



VPL INTERNATIONAL OPEN CUP
RULES 2020

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1. Conditions of acceptance of a player in the VPL INTERNATIONAL OPEN CUP:

1. Registration at VPL Website (www.virtualproleague.com)
2. Each player can only have one account on the VPL;
3. Each player can only have one account associated with an **Origin ID** and can only be registered on one team.
4. Origin ID cannot contain insulting and provocative language.
5. Each player **is obliged to have on his VPL ACCOUNT the ORIGIN ID that he have in the ORIGIN PLATFORM, and cannot be changed during the competition.**

2. Requirements Clubs:

The Club to be accepted and play the VPL International Open Cup must have the following requirements:

1. Minimum 12 Player Members;

LIMIT PLAYERS: 23

3. Competition Structure

1. **VPL INTERNATIONAL OPEN CUP** is limited to 30 teams;
2. Format: Groups Stage + Final Group Stage + Playoffs Stage.

3.1. Groups Stage

1. The teams will be arranged by five (5) Groups;
2. The first two teams of each group go to the next stage.

3.2. Final Group Stage

1. The **Final Group Stage** is played by the top 10 teams in the **Groups Stage**;
2. Top 8 teams from group stage are qualified for playoff phase.

3.3. Playoffs Stage

1. The **Playoffs Stage** is played by the top 8 teams in the **Final Group Stage**;
2. The matches are arranged in the following format:

Quarter- Finals			
MATCH A	MATCH B	MATCH C	MATCH D
1°vs 8°	2° vs 7°	3° vs 6°	4° vs 5°
Semi-finals			
MATCH E		MATCH F	
Winner MA vs Winner MD		Winner MB vs Winner MC	
Third Place Match - MATCH G			
Defeated Team ME vs Defeated Team MF			
FINAL - MATCH H			
Winner ME vs Winner MF			
The Champion Team of the competition is the winner of the MATCH H.			

4. Competition System

4.1. Groups & Final Group Stage

1. Group stage will be played by all teams registered, 10 teams qualified from group stage will play the final group stage.
2. This stage will adopt the following points system:
 - victory, three points;
 - draw, one point;
 - defeat, zero points.
3. Each fixture are played Home and Away. Fixtures are to be played on the same day.

4.2. Playoffs Stage

1. All matches in the playoffs stage are played according to the knockout system;
2. Home and Away matches are to be played in the playoffs stage;
3. The team that has better goal difference proceeds to the next round (The Away goal rule is applied);
4. You will play a third game (the tie-breaker), a match without the rule of the Golden goal;(complete game)

5. In case of a tie after the tie-breaker, the match will proceed with extra time and penalties if necessary.

5. 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. Each player can change **any clubs he wants during the tournament** (depending of how it works the transfer market in this original competition);
3. A club can recruit a player at any time in accordance with the contracts during the open or Repair Market;
4. A player can **break free in 2** ways: In the open market by agreeing on the output with the captain or pay to finish his contract (premium member).

6. Match Scheduling

1. The VPL International OPEN CUP will be played weekly on Thursday;
2. Games may only be postponed until 48 hours prior to the next fixture and their postponement shall be communicated immediately to the organization;
3. The Default time is 21h15 GMT.

7. Match Rules

1. Only players who have registered on the VPL website, joined a team are entitled to play;
2. A player without a valid Origin ID is not eligible to play. The Origin account sharing is not allowed;
3. The "known as" name of the pro player on FIFA must be set in such a way that the known as is unmistakably associated with the Origin ID.

7.1. Pre-Match

1. Each team is required to have a Team Manager in the official competition Discord before the start of each game;
2. The Team Manager of the team will have to communicate through official Discord any situation regarding their game;
3. A team must consist of at least **NINE HUMAN PLAYERS** in order to participate in the match;
4. **Any-Player(QQ)** is forbidden;
5. The home team has the responsibility to invite the opposing team;
6. The responsibility of invitation may be assigned to the away team if:
 - a. The home team cannot find the away team in the friendly match search;

- b. The home team cannot invite the away team for other technical reasons;
 - c. The away team verifiably does not receive the invitation;
- 7. If there are still problems with the invitation, ultimately the away team must create a new club, the responsibility to invite remains with the home team;
- 8. **A delay of 10 minutes is** tolerated, it is advisable to send an opponent communication for any delay (eg. Bugs room, player disconnection, server load issues, all to give RESPECT opponent);
- 9. In case of delay **of 11 minutes** more, you can **send a check for meeting on the VPL Manager**; then the staff will decide whether to accept the report or not, as far as possible.

7.2. During-Match

- 1. In case of lag or loss of connection by any player, the teams have until 7 minutes of play to leave;
- 2. Each team has a maximum of two attempts to take advantage of the possibility mentioned in the previous paragraph;
- 3. If goals, assists, own goals, yellow or red cards have already fallen during the abandoned game, these will be added to the new result or game report;
- 4. It is forbidden to go out in the middle of the game. In the event that a team leaves after 7 minutes of play it will automatically lose 1-0 unless the result at the time is higher and in that case the result will be maintained with their markers and cards. If this behavior is repeated the team will be expelled from the competition;
- 5. If players on a team lose their connection to the game after 7 minutes of play, the match shall be played until the end of the regular time even if the team (s) are playing with a minimum or lower number of players required to participate in the match;
- 6. It is forbidden to encourage the expulsion and withdrawal of the whole team during the game, under penalty of the team being penalized with the expulsion from the competition;
- 7. It's forbidden to prevent the free movement of the Goalkeeper by being HUMAN PLAYER or BOT by pushing, pulling or immediately ahead of the goalkeeper, in a set-piece or throw-in situation;
- 8. Attempting to take down the opponent and using any animation using the gamepad D-Pad in all set-ball situations (direct and indirect free kicks, penalties, corners) is forbidden.

7.3. After-Match

1. Every manager must complete the report within 48 hours of the dispute of the match, indicating all the players who participated and assigning to all the game data (tags, goal, assist);
2. Managers who do not meet the report within the period specified above, will see the club sanctioned with a warning and penalty points;
3. Report Guide - [Link](#)
VPL Tutorial - Report Match - [Link](#)

8. Disciplinary Player

1. The accumulation of yellow cards is under the control of the Manager of the Club;
2. The suspension from the match comes to achieving 3 Yellow Cards; If the sum of yellow cards (three yellow cards) and eject, the player will be suspended for the next match.
3. Any player that receives a red card will be able to play again after serving one (1) match suspended. You must notify Red Card within the VPL Manager reports;
4. In case of missed signaling of the card in the report game, the Captain can be sanctioned with a yellow card;
5. If you experience any type of misconduct, the player will be disqualified for 3 matches.

9. Ranking Divorced

In case of a tie between two or more teams at the end of the group stage, we proceed to the compilation of a list (cd ranking divorced) between the teams concerned, taking into account:

1. a tie on points, the difference between goals scored and conceded in the same meetings(**not counting direct clashes away** goals); In the case in which two or more interested teams also remain in parity in her "uprooted classification", for the sole purpose of the ranking list, it is kept in mind:
2. the **difference between** goals scored for and against in the entire group stage;
3. the **greater number of goals scored** in the entire group stage;
4. the **highest number of total victories**;
5. You will play the tie-breaker, a match with the rule of the Golden goal.

10. Packages and abandonment:

1. A team forfeit over **days** consecutive will be declared **overall package**;
2. In case of **general package all** games played and not played will be **assigned won to their opponents for 1-0**;
3. A manager who gives the team forfeit must justify it with the Administration;

4. A manager whose team will abandon, must justify with the Administration;
5. The leaving or forfeit will be subject to sanctions for the Manager and / or players; These penalties will be determined by a meeting that will be created for the occasion;
6. If for any reason a Club sees its **small rose less than the minimum requirements, it will be disqualified** and will be given lost all its matches;
7. If a team withdraws from the competition BEFORE having played 51% of matches in the league, the 6 points to ALL teams will be awarded. In case of withdrawal after 51% of games played, you will be awarded 6 points at a table only to teams that had not yet addressed the team retires.
8. In Elimination Phase, in the case of Forfeit, the team will be automatically eliminated from the competition.
9. In case of withdrawal of the team from a competition, both players and managers, will be released by the club itself and can be purchased by other active clubs at the market opening.

11. Competition Disqualification

Team Manager is responsible for certifying that the registration and participation of his team is in accordance with the provisions of these Rules, otherwise his team will be disqualified from the competition.

12. Punishments and Warnings

1. If the minimum number of **9 human players** cannot be obtained, the opposite team receives a default win 1-0;
2. If a team uses the **ANY PLAYER**, it will lose the match 1-0. In case of defeat 3 points will be removed from the standings (Groups/Final Group Stages).
3. The "Know as" must be as similar as possible to Origin ID, otherwise the team receives a warning and from the second warning the team manager and the player with the wrong "Know as" are suspended for one match for each warning.
4. If an ineligible player (not registered in the squad by his manager) plays an official match, his team will lose that match by default loss 1-0. In case of defeat 3 points will be removed from the standings (Groups/Final Group Stages).
5. The use of a player punished by red cards or accumulation of yellow cards and punished for other situations described in these rules is punishable by a 1-0 loss to the offending team. In case of defeat 2 points will be removed from the standings (Groups/Final Group Stages).
6. All acts of anti-game events at the goalkeeper voluntarily, or use D-PAD animations in free kicks, penalties and corners are forbidden and punishable first with a warning and if it is repeated with a suspension match for the interveners if the offended team makes protest. If for any reason within these actions any team suffers or scores a goal, that goal shall be void.
7. The Organization has the right to punish or exclude any player or team who uses unsportsmanlike language during the competition, which incites violence, corruption, the

combination of sports scores, racism, xenophobia or any other way that may influence the tampering of sports scores or discrimination.

8. In the first instance the player (s) intervening in the acts described above will be punished with a warning, in the second instance if repeated the player (s) will be punished with a suspension of 3 matches and a warning to the team and In case of recurrence the team will be expelled from the competition.
9. The Organization has the right to exclude from all events any team that uses any kind of cheat or glitch in a collective and deliberate manner.
10. It is the responsibility of the Team Manager to verify that no player on his team is using cheats or glitches;
11. If a player uses any type of unofficial EA program, any type of cheat or glitch will be banned from all VPL competitions after being confronted with the events and after confirmation of them. If used during a VPL International CUP match, a 1-0 loss will be awarded in the match (s) in which the team used the respective player. In case of defeat 3 points will be removed from the standings for each match (Groups/Final Group Stages).

13. Match Protest

Protests VPL International OPEN CUP matches are judged by the Virtual Pro League PC Admin.

The protests of the matches are addressed to the Virtual Pro League PC Admin, and the grounds and procedures must comply with what is defined in these Rules.

Protests of matches may only be brought by the clubs involved in them.

14. Fair play and the general conduct

1. To ensure smooth progress in competitions, we should invite the players and managers not to talk if they don't agree, but we invite themselves to compliment or encourage each one if necessary;
2. Staff is required to **RESPECT** these Rules.



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