

Underdogs League Season 2 Rule Page



Section I: Players –

- Players should play under their main account. Smurfing and sandbagged accounts are discouraged in both divisions and disallowed in Division B.

Smurfing: a smurf is an experienced player who uses a new account to deceive other players into thinking they are a new player.

Sandbagging, sometimes formally referred to as "intentional underperformance", is the act of playing poorly on purpose.

- Your account may not be used by any other player during league games.
- No more than 2 stand-in's at a time per team per game (Special cases must be brought up with an Underdogs Admin for 3 subs.. Stand-in's MMR must reflect that of the player he/she is replacing for seeding purposes.

(Exceptions may be made to the admins discretion)

Section II: Communication --

- All chatting during games is not banned but keep it civil. Discussions during pauses is fine.
- Casters may not type during unpaused gameplay unless permitted by admin.
- Keep the discord, lobby chat, and in game chat well-mannered and respectful.
- Starting beef between teams is fine, as long as it doesn't leak into all chat.
- Each player is encouraged to be in Discord for scheduling information, important announcements, and special events.
- Pauses are to be used for technical complications only. BM pauses are strictly forbidden and can be punished (to the admins discretion, see **Section VIII** below).

Section III: Format –

Jan 10th 20:00 EST - A + B Qualifiers | Format: Bracket Bo1s

Consecutive Fridays and Saturdays Jan 17 thru Feb 8th at 20:00 EST - A + B Group Stage | Format: Round Robin Groups of 8 Bo2s

Feb 14th 20:00 EST - A + B Finals | Format: Double Elimination Bracket. (Bo3s Upper, Bo1s Lower)

Feb 15th 20:00 EST - A + B Finals

Feb 21st 20:00 EST - A + B Finals

Feb 22nd 20:00 EST - A + B Grand Finals | Grand Finals Format: Bo5

Section IV: Scheduling --

The schedule is Locked, unless both team captains agree on an alternate time to play out their series before the upcoming week. To reschedule, an Underdogs Admin or Coordinator must be notified with proof of other captains approval.

Section V: Captains --

Teams may replace up to 2 players (3 on permitted occasions). The captain is responsible for team scheduling.

Section VI: Additional lobby/game info --

- Must have spectators set to on with a 5 minute delay.
- Players may stream with a 5 minute delay
- Players must utilize Epulze bot Lobbies

Section VII: Lateness --

- If your team shows up late / is not ready on time, there can be multiple penalties based on the severity of the lateness.
- Lateness penalties are as follows
 - A) 15 minutes late – First Game of bo2 Forfeited, lobby 2 will start
 - B) 15 minutes late game 2 - Series forfeited, entire enemy team must be present to claim win.

Section VIII: Pauses --

- Pauses are for technical difficulties only. If you need a pause, you need to state the reason of your pause immediately after you press F9.
 - Each team gets 5 minutes of pause time per game (10 minutes for Bo2, 15 for Bo3, 25 for Bo5.) If your pause goes beyond that 5 minutes per game. After that, the enemy team has the right to unpaue or wait. It is up to the captain's discretion.
- Pause time from one game doesn't count towards pause time in another game of the same series