/or Team in question is going to be penalized. All chat functions are there to communicate efficiently with the opponent and the League admins.

9.4. Misconduct

The attempt to mislead League admins or other Players, using false information, or in any other way deceive other Players or Teams will be sanctioned as follows.

- Faking Match media - CS:GO

Faking match media (POV demo files) will result in three (3) minor penalty points.

- Cheating - CS:GO

When cheating is discovered the Player will be banned from the League for two (2) years and the Team will be disqualified from the current season of the League.

The use of the following programs will result in a cheat ban: Multihacks, Wallhack, Aimbot, Colored Models, No-Recoil, No-Flash and Sound changes.

These are only examples, other programs or methods that give unfair advantage may be considered cheats as well.

- Cheating - League of Legends

Any sort of hacking, exploiting or using any kind of 3rd party software will result in a ban from League for two (2) years and the Team will be disqualified from the current season of the League.

- Delaying the Match

Match starts are absolute unless changes have been confirmed by the League admins. Not starting a match as scheduled will result in one (1) minor penalty point. For every five (5) minutes the match start is being delayed further, the Team will receive additional one (1) minor penalty point. After 15 minutes the Team is considered as no show receiving one (1) major penalty point.

- No show

If a Team is not ready to play 15 minutes after the official match starting time, the Team will be considered as no show and will receive a default loss. For each default loss Team receives one (1) major penalty point. Once a Team receives four default losses during a season, the Team will be disqualified from the League.

9.5. Penalties and Consequences for Being Disqualified or Leaving the League

- Disqualification

If a Team gets disqualified from a Season of the League the Team forfeits all prize money accumulated for the whole Season and all its Players get banned until the end of the season.

- Leaving during a Season

If a Team leaves the League during an ongoing Season, the Team forfeits all prize money accumulated for the whole Season and all its Players get banned until the end of the season.

- Deletion of Match Results

All match results involving Teams that have been disqualified or have left a season of the League before it ended will be deleted and counted as forfeit losses.

10. EVENT RULES - FINALS

10.1. Punctuality

Every player should be at the tournament area as stated in the tournament directions info email sent to the Teams in order to set up, prepare and solve any technical problems that might occur.

If you notice at any point you will be late, please inform a tournament official as soon as possible! Any delays caused by showing up late may lead to penalty points.

10.2. Equipment

During the LAN Finals BESL Pro provides monitors and computers. Participants have to bring their own equipment (in particular: Keyboard, Mouse, Mousepad, In-Ear headphones with long enough cables, PS2->USB adapters if needed). Our machines do not support PS2-keyboards!

10.3. Configs - CS:GO

All CS:GO players have to send in their configs until a specific deadline set by the League admins before the event. If any player or team doesn't send in their configs they have to manually setup their config on site.

10.4. Drivers

All participants have to send in their drivers until a specific deadline set by the League admins before the event. If any player or team doesn't send in their drivers they have to play with default drivers.

10.5. Clothing

The players and teams need to ensure that they are all in equal colored clan attire. Failure for a player or a team to bring such attire, will result in BESL Pro providing suitable clothing for the participants. The cost of this clothing will then be subtracted from the prize money paid out to the participants. Any kind of headwear during the matches is forbidden.

10.6. Gaming Areas

If nothing else has been announced, it is forbidden to bring or eat any food in the gaming areas. Smoking is also strictly prohibited. Players are allowed to have beverages, but only in cups or bottles that have been provided or approved by BESL Pro. Usage of offensive language on stage is forbidden. Any violations can be punished with penalty points.

10.7. Administrators

The instructions of administrators should always be obeyed and followed. Failure to do so may result in penalty points being awarded.

10.8. Player Brief

The player brief is a document that will be sent to the participants by email before the tournament. It is meant as an extension to the rulebook for a specific offline event and is equally binding.

10.9. Media Obligations

Every Team must appoint at least one (1) player that is going to take part in short pre/post match interviews on stage. The said player(-s) cannot deny these obligations and must attend.

In addition to that the event will also have a mandatory media day, where participants may be photographed, filmed and interviewed by the BESL Pro crew for the event presentation purposes. The participants will receive a media schedule beforehand to be informed about nature, duration and schedule of any activities of this kind that take more than 5 minutes. These media obligations are obligatory and can not be missed.

10.10. Stage Matches

Each participant is required to play his/her stage matches. Exceptions may only be granted if substantial evidence (e.g. a medical certificate) proving a disability to play on stage is provided.

10.11. Removable Media

It is strictly forbidden to connect or use any removable media on the tournament computers without prior examination and approval from the tournament administrators.

10.12. Internet Access

Internet access on tournament computers is disabled for all participants.

10.13. Warm-Up Period

A warm-up period of 30 minutes is normally provided before an BESL Pro Live match, although this period may not be guaranteed.

10.14. Photo and Other Media Rights

By participating, all players and other team members grant BESL Pro the right to use any photographic, audio or video material on their website or for any other promotional purpose.

10.15. Winners Ceremony

Participants who are not part of the Grand Final are not obligated to stay in the tournament area for the winners ceremony after the Grand Final and are free to leave the event premises.