



Plazma League Rulebook

GENERAL RULES

PLAZMA LEAGUE STAFF TEAM

Foreword

This document outlines the general rules that should be followed at all times when participating in Plasma League tournament. Failure to adhere to these rules may be penalized as outlined.

It should be remembered that it is always the tournament 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 made in extreme cases to preserve fair play and sportsmanship.

The tournament administration hopes that you as a participant, spectator, manager, 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.

Yours sincerely,

The tournament administration team

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1 Definitions

1.1 Range of validity

The event is operated as part of Plazma League by the Plazma League Staff Team.

This rulebook forms a part of the PL Ruleset, which is valid for this event, its participants and all matches played within the scope of the event. With their participation, the participant states that they understand and accept all rules.

The PL Ruleset is comprised of:

- Plazma Burst 2 Code of Conduct
- Plazma League General Rules
- Plazma League Roster Rules
- Plazma League Tournament Specific Rules

1.2 Participants

An event participant is a team or a player that is taking part in a PL competition. Any member of a PL team is a participant of that team and is locked to it, regardless of whether or not the person has played for said team. No participant can at the same time be a part of more than one team.

1.3 Regions

For PL events, the world is fixed as only single region basis. Which means, there's no regional matches or subregions for now.

1.4 Punishments

Punishments are given for rule violation within PL events. They may be verbal warnings, default losses, player/team suspensions or disqualifications, or a combination of these punishments dependent on the incident in question. Participants will be informed about the punishment by email and given a timeframe within which they can appeal the decision. Only the ones punished or the designates spokesperson are eligible to make appeals.

1.5 Tournament organization

The event is organized by Plazma League Staff Team. For more information, you can contact Lin.

1.5.1 Tournament Administration

Lin	League Operations Director
Bee Free	Representative of Plazma Burst 2 Staff
Bry	Plazma League Commissioner
Panos	Senior Tournament Manager
TheRealOn3	Event Staff
Juan the red	Event Staff
DatWayHanco113	Event Staff
Crii	Event Staff

2 General

2.1 Foreword

Plazma Burst Staff (Administrators/Head Moderators/Moderators) and Plazma League Event staff members reserve the right to ban, block, suspend, or otherwise prevent any player from using any service of or related to Plazma Burst for any reason at any time. This applies to the game, site, chat, forums, and forum messaging service.

2.2 Rule changes

PL Staff team reserves the right to amend, remove or otherwise change the rules, without prior notice. PL also reserves the right to make judgements on cases not specifically covered by the rulebook in order to preserve the spirit of fair competition and sportsmanship.

2.3 Validity of the rules

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

2.3.1 Local laws

If any rules or procedures are in conflict with local laws, they will be adjusted to be aligned with the laws in a way that stays as close as possible to the originally intended effect.

2.4 Confidentiality

The content of email communication, match channels, discussions or any other correspondence with tournament officials and administrators are deemed strictly confidential. The publication of such material is prohibited without written consent from the tournament administration.

2.5 Additional agreements

The tournament administration is not responsible for any additional agreements, nor do they agree to enforce any such agreements made between participants. PL highly discourages such agreements taking place, and such agreements that contradict the Plazma League ruleset are no circumstances allowed.

2.6 Match broadcasting

2.6.1 Rights

All broadcasting rights of Plazma League are owned by permitted broadcasters. This includes, but is not limited to: shout cast streams, video streams (POVs), replays or TV broadcasts.

2.6.2 Waiving these rights

Plazma League Tournament Management has the right to award broadcasting rights for one or multiple matches to a third party or the participants themselves. In such cases the broadcasts must have been arranged with the Plazma league broadcast Distribution team before the start of the match. Additionally, Twitch and YouTube streams are always free to broadcast for any participant with no need for an additional delay, as long as they follow the community guidelines for that tournament.

2.6.3 Participant responsibility

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

2.7 Communication

The main communication method for the Plazma League Tournament is Discord. When contacting participants of Plazma league related events, the tournament administration will use Discord representatives that have been supplied to them. Where a Discord account is not known, the tournament administration may reach out via email, official website private messages, or through other team managers to establish contact.

2.7.1 Use of Discord

For online tournaments, discord servers may be used to facilitate the broadcast and operation of the event. For such tournaments, the servers will be clearly defined via email by the tournament administration. Official requests and appeals should still be sent via email.

2.8 Sponsor restrictions

Sponsors or partners that are solely or widely known for pornographic, drug usage, gambling related, other adult/mature themes and products or otherwise which could harm esports reputation are not allowed in connection with Plazma league. If you are in doubt with regards to the appropriateness of your sponsor for a given event, please reach out to the tournament administration.

3 Roster restrictions

3.1 Lineup

Teams have to submit their lineup for online events before the deadline given by tournament administration.

- The lineup must contain three (3) starter players
- In addition, the lineup may contain a single manager and up to three (3) substitute players for the event.

All players and managers will be considered part of the line-up, even if they have not participated in any of the matches. Any changes to the roles of participants submitted during the roster submission process (e.g. starter being moved to substitute, and vice versa) are considered an addition. Where a team does not have the maximum number of substitutes registered (3), the registered manager may be used as a substitute player.

It is suggested that every PL team has substitutes added in their roster to compensate for any potential player losses during an event.

Each participant shall publicly announce its roster once the roster submission deadline has passed. If a participant fails for any reason to announce its roster by that time, PL staff team retains the right to publish said roster through its own marketing activities promoting the competition.

3.2 Adding a new player

Every player addition is counted as a “new player”. The maximum number of new players any team can add within any season is three (3). This includes new players, free agents from other rosters which has been released.

A player can only join as a Plazma League participant if they have not been registered to, at most, 2 rosters in Plazma League 3v3 competition during the last season. A special, one-time exception to this rule can be made if the player or their team is traded by another, with clearly proved documents (i.e. by presenting a valid contract). This trade exception can never be made when the third team is the same as the first one they were registered to.

The whole roster will be locked, and not able to change before the trading season. Once the roster is locked, the participants should play under that roster team until, at least, trading season.

3.3 Formal requirements

Before a player can be officially added to a roster, the tournament administration must be formally informed via email, or discord, within a reasonable timeframe of the next season in the event. This information should contain:

- Discord username
- Game Account

3.3.1 Nicknames

Players are only allowed to use their own official nicknames - without any additions - during Plasma League matches. Every player that has officially registered their nickname with Plasma Burst 2 events is required to use the same nickname for all matches.

3.3.2 Game account

Participants are required to submit game account information during the roster submission. Where a participant has submitted a game account for a past event and wishes to use a different game account, they must resubmit their game account information. Unless specifically allowed by the tournament administration prior to the start of a match, participants may not use a different game account to the one submitted for the event.

Failure to notify the tournament administration with the necessary information before adding the player may be penalized.

Once a player addition is approved, tournament administration will update the roster list that holds all the vital information about the players.

3.4 Roster submission deadline

The final roster that will be used at the event has to be reported before the deadline given by the tournament administration for that event (usually 14 days before the start of the first match of the event). The roster must contain three (3) starters, up to three (3) substitute players if applicable, and one (1) manager. PL considers contracts or agreements between players and teams to commence two (2) days before their first tournament match.

During the player trading period, each team is allowed to trade at most two (2) of the players.

3.5 Emergency additions

Where a team is rendered unable to field a full lineup as a result of a serious and unexpected emergency, the right to make an emergency addition request exists, as long as supporting evidence can be provided. All emergency addition requests and supporting evidence will be evaluated by the tournament administration on a case by case basis. All emergency addition request decisions will be made at the tournament administration's discretion.

Emergency additions are still subject to the restrictions for adding new players. Any further restrictions detailed in this rulebook may be suspended in order to facilitate the addition.

3.6 Substitutions

Only players that are a part of the submitted roster can be substituted in. The opposing team and tournament administration have to be informed beforehand.

3.6.1 Player Substitutions

During online tournaments, substitutions can be made between maps or, if there is a proper reason (i.e. connection problems), at any point during a map. If necessary, the game can be paused for the change.

The delay caused must not exceed five (5) minutes. Teams have to announce any substitutions between maps at the end of the preceding map.

3.6.2 Manager Substitutions

Participants registered on a roster are allowed to be substituted for the manager standing behind the team during their match. A manager substitution can only be made in-between matches, and must be reported to the tournament administration after the map veto for the relevant match.

3.7 Roster submissions

3.7.1 Standards

Roster submissions must include the following information:

- Team name & short handle
- Team logo (when requested)
- Contact person and details
- Starting lineup
- Substitute players, if applicable
- Manager name

PL staff team reserves the right to request additional team information if needed.

3.7.2 Team Names

Team names may not have any extensions such as “PB2 team”. They may only consist of the team name, and if allowed, a title sponsor. PL tournament administration reserves the right to shorten team names where necessary or appropriate. All team names must be in line with the Plazma Burst 2 Code of Conduct. If needed, PL tournament administration may reject team names that include political, copyright issues, religious or offensive matters or sentiments, as judged by PL.

3.7.3 Team logos

Team logos must not include or incorporate the logo or iconography of brands, teams or trademarks not associated with the team, unless they are a valid title sponsor.

Copyrighted images and content cannot be submitted as a team logo without verifiable permission from the copyright holder.

All team logos must be in line with the Plazma Burst 2 Code of Conduct. PL may reject team logos that include political, religious or offensive matters or sentiments, as judged by PL.

3.7.4 Changes to the team or roster

Any changes to the team or roster must be approved by the tournament administration before the changes are allowed to be implemented. This includes, but is not limited to:

- Adding or removing players
- Changing the team name
- Changing the team logo

4 Manager Responsibilities

Managers are the glue that hold together the event, so a full and undivided attention are the aspects of a manager to manage a team.

4.1 Match dates and times

Managers are expected to not only be cooperative with staff but fellow managers. Dates and times should be agreed on ahead of time based on availability of both teams.

4.2 Drafting

PL has always been full of community friends who know each other's skill sets and team prowess well. To ensure fairness but still give the opportunity to team up, players will be snake drafted by randomly assigned managers. If you were a manager/participant of any previous season, Season 5 will not include the Superstar restriction, which was used in the previous tournaments. That being said, managers will have to either use their own knowledge of players or refer to the past season's player cards, which will be given to all managers before the draft takes place.

4.3 Training

Training is not required but recommended for team chemistry and finding the teams' strengths. The league will not judge a manager and their choice of managing the team until it directly affects the responsibility they have to compete.

4.4 Player Flexibility

Managers are given the option to sign and waive players with given permission from event staff. The reasons for doing so will most likely be different from circumstances. However, it is a last-ditch resort if a team cannot get off the ground.

4.5 Account Sharing and Alternative Accounts

The staff have never waived this rule and never will. To ensure the integrity of the competition account sharing and alternative accounts that prevent knowing who is actually playing is expressly denied on all fronts. This is non-negotiable and inconsistent addresses associated with VPNs will be grounds for termination. Managers would do well to not actively participate in this and should report to event staff if they catch players doing it.

4.6 Event Staff Help

We intend for you to have fun during the competition and request that in return for us providing the provisions and the platform, that you keep us informed of your scheduling and any problems you may run into. Mutual benefit leads to long-term relationships so we hope to bring you back. It is expected from all managers to be aware of this information, event staff is assuming that all this has been read at the moment you become a team manager.

5 General Punishments

Violations	Explanation	Penalties
Delay of Game	Tries to delay the match, or not showing up after delay time expires.	Disqualification
Improper match setup	Not fulfilling the match requirements: <ul style="list-style-type: none"> - 6 players slot - Password protected - Old netcode - Pressed start before all players are on slots - Leaving spawn before tournament administrator starts 	Warning -> Map loss -> Disqualification
Timeout violation	Being over 1 minute during timeout, refusal to ready up after time expires, trying to call timeouts after limit per match has been reached	Warning -> Map loss -> Disqualification
Substitution violation	Switching substitutes when it's not a team timeout, substituting players before a round is finished	Round loss -> additional round for opposing team
Spawn violation	Leaving spawn before ready phase is expired, tried to leave spawn to gain advantage position	Warning -> Round loss -> Disqualification
Illegal defibbing	Defibbing reconnected teammates, when said teammates disconnected under any circumstances during a live round.	Map loss -> Disqualification
Server location violation	Changed server without prior notify tournament administration or opposing team.	Rematch -> Round loss -> match disqualification -> banned from creating server

6 Plazma Burst 2 specific rules

6.1 Game version

The tournament will use the latest available version of the game client. If the latest available version is considered unplayable due to bugs or extreme balance changes within close proximity to the event by the tournament administration, an older version might be used if it's available for rollback. Any update during the event may result in a rollback to the initial version used in tournament matches (if possible).

6.2 Map selection procedures

6.2.1 Map pool

The competition will be played on the current approved map pool, with agreement between Plazma League tournament administration, which consists of those following categories and maps:

Arena	Snipers	Rails	Rays	Explosives
Stryde-arena	Stryde-sniper	Stryde-railwars	Mariosonicv-raywars	Kiriakos gr96-matrixrockets
Terrace	Xfrostbytex-snipezone	Acrimonia-r1	Krutz-odium	Casey
Avre-rework	Nehil-sniper2 (modified)	Eric gurt-railwars1	Cahir-rays1(modified)	Zeid-vortex
Zeid's map	Luminary-sniper	Hyoervolant7-maxt		Luminary-vortex

6.2.2 General map selection

The online map selection process will take place at the time specified by the tournament administration on the Discord. Participants will be notified of the veto ahead of time. Each manager will select players of the match, then proceed to veto for the server and then finally map veto.

6.2.2.1 Group phases

In round robin format, every team will have to play in 3 out of 5 categories (Best-of-3 format). The tournament administrator will proceed with a random spin wheel, which will be streamed. If both team managers agree, they can choose to veto out the selected map but only once.

6.2.2.2 Playoffs

In the elimination phase between 3rd ~ 6th place, each team will have to play all categories once (Best-of-5 format). The team with the higher seed has the priority to select the order of categories, and done in alternating order. In each category, the tournament administrator will proceed with a random spin wheel, which is also being streamed. If both team managers agree, they can choose to veto out the selected map but only once.

6.2.2.3 Semifinals

In the double elimination phase, most of the procedure is similar, but the managers can pick the opposing categories map instead.

6.2.2.4 Finals

In finals, the team which is in the winner's bracket has the priority to pick the first category and the responding maps. Then the procedure is the same as the ones stated above.

6.3 Match settings

The following match settings will be used for tournament matches:

- Rounds: Best out of 28 (score 15 in order to win the match)
- Overtime Round: Win consecutive 2 wins (only activate when both team 14:14)

6.4 Match server

The default server location will be **Washington, old netcode server**, unless managers agree on a different server location. The match is password protected, in which only both managers and players know the password. Host will wait for every slot to ready up before the match is ready. During that time, the players should remain in spawn until someone is designated to do a countdown. After the countdown ends, the match begins promptly.

Teams are required to check all necessary game aspects (including skins, bugs on load etc.) and network components (latency and server variance) at least 15 minutes before scheduled match start. Failure to do so, and to let the match start, will mean that both teams have accepted the state the map and server is in, and the match might be continued under these conditions.

6.5 In-game chat

Pre-match and Post-match communication with opponents are only allowed in a respectful manner.

Usage of the in-game chat during the match is limited to communication with the tournament administration only. Any sort of advertisement or unrelated comments are not allowed during the match. Penalties may be applied if the in-game chat function is used to annoy the opponent, interrupting the flow of play, or tea-bagging verbally.

6.6 Coaching

Participants are allowed to have their registered manager be online in specific voice chat in a discord server. Managers are allowed to use spectator mode during the whole match. Managers are required to check if observer functionality is working as intended after the match has started.

During matches, managers are only allowed to call a tactical timeout, if they want to communicate with the players. Managers are not allowed to speak towards the players without using timeout during live rounds.

6.7 Timeouts

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). Most of the time, the timeout will be used if:

- Managers are needed to talk to the rosters.
- One of the participants has a problem that prevents them from playing on.
- Making any substitutions.

Each team, during each map, has a total of 2 timeouts that last 1 minute each. Each team isn't required to use any timeouts. During the timeout, substitutions can be 1 or multiple from the reserved registered players.

6.8 Technical pause

If a participant has a problem that prevents them from playing on, before or during matches, they are allowed to use that pause function. Each team has only a single use, 10 minutes of delay of a technical pause which is served as a delay of the game.

6.9 Tournament administration pause

The tournament administration reserves the right to pause the game when it is required. During that time, communication is only allowed with the tournament administration.

6.10 Match procedures

6.10.1 Match breaks

Participants will have at least a 10-minute break between matches and maps. The exact length of these breaks will be communicated by the tournament administration.

6.10.2 Number of players

All matches have to start with three players per team (3vs3), no other combinations are allowed. If a team fails to show up with enough players, the match will be counted as a no-show.

If a player disconnects during an ongoing round, the current round will be finished. If the map is not over at that point, the game should be paused until the player can return or be replaced by a substitute. If the original player is unable to return and no replacement can be brought in, the team has the choice to forfeit the series or to continue it with two players.

If a team would have to play on with less than two players, the opposing team will receive a default win.

6.10.3 Match interruptions

If a match is interrupted for reasons beyond the control of the participants (e.g. server or player crash), the tournament administration will reopen the matches. In some scenarios, as detailed below, may decide to replay the round or even a whole match:

- If the incident takes place during a live round, and players from both teams are dropped before any damages has been made, and the opponent or referee has been immediately notified, the round will be restored.
- If the incident takes place during a live round, and after damages have been made, the outcome of the round still hasn't been determined (e.g. a single player has dropped but others remain), the match continues. During that time, the reconnected player is not allowed to be defibbed back to the match.
- If the incident takes place during a live round, and after damages have been made, the outcome of the round is obvious (e.g. the remaining player is dying due to missing hands), the round can be awarded to the team that was likely to win that round.

Matches will not be stopped and/or rounds will not be restarted or replayed in cases where it is clearly a participant's fault (e.g. friendly fire teammates with explosives).

6.10.4 Use of bugs and glitches

The intentional use of any bugs, glitches, or errors in the game is forbidden. It is at the tournament administration's discretion as to whether or not the use of said bugs had an effect on the match, and whether or not they will award rounds, or the match, to the opposing team, or force a rematch. Meanwhile, the following bugs are explicitly allowed to use as listed below:

- Self-boosting / flying using swords and ragdoll function only
- Spamming snipers/rails/rays when the weapons are at same stashes, by throwing used weapons and grabbing the ready-loaded weapons.
- Defibbing through the thin walls.

It is recommended to check with tournament administration whether or not a certain bug or glitch is considered illegal. The tournament administration reserves the right, retroactively or otherwise, to add more bugs to the list of explicitly allowed bugs.

6.10.5 Reconnecting

Participants are strongly discouraged to reconnect during the live round. This is to avoid breaching the defibbing violation. If they encounter a technical issue that requires a reconnect, they should pause the game, state the reason and only then reconnect. If a participant has crashed during the round, that said player is considered “dead” and “non-resurrectable” until the round is over.

Joining the wrong team on the server when reconnecting is strictly forbidden.

6.10.6 Tiebreakers

If a number of participants are tied by win-loss difference at the end of a round robin group stage, their ranking order will be decided as the result between those two teams. Since each team only faces the other team once, therefore it is not possible to be drawn by this means.

7 Copyright Notice

All content in this document is accurate to the best of our knowledge. Plazma League Staff team assumes no liability for any error or omission. We reserve the right to change content and files on our website at any time without prior notice or notification.

8 Updates of Rulebook

Any major changes will be listed here thus notifying participants as our best as possible.

Ver	Date	Remarks
1.0	2022/07/23	
1.2	2021/11/04	