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## Northern Classic Rulebook 2021

*This Rulebook outlines the rules that should at all times be followed when participating in the Northern Classic. Failure to adhere to these rules may be penalised as outlined.*

*It should be remembered that it is always the League Administration that has the last word and that decisions that are not specifically supported, or detailed in this Rulebook, or even go against this Rulebook may be taken in extreme cases, to preserve fair play and sportsmanship. All decisions will be announced to all participants and in extreme cases, will be announced publicly.*

*We hope that you as a participant, spectator, or press will have an enjoyable competition to partake in and we will do our utmost to make it fair, fun, and exciting for everyone involved.*

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# 1. Definitions

## 1.1 Range of Validity

This is the only valid rulebook for the Northern Classic, its participants and all maps played within the scope of the Northern Classic. With their participation, the participant states that they understand and accept all rules.

## 1.2 Term Definitions

**'Northern Classic'** - The name of the league that this rulebook governs.

**'Team'** - A group of people representing the same brand.

**'Map'** - A single match of a given game played on a single in-game level.

**'Series'** - A group or succession of maps played together in a best of 3 or best of 5 format

**'Match'** - A game contested over a single map or a collection of maps (series).

**'Player'** - An individual who competes for a team in matches

**'Coach'** - an individual that advises the Team; can be listed as a substitute at the same time

**'Substitute'** - The backup players who are part of a Team

**'Roster'** - A list of everyone associated with the Team: Players, Substitutes, Coach, Manager, Staff etc

**'Line-Up'** - The 5 players that will be playing in a specific play day

**'Starters'** - The 5 main players of a Team

**'Organisation'** - an established brand within esports with a functional structure, which is represented by the Roster.

**'Tournament Manager'** - The main person who has overall adjudication and has the final word on all decisions made by the officials if there is ever a dispute or appeal.

**'Live Match'** - Any Northern Classic match.

**'Defaulted'** - Meaning to give favour in score to one party due to lack of opposition or failure to fulfil an obligation/follow the rules.

**'No-Show'** - Not turning up to a game without giving notice to the Tournament Manager

**'Penalty Point (Major and Minor)'** - Penalty points are issued to teams for infractions or breakages of rules. These penalty points result in a deduction of prize money from a season. Accrual of those points can result in further action taken against teams.

**'Disqualification'** - Removal of a team from the Northern Classic due to league infractions.

**'Tie-Breakers'** - When Teams have an equal score and a factor is needed to determine who wins.

**'League Points'** - Points earned in the league due to the progression of games, e.g winning a match

**'Head to Head Points'** - Points earned against a specific opponent in a tied score.

**'Head to Head Round Difference'** - Total round difference between all tied participants.

**'Overall Round Difference'** - Total round difference between all participants in the league.

**'Overall Rounds Won in Regular time'** - The number of rounds won before overtime

**'Game Difference'** - The total number of Games won by a Team minus the total number of Games lost by such Team.

**'Discord'** - A social communication application available on mobile and PC which is used as the official communication platform for the Northern Classic.

## 1.3 Participants

Any Northern Classic participant is a captain, starter, substitute or coach that is listed on a Northern Classic roster. Any participant of a Northern Classic team is considered to be locked to it regardless of whether or not the person has played in the league.

### 1.3.1 Locked to the Roster

Participants of a Northern Classic team are considered locked to that team. This means the team is responsible for the participant. Any penalties for rule infractions made by a participant will be levied against the team as a whole. This does not necessarily include bans.

### 1.3.2 Conflicts of Interest

It is not allowed for employees of Promod Esports, its subsidiaries or partners, volunteer or contractor staff or employees that are intrinsically connected to a respective tournament including sponsors, publishers or game developers, to be involved in a team participating in prize winning tournaments, qualification for prize winning tournaments or pro qualifiers.

Where such conflicts of interest exist, they must be immediately brought to the attention of the tournament administration.

## 1.4 Time Zone

Challengermode (<https://www.challengermode.com>) will display the times of matches according to the time zone each user has specified in the account settings. Users that are not logged in will have times displayed in the timezone assigned to them from their Geolocation.

Official league communication will use the following timezones:

- EU - CEST or CET

## 1.5 The Season

The season is approximately 3 weeks long, which includes the qualifiers, regular season, playoffs, and finals. Season length may vary.

## 1.6 Region

The region for the Northern Classic is EMEA. Only participants from the following countries are eligible to participate:

- Afghanistan, Albania, Algeria, Andorra, Armenia, Austria, Azerbaijan, Bahrain, Bangladesh, Belarus, Belgium, Bosnia And Herzegovina, Bulgaria, Croatia, Cyprus, Czech Republic, Denmark, Djibouti, Egypt, Estonia, Finland, France, Georgia, Germany, Greece, Hungary, Iceland, India, Iraq, Ireland, Israel, Italy, Jordan, Kazakhstan, Kosovo, Kuwait, Kyrgyzstan, Latvia, Lebanon, Libya, Liechtenstein, Lithuania, Luxembourg, Macedonia, Malta, Mauritania,

Moldova, Monaco, Montenegro, Morocco, Nepal And Maldives, Netherlands, Norway, Oman, Pakistan, Palestine(Un Observer State), Poland, Portugal, Qatar, Romania, Russia, Sanmarino, Saudi Arabia, Serbia, Slovakia, Slovenia, Somalia, Spain, Sri Lanka, Sudan, Sweden, Switzerland, Syria, Tajikistan, Tunisia, Turkey, Turkmenistan ,Ukraine ,United Arab Emirates, United Kingdom (Uk), Uzbekistan, Vatican City (Holysee), Western Sahara (Sahrawi Arab Democratic Republic), Yemen

## 1.7 Punishments

### 1.7.1 Definitions and Scope of Punishments

Punishments are given for rule violations within the Northern Classic. Punishments may consist of the following:

- Warnings
- Minor or major penalty points
- Default losses
- Player/team bans or disqualification

Depending on the incident in question, there may often be a combination of punishments issued. Any punishments will be communicated to participants via Discord.

#### 1.7.1.1 Warnings

Official warnings may be given for first offences, at the discretion of the Tournament Manager. Any repeated offences of the same kind will lead to more severe punishments.

#### 1.7.1.2 Minor Penalty Points

Minor penalty points are given for non-severe rulebook infractions including, but not limited to:

- Failing to submit match lineups by the requested time
- Being late for a match
- Delaying the broadcast
- Use of offensive language against other participants/league staff
- Failing to respect decisions of the tournament administration

Each minor penalty point amounts to a one (1) percent deduction of any prize money a team earns in the tournament.

#### 1.7.1.3 Major Penalty Points

Major penalty points are given for severe rulebook infractions including, but not limited to:

- Deliberately deceiving league staff
- Failing to show up for matches
- Repeated rule-breaking

Each major penalty point amounts to a ten (10) percent deduction of any prize money a team earns in the tournament.

#### 1.7.1.4 Bans

Bans are given for very severe rulebook infractions including, but not limited to:

- Ringing
- Using
- Use of an unregistered player
- Cheating

Bans can be given either to a player or a whole team, depending on the circumstances surrounding the infraction.

#### 1.7.1.5 Disqualification

Disqualifications can be given to teams in very rare circumstances, when deemed appropriate by the Tournament Manager. Disqualified teams forfeit all accumulated prize money from the tournament in question. In extreme cases, teams and players can also be banned for up to two (2) years from the competition.

To preserve the integrity of the tournament, teams will be disqualified from the tournament upon acquiring thirty five (35) total penalty point deductions.

#### 1.7.1.6 Additional Methods of Punishment

In rare circumstances, the tournament administration may define and implement other methods of punishments.

### 1.7.2 Combining Punishments

The listed methods of punishments are not mutually exclusive and may be given in combination, as seen fit by the tournament administration.

### 1.7.3 Punishments for Repeat Offences

All punishments outlined in this rulebook are applicable for first-time offences. Repeat offences will usually be punished more severely than the initial offence. If repeat offences continue to occur, further measures will be taken against the participant, up to and including disqualification from the tournament.

### 1.7.4 Punishments and Sanctions Outside the Northern Classic

Punishments and sanctions outside of the Northern Classic on the Challengermode platform do not normally apply towards the Northern Classic except when punishment has been awarded for cheating.

Punishments and sanctions given by tournament operators not related to the Northern Classic in any way will not be upheld within the Northern Classic, unless specifically requested by ESIC (Esports Integrity Council).

### 1.7.5 Punishment Communication

In the case of a suspected rulebook infraction, the connected participants will be notified via Discord of the rule in question, any evidence the tournament administration has in connection to the infraction, and

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what the possible punishments are. Teams are given 48 hours to respond to the allegations and provide any counter-evidence. After taking into consideration any statements and counter-evidence supplied by the team, the tournament administration will make a ruling and apply the relevant punishment, if necessary.

## 2. General

### 2.1 Rule Changes

Promod Esports reserves the right to amend, remove, or otherwise change these rules, without notice. Promod Esports also reserves the right to make a judgment on cases not specifically covered by, or that go against the rulebook, in order to preserve the spirit of fair competition and sportsmanship.

### 2.2 Validity of the Rules

If any provision of this rulebook becomes illegal, invalid or unenforceable in any jurisdiction, that shall not affect the validity or enforceability of any other provision of this rulebook, in that jurisdiction.

#### 2.2.1 Local Laws

If any rules or procedures are in conflict with local laws, they will be adjusted in a way that both aligns with local laws and retains their intended meaning.

### 2.3 Confidentiality

The content of all communications with league staff is deemed strictly confidential. The publication of such material is prohibited without written consent from the Tournament Manager. Any breach of confidentiality will be reviewed on a case by case basis, with up to ten (10) minor penalty points being assigned for each breakage of this rule.

If confidentiality has been broken, the involved parties are required to remove all confidential material immediately, from all sources. For every 24 hours the material is not removed, the team will receive further punishments. Depending on the intent behind the breach, along with the content of any confidential materials released, Promod Esports reserves the right to disqualify any involved participants from the league.

### 2.4 Additional Agreements

The tournament administration is not responsible for, nor do they agree to enforce, any unsanctioned agreements made between individual players or teams. The tournament administration does not condone such agreements taking place, and any agreements that go against the Northern Classic rulebook are acceptable under no circumstances. This includes, but is not limited to:

- Rescheduling Northern Classic matches
- Playing with a different roster than was communicated to the Tournament Manager

## 2.5 Match Broadcasting

### 2.5.1 Broadcasting Rights

All broadcasting rights for the Northern Classic are owned by Promod Esports Ltd. This includes, but is not limited to:

- Live streams
- TV broadcasts
- YouTube VoDs

### 2.5.2 Waiving These Rights

Promod Esports Ltd. has the right to award broadcasting rights for one or multiple matches to a third party. In such cases, the broadcast must have been arranged with the tournament administration prior to the start of the match.

### 2.5.3 Participant Cooperation

Players cannot refuse to have their matches broadcast, nor can they choose in what manner the match will be broadcast. The broadcast can only be rejected by the tournament officials. The player agrees to make sufficient accommodation so that broadcasting of matches can take place.

## 2.6 Communication

### 2.6.1 Discord

The official communication method of the Northern Classic is Discord. Being in the Discord server is the only way for all participants to keep up to date on the day to day running of the Northern Classic. Discord may also be used for communication during live matches.

Please allow up to twenty four (24) hours to receive a response at any given time. If you have not received a response within twenty four (24) hours, please ensure you have tagged the relevant department or individual. If you still have not received a response within twelve (12) hours of tagging an individual, then please send an email to [matt@promod.gg](mailto:matt@promod.gg) and they will get in touch as soon as possible. If you contact a member of staff outside of the designated Discord channels, your query or request may not be received. Please do not rely on direct messages.

It is mandatory for at least three (3) active players and one (1) staff member (where applicable) to be present in the Northern Classic Discord throughout the active season.

### 2.6.2 Email

Email is used as a secondary form of communication during the Northern Classic. An email will be used to communicate important information such as match schedules, and will mostly be used outside of the active season for the sake of expediency.

### 2.6.3 Participant Responsibility

Participants are responsible for ensuring that they are in the correct channels within the Northern Classic Discord server to receive accurate information from the tournament officials. Participants are obligated to use the *#identification* channel in order to be placed in the correct channels. Failure to do so could result in missing out on vital information, which the tournament officials do not take responsibility for.

## 2.7 Sponsor Restrictions

### 2.7.1 Mature Content

Sponsors or partners that are widely known for pornography, drug use or any other adult/mature themes and products are not allowed in connection with the Northern Classic.

## 2.8 Conditions of Participation in the Northern Classic

### 2.8.1 Age Restriction

**All participants of the Northern Classic must be over sixteen (16) years of age.** If a player is due to turn 16 during the season, they may be classed as a substitute but cannot play until the day they reach the required age.

### 2.8.2 Regional Limitations

All participants must reside within the EMEA region. Coaches and other organisational staff can be from outside EMEA but will not be supported by Promod Esports when travelling to Northern Classic events.

### 2.8.3 Physical Location During Online Matches

Online matches must be played from the country each participant resides. An exception to this rule may be granted by the Tournament Manager if the participant has a valid reason to play from another country. Ping from the prospective country will be taken into account when granting the exception.

### 2.8.4 Residency Requirement

All rosters must consist of three (3) players residing within and playing from the following countries, failure to fulfil this requirement will make the roster ineligible to participate; United Kingdom, Ireland, Sweden, Norway, Denmark, Finland, Iceland, Malta, Gibraltar, South Africa, British Indian Ocean Territory, Svalbard and Jan Mayen, Jersey, British Virgin Islands, Guernsey, Isle of Man, Bouvet Island, Faroe Islands, Saint Helena, Ascension and Tristan da Cunha.

Every match must also include 3/5 players from each team to qualify as a Northern European team.

## 2.9 Player Details

Players are required to provide all necessary information including, but not limited to:

- Full name
- Contact details
- Date of birth
- Photo
- Photographic ID

### 2.9.1 Game Accounts

Every playing participant must have a valid RIOT account in good standing and must provide it to the tournament officials at the start of the tournament.

## 2.10 Teams

Slots in the Northern Classic are owned by the players in each team that played in at least 50% of the games in the qualifier.

### 2.10.1 Standards

When requested, teams are required to send us all needed information including, but not limited to logos, and social media accounts. A Northern Classic team must abide by certain standards of quality.

The following information must be provided at the start of the season:

- Appropriate team name
- 1000x1000px team logo, in vector format, both dark and light versions (where applicable)
  - If the above cannot be supplied, a basic logo will be provided for you

### 2.10.2 Team Names

The Northern Classic team name must not have any extensions such as “VALORANT team”. It must only consist of the team name and/or a potential name sponsor. To prevent confusion, only names that are not already being used by another team in the same discipline are allowed. Sponsor names may appear on more than one team as long as the main part of the team name differs.

A team's name must not conflict with Riot Games or Promod Esports sponsor rules. Teams will be contacted with a request of name change if a conflict exists.

### 2.10.3 Changes in Team Appearances

All changes must be requested forty-eight (48) hours before the start of the next playday in which the team is participating in. Any changes in the team account should be approved by the tournament officials before the changes are allowed to take place. This includes but is not limited to:

- Adding or removing players

- Changing the team name
- Changing the team logo

Any changes completed without approval of the tournament officials will be revoked, not shown on broadcast and subject to penalties. Approval may only be granted by the Tournament Manager and must be granted via Discord. If approval is given by anyone else, the Tournament Manager has the right to revert this change.

## 2.10.5 Player Transfer

When any player is added to a team in the Northern Classic, this is considered a transfer. If a player from an existing Northern Classic team moves to a different team in the Northern Classic, this is classed as a transfer for the team that received the player. The only time a move is not classed as a transfer is when a player moves roles within the team.

A player leaving a roster will not grant a team a transfer to replace the player. Substitutes are highly recommended in case a team is out of transfers.

### 2.10.5.1 Formal Requirements

Before a player can be officially added to the roster, the tournament officials of the Northern Classic must be formally notified via Email. The information required is the same information requested on the team sheet completed at the start of the season. Seek assistance from tournament officials if you're unsure what should be included.

Failure to notify the Northern Classic tournament officials with the necessary information before adding the player may be penalised with up to two (2) minor penalty points. After a player is added to the team, the player needs to fill in the GDPR form that was provided at the start of the season. When the information has been given to the tournament officials, this will go through rigorous background checks to ensure the eligibility of the new addition.

### 2.10.5.2 Player Addition Deadline

During the season, all transfers must be completed twenty-four (24) hours prior to the next tournament game for the player(s) to be eligible to play the following game day. Within twenty-four (24) hours of the tournament game, any transfers wanting to be made will result in five (5) minor penalty points. No transfers can be made after 17:01 GMT/BST on game day.

### 2.10.5.3 Number of Transfers

Teams are only able to make **two (2) transfers per season** to their roster; this can occur at any point during the season but has to abide by point 2.10.5.2. Once the online portion of the regular season is over all teams are awarded one (1) extra transfer.

When making changes, **three (3) starters must remain on the roster to be an eligible roster.**

### 2.10.5.4 Extra Transfers

If a team uses up all possible transfers and would still like to make additions to the team, one (1) major penalty point will be given per player addition.

#### 2.10.5.5 Additional Transfers

If a player is made ineligible by Promod Esports, a free additional transfer may be given to a team. This will only be in extreme circumstances and is at the discretion of Promod Esports whether a free transfer will be given.

### 2.10.6 Team Composition

#### 2.10.6.1 Start of the Season

Teams which have been invited to the Northern Classic due to their final placement in the qualifier event or the previous season have to consist of at least five (5) main players, and up to three (3) substitute players. At least three (3) of the main players need to have played in at least fifty percent (50%) of the qualifier matches.

##### 2.10.6.1.1 Replacement Teams

If a team does not accept their invitation to the season, a replacement qualifier team will be called upon.

##### 2.10.6.2 During the Season

Three (3) of the five (5) main players need to be members of the team until the end of the tournament to be allowed to participate. If at any point this requirement is not fulfilled, the team may lose its slot in the Northern Classic.

##### 2.10.6.3 Late Roster Submission

The final date to submit the start of season roster is **11:59 BST, Friday 29th October**. Any changes made to your team sheet after this cut-off point will be considered mid-season requests and may be allowed/denied based on the Rulebook. Failure to submit before **11:59 BST, Friday 29th October** may result in disqualification and a replacement team will be found.

### 2.10.7 Match Lineup

The team's lineup for every match must consist of a minimum of three (3) starters and a maximum of (2) substitutes, and exactly five (5) players. All teams must have a minimum of three (3) Northern European residents in every match.

### 2.10.8 Insufficient Players

If a team for any reason does not have a sufficient number of players to participate in the Northern Classic match, the team will be awarded a loss with the worst possible result. It is therefore suggested that every Northern Classic team has substitutes added to the roster to compensate for any player losses during the season. We also recommend registering the Coach as a substitute, as they will be unable to play unless they are registered on the roster as a substitute.

## 2.10.9 Multiple Contracts

For a player in the Northern Classic to have a contract or agreement with 2 or more Northern Classic teams is strictly forbidden, may it be written or verbal. If such a contract or agreement is found to be in existence, Promod Esports reserves the right to bar the player from playing any more matches until the situation has been resolved. If the situation can not be resolved, the Northern Classic have the right to remove the player or team(s) in question.

## 2.10.10 Representing Organisations

A team which represents an organisation will be able to change which organisation they represent once during the season. If a team does not want to represent the organisation anymore but does not have one to represent they will be considered ex-'Organisation' but this is not considered as an organisation change. If a team does not have an organisation to represent from the beginning of the season they are allowed to change names to represent an organisation up to twice during the season.

## 2.11 Cheating

### 2.11.1 Cheat Software

The use of the following programs is considered cheating: Multihacks, Wallhacks, Aimbots, Coloured Models, No-Recoil, No-Flash and Sound changes. These are only examples, and other programs or methods may be considered cheats as well.

Players are not allowed to run the following programs: Teamviewer (or any other similar screen sharing program), or Virtual Machines of any kind including but not limited to Hyper-V, VMWare, or VirtualBox. If these programs are detected during a match, the guilty player will be barred from the tournament for a period defined by the tournament officials.

### 2.11.2 Information Abuse

Communication during the match with people not involved in the match is strictly forbidden, the same is true for using information about your game from other external sources (e.g. streams).

### 2.11.3 Methods of Detecting Cheats

Promod Esports reserves the right to use different methods to inspect participants and their equipment, with or without prior notice.

## 2.12 Prize Money

All prize money will be paid out within ninety (90) days after the end of the Northern Classic season. If a team does not request the prize money payment within six (6) months after the conclusion of the tournament, Promod Esports reserves the right to refuse payment. The total prize pool amount is £20,000.

- 1st                    £7,000

- 2nd               £3,800
- 3rd               £2,600
- 4th               £2,000
- 5/6th           £1,500
- 7/8th           £800

### 2.12.1 Prize Deductions Due to Penalty Points

Every penalty point that a participant acquires during a season is penalised with a prize money deduction. The deductions are as follows:

- For every minor penalty point, a 1% overall prize money deduction will occur.
- For every major penalty point, a 10% overall prize money deduction will occur.

The deduction is calculated out of the grand total of prize money awarded to the team at the end of the last stage of the tournament. The deducted prize money will be proportionally added upon the other teams, thus no prize money gets lost through penalty points. It should be noted that a team that received extremely high prize money deductions in total over several tournament stages may be disqualified.

### 2.12.2 Prize Deductions Due to Monetary Fines

Monetary fines (penalty points) are removed from the winnings of the team in question and distributed to all over teams.

### 2.12.3 Withdrawal of Prize Money

Prize money must be requested by the official point of contact for the team. As long as the prize money for the Northern Classic has not been paid out, Promod Esports reserves the right to cancel any pending payment if any evidence of fraud or foul play has been discovered.

### 2.12.4 Transfer of Prize Money

The prize money will be sent as a bank transfer. Failure to provide sufficient information for the payments to be completed will result in payments not being made and being delayed significantly. The full amount of prize money will be sent to one recipient only. Promod Esports is not responsible for the agreements between teams on the distribution of prize money.

## 2.13 Leaving the Northern Classic

### 2.13.1 Leaving During the Season

If a team leaves the Northern Classic during a season, the team forfeits all prize money accumulated for the season.

### 2.13.2 Replacement Teams

If a participant for any reason leaves the Northern Classic, a replacement will not be introduced. All matches, past and future, that the leaving team would have played/had played will be given as a default win - with the best possible score - to their opponent.

## 2.14 Match Start

### 2.14.1 Punctuality

All matches in the Northern Classic should start as stated by the tournament officials. Any changes in the start time must be approved by the tournament officials and, if Promod Esports mandates a change in start times, participants will be informed as soon as possible.

All participants should be ready sixty (60) minutes before the scheduled time for each match.

If teams know that they are going to be late for a match, they should inform the Promod Esports Tournament Manager as soon as possible. Any delays caused by showing up late will lead to penalty points (see clauses 2.14.3 and 2.14.4).

### 2.14.2 Starting the Match

A match can only be started with strict permission from a tournament official. Starting a game without the permission from a tournament official will result in both teams receiving two (2) minor penalty points.

### 2.14.3 Delaying the Match

For delays with players being ready at the start of a match, or between maps or breaks, players will be punished. At fifteen (15) minutes after the scheduled game start time, one (1) major penalty point will be awarded.

### 2.14.4 No-Show

If a participant is not ready to play by ten (10) minutes after the fifteen (15) minute mark mentioned in rule 2.15.3, it is considered a no-show. In that case, the team will be penalised and lose the match with the worst score possible. The team will also be given five (5) minor penalty points, in addition to the points gained due to 2.15.3.

If the no-show was made aware to the Tournament Manager at least 72 hours prior to the scheduled game time then teams will be given five (5) penalty points and the match will have defaulted.

### 2.14.5 Technical Issues

If a technical issue arises when a match should be played a team will be given fifteen (15) minutes to attempt to fix or find an alternative option. The timer will start from when the match should have started. After fifteen (15) minutes the team will forfeit the map with the worst possible score.

If, during a series, a team defaults a map they will be given an additional ten (10) minutes to fix the issue. If the problem is not resolved then the team will forfeit the series with the worst possible score.

## 2.15 Map pool

- Ascent
- Bind
- Breeze
- Fracture
- Haven
- Icebox
- Split

## 2.16 Match Procedures

### 2.16.1 Lineup

Participants must submit their lineup (list of players for each match) for online events before 17:00 GMT/BST on game day. Submissions can be posted at any point during the season, but it must be specifically specified what roster is being used for what week. Any submissions between 17:01 - 19:00 BST will be classed as late and will result in two (2) minor penalty points. If a lineup has still failed to be submitted after 19:01 GMT/BST and up until the scheduled match start time, an additional three (3) minor penalty points will be assigned. If the scheduled match time has passed and a line up has once again failed to be submitted, an additional five (5) penalty points will be assigned.

In the instance that there is a discrepancy between the submitted roster and the roster that is available to play, then this will be treated as though no roster was submitted. In the event of an emergency, teams are allowed to change their submitted game day lineup, on one (1) occasion, after the deadline without any penalties, at the discretion of the tournament official.

### 2.16.2 Determining Seeds at the Start of the Season

Seeds for the group stage will be determined by open qualifier placings..

### 2.16.3 Map Veto Process

During the group stage, the team with the higher seed will choose which team starts the veto. Veto rooms will be made on the Discord at least 4 hours prior to the scheduled match start time. Vetoes are to be completed by rule [5.13.1](#).

#### 2.16.3.1 Best-of-One

- Team A bans a map
- Team B bans two maps
- Team A bans two maps
- Team B bans a map
- Remaining map is played
- Team A chooses the starting side

### 2.16.3.2 Best-of-Three

- Team A removes one map.
- Team B removes one map.
- Team A picks the first-played map, team B decides the sides on this map.
- Team B picks the second-played map, team A decides the sides on this map.
- Team A removes one map.
- Team B removes one map.
- If required, the remaining map is played as a decider. Team A will decide the starting side on this map.

### 2.16.3.3 Weighted Best-of-Five

- Team A removes one map.
- Team B removes one map.
- Team A picks the first-played map, team B decides the sides on this map.
- Team B picks the second-played map, team A decides the sides on this map.
- Team A picks the third-played map, team B decides the sides on this map.
- Team B picks the fourth-played map, team A decides the sides on this map.
- The remaining map is the 'default-win' map in the series.

## 2.16.4 Points

Three (3) points are awarded for a regular time win, zero (0) for a loss. Two (2) points will be awarded for an overtime win and one (1) for an overtime loss. Draws are not possible.

## 2.17 Tournament Officials

The instructions of the tournament officials should always be obeyed and followed. Failure to do so may result in penalty points being given. In extreme cases, failure to follow the decision and orders of the officials can result in disqualification. Penalties given are at the discretion of tournament officials.

## 2.18 Reschedules

Rescheduling games by day is not allowed in any circumstances. Rescheduling games by time with enough prior warning is possible, depending on the availability of other teams involved in the match. If you wish to reschedule your game you must contact the Promod Esports Tournament Manager via your team Discord channel a minimum of two (2) days prior to your scheduled game day. The affected parties will be contacted to 'OK' the reschedule, only once the Tournament Manager confirms the reschedule will it be in effect. All parties will have until 48 hours prior to the affected fixture to confirm a reschedule.

Promod Esports may reschedule matches if there is a conflict of interest between tournaments that affect a number of teams within the league, in order for all teams to be able to participate in all leagues. It is requested that if a player is attending an event that may be a conflict for the Northern Classic, they should contact a member of staff to inform them of the event.

## 2.19 Interviews

For every game, one team representative from each team must be available for an interview. To be eligible to interview, the person must be contactable on Discord during game day.

## 2.20 Photo and Other Media Rights

By participating in the Northern Classic, all players and other organisational staff grant Promod Esports the right to use photographic, audio or video material on their website or for any other promotional purpose.

# 3. Tournament Progression

## 3.1 Group Stage & Playoffs

Eight (8) teams play in a double-elimination GSL format in two (2) groups across four (4) play days. The initial matches are played in a best-of-one (BO1) format, with the remaining matches played in a best-of-three (BO3) format.

At the end of the group stage, the first (1st) and second (2nd) placed teams in each group will qualify directly to the finals which will be played as a double-elimination bracket, played in a best-of-three (BO3) format. The Grand Final of the double elimination bracket will be played as a weighted best-of-five (BO5) series, where the team coming from the Upper Bracket will hold a one map advantage.

### 3.1.1 Ties in Standings

In case of a tie in the group stage, the following rules will be applied, in the order they're presented:

- Head to head
- Head to head round difference
- Overall round difference
- Head to head rounds won
- Overall rounds won
- Rematch

### 3.1.2 Rematch

The rematch is played in a best-of-three format.

# 4. Game-Specific Rules

## 4.1 Game Lobby

The game lobby will be created by Promod Esports and only official settings will be permitted.

## 4.2 Lobby Settings

- Default server Location (teams can agree to another server location): Frankfurt 1
- Allow Cheats: Off
- Tournament Mode: On
- Play Out All Rounds: Off
- Overtime: Win by Two: On
- Hide Match History: Off

## 4.3 Voice Communication

Teams are required to use the Promod Esports TeamSpeak 3 server for all voice communication during official Matches. There will be a tournament official in the channel during the match, recording the voice communications. If you would like to receive these recordings, please request them via Discord after the Match ends.

By participating in the Northern Classic, you agree to the use of these in-game voice communications being used to create supporting video content for the tournament. All teams are allowed to listen to the chosen voice communication segments used in any such content before their public release, to give approval on content.

## 4.4 Coaches

Coaches may be connected to the lobby and will only be allowed to talk to players during the Agent selection process for each Match, timeouts, half-times and in between Maps (if applicable). If a coach is found to be communicating with players outside of the above times during a Match, they will be removed from the communication software for the remainder of that Match.

## 4.5 Technical Issues

Each team has the option to pause once, for up to 10 minutes, per map. Teams must announce the reason for the pause before, or immediately after, requesting it. Pauses are only allowed for technical issues, and may not be used for more than 10 minutes or more than once per map.

## 4.6 Tactical Pauses

Each team has the option to pause twice, for 60 seconds per pause, twice per map. This pause may be called using the in-game Tactical Pause option. During this time, the coaches of both teams may communicate with the players.

## 4.7 Use of Bugs and Glitches

### 4.7.1 List of Bugs and Glitches

- Moving through any walls, or ceilings, are strictly forbidden, also moving through the floor, or anywhere else which were not intended to be a passage
- “Silent planting“ (planting the spike in such a way that no one can hear it)
- Planting the spike where it cannot be reached or has to be reached by boosting.
- Boosting on teammates or abilities over walls and ceilings where the map design doesn't generally allow it
- Tossing throwables under walls
- “Map swimming” and “floating”
- “Pixel walking” (sitting or standing on invisible edges on a map)

### 4.7.2 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 community, it is strongly recommended to contact the tournament officials to check if that position is allowed before using it in any official match. Players and teams must consider that it takes time to check new positions and therefore they should contact the League administration in a reasonable timeframe before an official match.

## 5. ESIC, Rule Violations and Punishments

All penalties are at the discretion of the tournament officials and may be more or less severe than what is specified in this rulebook depending on the circumstances.

### 5.1 ESIC

Promod Esports and its tournaments are part of ESIC, the Esports Integrity Coalition. That means all rules and regulations of ESIC apply to Promod Esports tournaments, including the Northern Classic. You can find more information on their website: <http://www.esportsintegrity.com>

### 5.2 Code of Conduct

All Northern Classic participants agree to behave in an appropriate and respectful manner towards other participants, spectators, the press, Promod Esports and more. Being a role model is an occupational hazard of being a Northern Classic player or organiser and we should behave accordingly. Any sort of harassment should be reported to the tournament 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 things like sexual images in public spaces, deliberate intimidation, stalking, following, harassing photography or recording, sustained disruption of talks or other events, inappropriate physical contact and unwelcome sexual attention. Similar restrictions apply

not only to the participants but every single person involved with the Northern Classic. Anyone breaking this code of conduct may be punished, including expulsion and possibly criminal prosecution.

## 5.3 General Punishments

### 5.3.1 Breaking Confidentiality

Depending on the information and platform where the information is leaked, participants are reviewed on a case by case basis with a maximum of fifteen (15) penalty points being assigned.

### 5.3.2 Refusal of Match Broadcast

Participants cannot refuse to have their match broadcasted.

### 5.3.3 Providing and Changing Participants Details

#### 5.3.3.1 Providing Incorrect Details

Refer to 2.9 and 2.10 and their subsections for more information on the penalty points applied. If there is proof of faking details, the player may be banned and/or the team disqualified. This will be reviewed on a case by case basis.

#### 5.3.3.2 Providing Details After the Deadline

Participants will receive an official warning if they do not provide details on time. Depending on the details requested, this step may be skipped. If the details are still not provided by the new deadline imposed by the tournament officials, participants will receive penalty points.

#### 5.3.3.3 Details Provided Not Up to Standard

An official warning will be given, with a deadline and request to provide details that meet the league's criteria. If the new details are still not up to standard, the participants will receive penalty points.

## 5.4 Punishments for Cheating

When cheating is uncovered in the Northern Classic, the result(s) of the match(es) in question will be voided. The incident will be investigated by Promod Esports and ESIC, and penalties will be levied against the offending player. In extreme circumstances, penalties may also be extended to the team. Penalties range from major penalty points and disqualification to competitive bans.

## 5.5 Doping

### 5.5.1 Refusing to be Tested

Refusing to be tested is considered doping. Punishments will be the same as for severe cases of substance abuse.

## 5.5.2 List of Prohibited Substances and Methods

The list of prohibited substances and methods created by ESIC is valid for the Northern Classic. The list can be found by visiting their website.

<http://www.esportsintegrity.com/the-esic-integrity-programme/esic-prohibited-list>

Any unsanctioned use of these substances is considered doping

## 5.5.3 Prescribed Medication

If players have an active prescription for a substance on the WADA list, they have to send proof to the tournament officials before the first day of the tournament (deadline in local time). They may still be subject to a doping test, but a positive result for the prescribed substance will be disregarded.

## 5.5.4 Punishments for Doping

Mild cases of doping will be punished with a warning and possibly minor penalty points for the participant, this will be reviewed on a case by case basis. Severe cases (i.e. use of drugs containing performance-enhancing substances, like Adderall) will be punished with the nullification of the results achieved under the influence of the substance, a ban of one to two years, forfeiture of the prize money won, as well as disqualification of the participant. If a player is found guilty of a severe case of doping only after the last match of the tournament has already been over for at least 24 hours, the player will still get a ban, but the tournament results will remain in place and there are no consequences for the team. Mild cases will not be punished at all, after that time.

## 5.6 Using Alcohol or Other Psychoactive Drugs

To play a match, be it online or offline, under the influence of alcohol or other psychoactive drugs, is strictly prohibited, and may lead to severe punishment. Moderate consumption of alcohol outside the active tournament hours for a participant is permitted if not in conflict with local/national law.

## 5.7 Betting

No players, team managers, staff or management of attending organizations may be involved in betting or gambling, associate with betters or gamblers or provide anyone with any information that may assist betting or gambling, either directly or indirectly, for any of the Northern Classic matches or the tournament in general. Any betting or gambling against your own organisation's matches will lead to immediate disqualification of the organization and a minimal ban of one (1) year from all Promod Esports competitions for all persons involved. Any other violation will be penalized at the sole discretion of the tournament manager.

## 5.8 Competition Manipulation

Offering money/benefits, making threats or exerting pressure towards anyone involved with the Northern Classic with the goal of influencing a result of a match is considered competition manipulation. The most common example is offering your opponent money to let you win.

## 5.8.1 Punishments

When competition manipulation is uncovered in the Northern Classic, the result(s) of the match(es) in question will be voided. The player will be disqualified, forfeit their prize money and be banned from all competitions in Promod Esports for a duration of between one and two (1-2) years. A monetary fine is possible. In team competitions, the team will be disqualified from the current season of the Northern Classic.

## 5.9 Match Fixing

Using any means to manipulate the outcome of a match for purposes that are not sporting success in the tournament in question is considered match-fixing. The most common example is intentionally losing a match to manipulate a bet on the match.

### 5.9.1 Punishments

When match-fixing is uncovered in the Northern Classic, the result(s) of the match(es) in question will be voided. The player will be disqualified, forfeit their prize money and banned from all competitions in Promod Esports for a duration of normally five (5) years. This duration can be lower, if significant mitigating factors are in play, but also higher, if there are aggravating circumstances a monetary fine is possible.

## 5.10 Publisher or ESIC Bans

Promod Esports reserves the right to refuse players who have standing bans from the game publisher to take part in the Northern Classic. Also, ESIC bans will be honoured and translated into Promod Esports bans.

## 5.11 Unsportsmanlike Behaviour

For an orderly and enjoyable game, it is essential that all players have a sporting and fair attitude. Breaches of this rule will be punished with one (1) to six (6) minor penalty points, depending on the severity of the breach.

### 5.11.1 Insults

All insults occurring in connection with the Northern Classic participants will be punished with six (6) minor to one (1) major penalty points. This primarily applies to insults during a match but also in the Northern Classic discord server. Insults on social media will be punished if they can be linked to the Northern Classic and the evidence is clear. Particularly severe abuse cases with radical statements or the threat of physical violence can result in significantly heavier penalties including disqualification or banning of the offending player. Depending on the nature and severity of the insult the penalty will be assigned to the player or to the team in team leagues. In team competitions, players may also be barred from playing for one or more match weeks.

## 5.11.2 Spamming

The excessive posting of senseless, harassing or offensive messages is regarded as spamming in the Northern Classic. Spamming in the discord server will result in three (3) minor penalty points being awarded.

### 5.11.2.1 Spamming Ingame

Three (3) minor penalty points will be awarded if the chat function in-game is abused towards the goal of annoying the opponent, or to interrupt the flow of the play. All chat functions are there to communicate efficiently with the opponent and the match tournament administration

## 5.13 Punishments in Matches

### 5.13.1 Late Map Veto

Vetoes must start sixty (60) minutes prior to the scheduled match start time. Failing to attend the map veto by forty-five (45) minutes prior to the scheduled match start time will result in the opposing team receiving their map choice. If both teams fail to complete the map veto, a map will be chosen at random by the Promod Esports Tournament Manager.

### 5.13.2 Player Punctuality

For delays with players being ready at the start of a match, or between maps or breaks, players will be punished. At fifteen (15) minutes after the scheduled game start time, one (1) major penalty point will be awarded.

### 5.13.3 Leaving the Lobby Early

An official warning will be given to any team that leaves a lobby early. The second time it happens in a season, the team will be punished with one (1) minor penalty point, with ascending levels of penalty for each further infraction (i.e., two (2) minor penalty points for the next infraction, three (3) for the one after that, and so on.)

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# Amendments

Version 1.01 - Date

Addition to rule 'xx.x': xxx

Version 1.02 - Date

Amendment of rule 'xx.x': xxx