



KAYZR LEAGUE

RULEBOOK 2018

INTRODUCTION

The Kayzr League is the official competition of the Kayzr esports platform. During the Kayzr League, the best Benelux teams take on each other in 4 different games for a prize pool which depends on the game played.

Every game's competition runs similar. Six players or teams can qualify for each game. All qualified players or teams take on each other in a single round robin. Who manages to secure a top-4 spot, can prepare for offline play-offs at a big LAN event.

Presence is mandatory if qualified. Not participating or not showing up on this event, will lead to a Kayzr League ban for at least one year and for every player of that specific team. During the event, semifinals and finals will be played. The semifinals will be seeded upon the results in the round robin. Every participating player or team will receive a part of the prize pool.

All the time, two games will run parallel. First up are League of Legends and Rocket League. Their round robin starts at February 19, 2018 and ends on March 25, 2018 after 5 matchdays. The play-offs take place at FACTS: Comic Con in Ghent at April 7th and April 8th.

Immediately after the offline finals, we kick off the round robin for Counter-Strike: Global Offensive and Hearthstone. Their round robin starts at April 9, 2018 and ends at May 13, 2018. The finals location is yet to be revealed but will take place on May 26th and May 27th.

After the summer holidays, both competitions restart with qualifications, another round robin and again, offline finals at a big LAN event.

Best of luck to all participating teams

The Kayzr League team

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GENERAL INFO AND RULES

MINIMUM REQUIREMENTS

Not considering this rulebook, the whole Kayzr League will be under the general Kayzr rules, those are:

- Minimum age for participation in Counter-Strike is 16
- Minimum age for participation in other games is 13
- Every participating player should have the Belgian, Dutch or Luxembourg nationality or has to have his residence in one of those countries
- Every participating player should own a Kayzr account with a linked game account of the game they participate in
- When participating, you agree that the Kayzr League can and may use pictures taken of you at the offline finals, both for internal and external communication about Kayzr and the Kayzr League

STANDARD NICKNAMES

Players should always use the same nickname they used in their very first Kayzr League match. This is to ensure the ease with which the spectators view the Kayzr League, keep things clear for casters and other staff members.

KAYZR LEAGUE DISCORD

All Kayzr League communication will go through the official Kayzr League Discord. Whenever a team qualifies, they will receive a link to the Discord and the password.

All qualified members are supposed to join the Discord. Every player will then receive a specific game- and team tag. Of all information distributed through the Discord, players are expected to have received it.

Crucial information will always go through the announcements channel and with a dedicated game- or team tag.

Information spread through the Discord but that remained unreceived, can never form an excuse for any discussion around the Kayzr League and its rules.

GENERAL SANCTIONS

Every team has the right to forfeit a maximum of one time throughout the single round robin of the Kayzr League. Whenever a team, for whatever reason, has to forfeit more than once, that will lead to an immediate disqualify of this year's Kayzr League.

Teams can forfeit themselves or can be given one by the organization in the following cases:

- A team participates with a non-regular roster
- A player or team shows up more than half an hour late for a match
- A player or team doesn't show up at all for a match
- A player or team doesn't comply with the Kayzr League rules

A forfeit has the following sanctions for the player or team:

- The opposing player or team receives a free win
- The player or team loses € 100,- / € 60,- / € 30,- from their potential prize money
- Whenever two teams are tied, the team with a forfeit will always have the lower seed

DISQUALIFICATION

A disqualification means that a player or team is not allowed to participate in the Kayzr League anymore. A disqualify will only be given by serious misbehaviour and in the following cases:

- More than one forfeit
- Cheating, by one or multiple members of the team in any way
- Unacceptable behaviour by one or multiple members of the team in any way

A disqualify from the Kayzr League means that all concerning players won't be able to participate in the next Kayzr League edition.

OTHER SANCTIONS

Whenever a team is late by a maximum of 30 minutes, the specific team will receive an in-game sanction. When the match gets delayed more than 30 minutes, the specified team will be given a forfeit.

GAME SPECIFIC SANCTIONS

League of Legends

The game specific sanction in League of Legends states that the specified team loses its right to ban the first 3 champions in their draft. The casters will decide, in collaboration with the opposing team, which 3 champions the sanctioned team must ban. Those 3 champions should be non-meta champs which have little to no chance of being played.

Counter Strike: Global Offensive

The game specific sanction in CS:GO states that the specified team loses its rights to participate in the map veto. This means that the opposing team gets to pick the three maps that will be played.

Rocket League

The game specific sanction in Rocket League states that the specified team will start their best-of-7 with a 1-0 deficit.

Hearthstone

The game specific sanction in Hearthstone states that the specified player will be given an automatic loss on one of his decks, as chosen by his opponent.

DISTRIBUTION OF THE PRIZE MONEY

Every team has to submit one team captain. This team captain is the central communication point between Kayzr and the team. This captain can be part of the main roster but is not obliged.

Next to responsibility for the communication, the team captain will also receive the total amount of prize money the team wins. He or she is supposed to distribute this between the players and organisation in a fair way. Kayzr can, never be blamed for unfair distribution of the prize money.

The distribution of the prize money will go through a bank transfer to an European bank account and with a maximum delay of 90 days after the offline finals.

Teams captains will be contacted the first workday after the offline finals.

The prize money distribution:

	League of Legends	Rocket League	CS:GO	Hearthstone
First Place	€ 2.000,-	€ 1.200,-	€ 2.000,-	€ 600,-
Second Place	€ 1.250,-	€ 750,-	€ 1.250,-	€375,-
Third Place	€ 500,-	€ 300,-	€ 500,-	€ 150,-
Fourth Place	€ 250,-	€ 150,-	€ 250,-	€ 75,-

Whenever a team forfeits in the single round robin, they lose € 100,- of their potential prize money for League of Legends and CS:GO, € 60,- for Rocket League and € 30,- for Hearthstone.

GENERAL RULES DURING THE KAYZR LEAGUE

QUALIFICATION AND NEXT STEPS

Every team that complies with the general Kayzr rules, has the chance to qualify. Placing first or second in a Qualifier Tournament on Kayzr secures a team's spot in the Kayzr League.

- All rules under the "rules tab" of the tournament and the general Kayzr rules apply
- First and second place qualify for the Kayzr League, first place gets the higher seed in the first match
- Players that participated in a Qualifier Tournament and managed to qualify, cannot participate in a following Kayzr League Qualifier, even if they won't be in the qualified team's final roster
- Qualified teams are supposed to have read and agreed to the full rulebook

Every qualified team will receive an e-mail about their final roster, which must be locked at least 24 hours before the first match of the Kayzr League.

SINGLE ROUND ROBIN

A player or team is supposed to be present at least 15 minutes before the start of the match in the Kayzr League Discord channel. All match hours can be found on the Kayzr League website. If previous matches take longer than intended, the team or player should be prepared to jump into the match as soon as the previous one is finished.

Format for League of Legends:

- Best of 1
- Tournament draft on Summoner's Rift
- Highest placed team picks the play side

Highest placed team has to communicate their favored play side at least 24 hours prior to their match. Communication must go through the Kayzr League Discord.

Format for CS:GO:

Best of 3, play side determined by knife round

To win the match, a team must win 16 rounds. Overtime will be played when the score is 15-15 with 10.000 cash and in MR3-format

Map veto

The highest ranking team will always be Team A. On the first play-day the ranking will be determined by whoever qualified first and the outcome of those finals.

The order is as follows:

Team A ban, Team B ban, Team A pick, Team B pick, Team A ban, Team B ban, Decider
Map

Format for Rocket League:

Best of 7, first team to reach 4 wins, wins the match. Playtime is 5 minutes with overtime as long as the ball stays in the air. A round is won when the 5 minutes are up by the team that has scored the most goals.

Format for Hearthstone:

Last Hero Standing. Every player chooses four decks from four different classes and selects one of them to start with, this choice will not be relayed to the opponent. Whenever a deck has been defeated, it is no longer eligible for play in that match. When a player is out of eligible decks, he loses the match.

SCRIPTS & CHEATING

Scripts and cheats will be in no way tolerated. Being found guilty of using cheats or hacks in any way will result in immediate disqualification of the team and a Kayzr League ban for the player for two years.

Allowed scripts: buy, jumpthrow, toggle & demoscritps for CS:GO
External programs: Alphaconsole and Durazno for Rocket League

Players can also be banned for cheating on third-party platforms.

LOCKING ROSTERS

A qualified team must lock their roster at least 24 hours before the start of the single round robin. A regular roster should always comply to the following rules and should be communicated to Davy De Groot by e-mail or via Discord PM. Every team will receive guidelines for their roster at least two days after their official Kayzr League qualification.

For League of Legends and CS:GO:

- A maximum of 7 players in total can be added to the roster
- A minimum of 5 players should be locked before the first match day, of these 5 players, at least 3 should have participated in the Qualifier Tournament

A maximum of 2 players can be added whenever fit as a substitute

For Rocket League:

- A maximum of 4 players in total can be added to the roster
- A minimum of 3 players should be locked before the first match day, of these 3 players, at least 2 should have participated in the Qualifier Tournament
- A maximum of 1 player can be added whenever fit as a substitute

For Hearthstone:

There is no need to lock in a team for Hearthstone, as this is a one-on-one game. Organizations can not switch players, obviously.

Whenever a sub is added, he or she will be locked in the roster. A locked player cannot participate for another Kayzr League team in the single round robin.

- One team captain

The team captain can but is not obliged to be part of the locked roster. He or she is responsible for all communication between Kayzr and the team.

Switching the team captain is possible by sending an e-mail to davy@kayzr.com with the request to change. Both the new and former captain should send the e-mail to have it accepted.

When a player subs in, the change must be communicated to Davy De Groot, by mail or via Discord PM at least 24 hours prior to the match.

OFFLINE FINALS

Finals will be played on the dates showed on the Kayzr League website. Whoever places top-4 after the single round robin, automatically qualifies for the offline finals.

During those offline finals, players are obliged to make use of the partner provided product, a Sennheiser headset, a Samsung monitor and a desktop. Own headsets, monitors and desktops will not be allowed. Kayzr will not provide keyboards, mouses and controllers.

When a team is tied, the team without forfeits will always have the upper hand. If both teams have none or one forfeit, the result in their head-to-head match will be taken into account.

OBLIGATORY PRESENCE AT THE OFFLINE EVENT

The offline finals are for Kayzr and our partners a big end point of the Kayzr League. Preparing and setting up this event takes up a lot of time and work force. Presence at this event is therefore obligatory when qualified.

When a team isn't present, incomplete or has an unregular roster, every player of the team will be unable to participate in the Kayzr League for at least one year in every game.

Kayzr League regulations have no effect on regular Kayzr tournaments.

SEEDING DURING OFFLINE FINALS

Finals will be seeded upon the single round robin ranking:

Semifinal (BO1)	1st place v. 4th place
Semifinal (BO1)	2nd place v. 3rd place
Small final (BO1)	Losers SF1 v. Loser SF2
Grand final (BO3)	Winner SF1 v. Winner SF2