



RULES

The VPL takes its regulations seriously. While participation is voluntary, all members are expected to comply with mandatory rules to maintain the integrity of the community. Non-compliance may lead to consequences.

General Rules

Participation and Rule Compliance

1. **Acceptance of Rules:**
 - 1.1. Participation in VPL competitions by captains and players signifies full acceptance and compliance with the established rules.
2. **Rule-Based Dispute Resolution:**
 - 2.1. All competition-related disputes and complaints will be resolved based on the written rules. These rules are binding upon validation of a club's participation in the VPL Federation.
3. **Regulation Responsibility:**
 - 3.1. This regulation applies to all clubs and players participating in VPL competitions.
 - 3.2. Team managers are responsible for understanding, implementing, and ensuring compliance with all points within this regulation.

1. Player Eligibility and Obligations in VPL Europe

1. **Single Club Affiliation:**
 - 1.1. Players may only be registered with one VPL Europe club at any given time.
2. **Single Account Policy:**
 - 2.1. Players are limited to one account per designated platform on the VPL website.
 - 2.2. Discovery of a second account, regardless of platform, will result in the immediate deletion of the new account and a 12-month suspension of the original account.
3. **Accurate Identification:**
 - 3.1. VPL members are required to accurately enter their PSN/GamerTag, Origin ID, and EA ID on the VPL website.
 - 3.2. These IDs must be identical to those used on the platform.
 - 3.3. Discrepancies in identification will result in match forfeitures for the team.
4. **Consistent Player Names:**
 - 4.1. For accurate statistical tracking, player names on the platform and the VPL website must be identical.
 - 4.2. Failure to maintain consistent names will prevent player statistics from being recorded.
5. **Managerial Responsibility:**
 - 5.1. Team managers are responsible for ensuring all player information is accurate and compliant with these rules.
 - 5.2. Managers will not be granted leniency for subsequent penalties resulting from player non-compliance.

2. Club Requirements for International Cups

To participate in international VPL Tournaments, clubs must adhere to the following:

1. **Minimum Field Players:** Each team must field a minimum of 11 players.
2. **Role Designation:** Players must select a designated role or the "ANY" role.
3. **Roster Size:** Club rosters must contain a minimum of 15 players and a maximum of 30 players.

4. **Player Verification:** Managers are responsible for confirming the accuracy of all player IDs and ensuring players have selected their correct playing platform on the VPL website.

3. Time Match hour

The match will be played Wednesday 21:15 UK . You can check through the MY CALENDAR VPL WEBSITE

4. Mandatory Player Height Restrictions

1. **Tactical Formations:**
 - 1.1. **3 Defenders:**
 - 1.1.1. Maximum height for all 3 Center Defenders (DCs): 187cm.
 - 1.1.2. Maximum height for all other players: 182cm.
 - 1.2. **4 Defenders:**
 - 1.2.1. Maximum height for 2 Center Defenders (DCs): 187cm.
 - 1.2.2. Maximum height for 1 Defensive Midfielder/Center Midfielder (DM/CM): 187cm.
 - 1.2.3. Maximum height for all other players: 182cm.
 - 1.3. **Goalkeepers:**
 - 1.3.1. Goalkeepers are exempt from height restrictions.
2. **Height Verification Procedures:**
 - 2.1. **Height Check Clip:**
 - 2.1.1. Player height verification requires the submission of a height check clip.
 - 2.1.2. During the game break, the team captain must present all players to team management for visual height verification.
 - 2.1.3. Height check clip requests must be submitted within 10 minutes of the match's conclusion. Late submissions will not be accepted.
 - 2.1.4. The height check clip must provide a clear, unobstructed view of each player's height. Obscured or unclear footage will be deemed invalid.
3. **Penalties for Non-Compliance:**
 - 3.1. **Failure to provide a valid height check clip will result in the following penalties:**
 - 3.1.1. If the team won or drew the match, a 1-0 loss will be assigned.
 - 3.1.2. If the team lost the match, 3 points will be deducted from VPL group classification.
 - 3.1.3. Repeated violations may lead to expulsion from all VPL competitions.

5. Match Scheduling and Agreements

1. **Default Schedule:**
 - 1.1. Matches are to be played on the designated day and time as per the official schedule.
 - 1.2. Exceptions may be granted with prior approval from VPL staff.
2. **Agreement Process:**
 - 2.1. Match agreements are to be conducted through the VPL Manager's "encounter chat page."
 - 2.2. Managers must propose alternative match dates and times within this chat.
3. **External Communication:**
 - 3.1. External communication tools (e.g., WhatsApp, Facebook, Skype) may be considered as supplementary evidence in cases of communication breakdowns between team captains.
4. **Default Match Enforcement:**
 - 4.1. If neither team manager proposes an alternative schedule via the VPL Manager's chat, the match will proceed on the default Wednesday schedule.
 - 4.2. Unplayed matches will be reviewed by staff, who may issue warnings or penalty points to the responsible clubs.
5. **Server and Platform Issues:**
 - 5.1. In the event of network issues or platform/server updates, VPL staff reserves the right to postpone

affected matches.

6. Agreement Validation:

- 6.1. Alternative match schedules are valid only upon mutual agreement between both managers and approval from VPL staff.
- 6.2. Any further changes to an approved schedule require renewed agreement from both teams and VPL staff.

6. Pre-Match and Match Commencement

1. Game Crashes:

- 1.1. In the event of a simultaneous game crash, the home team is responsible for re-establishing the match.
- 1.2. The game will resume with the score and time remaining from before the crash.
- 1.3. Only the players present at the time of the crash may participate in the resumed match. No substitutions or additions are permitted.

2. Match Invitations:

- 2.1. The home team is responsible for sending the match invitation to the opposing team.

3. Scheduling Responsibilities:

- 3.1. Team managers are responsible for ensuring adherence to the scheduled match date and time.

4. Match Delays:

- 4.1. A 10-minute delay is permitted.
- 4.2. Teams experiencing a delay are strongly encouraged to notify their opponents via designated communication channels (e.g., Bugs room) and provide a reason (e.g., player disconnection, server load issues). This demonstrates respect for the opponent.
- 4.3. Delays exceeding 10 minutes (11 minutes or more) may be reported to the VPL Manager for review. The staff will determine the validity of the report.

5. Connection Tests:

- 5.1. Formal match connection tests are not required.
- 5.2. Teams may mutually agree to a brief connection test, limited to a maximum of 2.5 minutes of in-game time per team, totaling 5 minutes.

6. Match Start and Early Disconnections:

- 6.1. The match officially begins at the kickoff (0' minute).
- 6.2. If a player experiences a crash or significant lag within the first 10 minutes of the match, their team may leave the match and replay it.
- 6.3. Disconnections after the 10-minute mark will result in a forfeit for the disconnecting team.

6.4. Goal Validity During Early Disconnections:

- 6.4.1. If a goal is scored during the allowed 10 minute disconnection window, and the team that disconnects was actively contesting the ball, the goal will count.
- 6.4.2. If the team that disconnects was not actively contesting the ball, and was clearly disconnecting all players, the goal will not count.
- 6.4.3. (This rule only applies to the first 10 minutes of the game)

7. Connection Attempts:

- 7.1. Each team is allowed a maximum of two connection attempts.
- 7.2. On the third connection attempt, the match must proceed without further interruptions.

7. Match Management and Complaint Procedures

1. Complaint Deadline:

- 1.1. To be valid, complaints must be submitted within 3 hours of the match's conclusion.

2. Fraud and Gameplay Violations:

- 2.1. For issues involving fraud (e.g., unregistered players, unsportsmanlike goalkeeper play, game exploits), the match will be replayed in its entirety.
- 2.2. Complaints must be submitted via the VPL Manager section on the match page, accompanied by supporting evidence.
- 2.3. Evidence must include a video clip (DVR, Twitch, smartphone, or screenshots) with precise timestamps (minutes and seconds) for verification.
- 2.4. If the complaint is validated by the staff, penalties, including point deductions and/or disqualification, will

be applied to the reported club's captains.

3. Unsportsmanlike Goalkeeper Play:

- 3.1. Intentional anti-game actions involving the goalkeeper (e.g., deliberate infractions) are strictly prohibited.
- 3.2. Violations will result in sanctions, ranging from warnings to point deductions.

4. Match Video Reporting:

- 4.1. Managers or co-managers must post the match video report link within 24 hours of the match's completion.
- 4.2. In case of video upload issues, staff must be contacted for assistance.
- 4.3. It is mandatory to show the PSN / GAMERTAG of the players on the pitch at the end of the match in the video of stats.

5. Reporting Compliance:

- 5.1. Managers who fail to submit the match report within the specified timeframe will be penalized.
- 5.2. First offense: Yellow card for the manager and co-manager.
- 5.3. Second offense: Yellow card for all team players.
- 5.4. Third and subsequent offenses: Point deductions in the group stage or match forfeitures in the final stage.

8. Player Disciplinary Actions

1. Yellow Card Tracking:

- 1.1. The accumulation of yellow cards is the responsibility of the team manager.
- 1.2. Yellow card records are accessible on the VPL website via the game schedule and roster.

2. Yellow Card Suspension:

- 2.1. A player will be suspended for one match upon receiving their third yellow card.
- 2.2. If a player receives their third yellow card in the first of two matches played on the same day, they may participate in the second match. However, they will be suspended for the first match of the following match day.

3. Red Card Suspension:

- 3.1. A player receiving a red card will be suspended for one match.

4. Misconduct Suspension:

- 4.1. Any player engaging in misconduct will be suspended for three matches.

5. Glitch Usage:

- 5.1. The use of any glitches is strictly prohibited.
- 5.2. Teams found using glitches will forfeit the match.
- 5.3. Team managers are responsible for ensuring their players comply with this rule.

9. Tiebreaker Procedures

9.1 Group Stage - Head-to-Head Tiebreakers

1. Teams are ranked by points: 3 for a win, 1 for a draw, 0 for a loss.
2. If teams are tied on points, the following criteria are applied sequentially:
 - 2.1. Points earned in head-to-head matches among tied teams.
 - 2.2. Goal difference in head-to-head matches among tied teams.
 - 2.3. Goals scored in head-to-head matches among tied teams.
 - 2.4. Away goals scored in head-to-head matches among tied teams.
3. If more than two teams are tied, and a subset remains tied after applying the above criteria, these criteria are reapplied exclusively to the remaining subset of teams.

9.2 Group Stage - Overall Group Tiebreakers

1. If teams are still tied after head-to-head criteria, the following overall group criteria are applied sequentially:
 - 1.1. Goal difference in all group matches.
 - 1.2. Goals scored in all group matches.
 - 1.3. Away goals scored in all group matches.

- 1.4. Total wins in all group matches.
- 1.5. Total away wins in all group matches.

9.3 Final Stage (Knockout) - Additional Tiebreakers

1. In case of a tie in knockout matches:
 - 1.1. The away goals rule is removed; total goals scored determine the tie.
 - 1.2. A third match (tiebreaker) will be played, consisting of a full 90-minute game without a golden goal rule.
 - 1.3. If the tie persists after the tiebreaker, extra time and penalty kicks will be used to determine the winner.

10. Market and engagements:

All options on the player contracts are visible through the VPL Manager.

1. Each player signs a contract for a set period of time with the club;
2. Manager have to send and accept a player contract to himself, all the players have to be in the roster
3. A club can recruit a player at any time in accordance with the contracts during the open or Repair Market or a free agent at any time (**pro membership required for manager and player**)
4. to break a contract must follow the rules of the original country.
5. players can't change teams in the knockout round (from the last 16 forward) do it will result in default

11. Fair Play, Conduct, and Disciplinary Actions

1. **Positive Conduct:**
 - 1.1. To promote a positive competitive environment, players and managers are encouraged to offer compliments and encouragement.
 - 1.2. Negative or argumentative communication is discouraged.
2. **Default Match Penalties:**
 - 2.1. Group Stage: A default match results in a 1-0 loss.
 - 2.2. Final Stage: A default match results in the loss of the entire round.
3. **Multiple Defaults:**
 - 3.1. Two default matches within the same VPL international competition will result in:
 - 3.1.1. A 6-month ban from all VPL competitions for the team managers.
 - 3.1.2. The disbandment of the team, with no refunds granted.
4. **Rule Stability:**
 - 4.1. These rules are established prior to the competition's commencement and will remain unchanged until its conclusion.
 - 4.2. The document log provides verification of rule creation and stability.
5. **Staff Adherence:**
 - 5.1. VPL staff are required to uphold and enforce these rules with respect and consistency.
 - 5.2.

12. VPL Terms and Conditions

1. **Profile Accuracy:**
 - 1.1. Users are required to maintain accurate and up-to-date profiles on the VPL website.
 - 1.2. PSN ID, GamerTag, or Origin ID (player name and number) must precisely match those used on the playing platform.
2. **Account and Contract Limitations:**
 - 2.1. Each member is restricted to one account and one contract per platform.
 - 2.2. Multiple accounts will result in a permanent ban, without refunds for pro memberships or competition fees.
3. **National Team Eligibility:**
 - 3.1. VPL members may only represent one national team, corresponding to their country of origin.
 - 3.2. Once a player has participated in a match for a national team, they are ineligible to represent another.
4. **Rule Compliance:**

- 4.1. Members must adhere to all VPL rules, as well as the rules of any national or international competitions in which they participate.
5. **Disciplinary Actions:**
 - 5.1. Rule violations may result in suspensions, permanent bans, forfeiture of pro membership rights, and loss of competition fees.
 - 5.2. Bans issued in one VPL region apply across all VPL platforms.
 - 5.3. Pro membership is an additional service and is non-refundable in the event of a ban due to rule violations.
6. **Appeal Process:**
 - 6.1. Members may appeal bans to the global administration if they believe the sanction was unjust.
7. **Payment Procedures:**
 - 7.1. All payments for VPL pro memberships or competition subscriptions must be made through the official VPL website.
 - 7.2. VPL does not solicit or accept payments outside of the website, where invoices are provided for all transactions.
 - 7.3. To receive prize payouts, members must provide VPL with an invoice.
8. **Zero Tolerance for Racism:**
 - 8.1. Any instance of racist behavior will result in a permanent ban from the VPL website.

Staff Virtual Pro League