

Belgian Pro League S2



BELGIAN PRO LEAGUE

Rulebook

1. General

a. Presentation

The *Belgian Pro League* is a solo League organized by the Belgian Discord staff members.

b. Schedule

-3rd of October: Mappack release & registration opening

-24th of October: End of registrations

-25th of October: Seeding & Group Phase (Start 11:00)

-26th of October: Playoff matches (Start 13:00)

c. Organizers

The organization team is composed of:

- Flamyft, #flamyft, Head Admin
- Cherry2, #itsmemario7775, Admin
- Xertzy, #xertzyy, Admin
- Nolan, #nolan.tm, Admin

You can contact the admins if you need information or help via Discord.

d. Information

All needed information will be given on the Belgian discord in the appropriate channels. For more information, please join us : <https://discord.gg/Z7FrJPaNVY>

e. Rules of Conduct

For the smooth running of the competition, all BPL participants must behave in an appropriate and respectful manner towards other participants as well as the Admins.

Participants must as well follow the guidelines given by the admins during the competition.

If there is a doubt regarding the nationality of a player, the admin can ask for proof regarding the supposed nationality, proofs that will not be shared to anyone other than the admin and staff members.

Any non-compliance with the rules will result in sanctions, at admins' discretion.

Admins keep the right to take sanctions if any behavior is judged abusive.

"Cuts", "reroutes" or unintended ways are not allowed to be used on the maps.during matches.

f. Registrations

To register you must follow the following rules:

- You need to be considered Belgian*
- Possessing the Standard access or the Club access
- Be on the discord server during the competition

**To be considered as Belgian, the player must follow one of the following rules:*

- The player is living in Belgium*
- The player has the Belgian nationality*

2. Tournament

a. Seeding

All players gather on one server. We play **5 rounds on each map** with each map having a minute of warmup. The **top 16** players by points qualify for the next stage.

In case of a tie for last place, the players will play a head to head round.

b. Group Stage

All players are gathered in one group. Matches (as seen in 3. of this rulebook) will take place, with players playing at least one time each other. 5 matches will be played.

Players matches are defined by their seeding in the Seeding phase as seen below (P1 = Seed 1, P2 = Seed 2, ...):

Round 1	Match 1: P1, P2, P3, P4	Match 2: P5, P6, P7, P8	Match 3: P9, P10, P11, P12	Match 4: P13, P14, P15, P16	1st: 4pts
Round 2	Match 1: P1, P5, P9, P13	Match 2: P2, P6, P10, P14	Match 3: P3, P7, P11, P15	Match 4: P4, P8, P12, P16	2nd: 3pts
Round 3	Match 1: P1, P8, P11, P14	Match 2: P2, P5, P12, P15	Match 3: P3, P6, P9, P16	Match 4: P4, P7, P10, P13	3rd 2pts
Round 4	Match 1: P1, P3, P10, P12	Match 2: P5, P7, P14, P16	Match 3: P2, P4, P9, P11	Match 4: P6, P8, P13, P15	4th 1pt
Round 5	Match 1: P1, P6, P11, P16	Match 2: P4, P5, P10, P15	Match 3: P3, P8, P9, P14	Match 4: P2, P7, P12, P13	

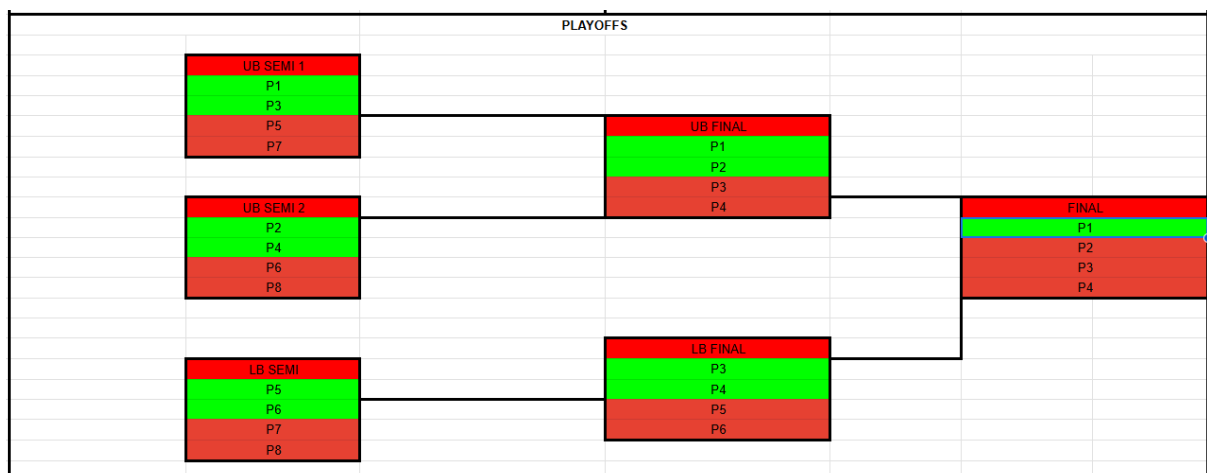
During each match, the winner gets 4 points, the second gets 3, the third gets 2, and the last gets 1. At the end of the five rounds, the top 8 with most points qualifies for the playoffs.

In case of a tie in terms of points between two players, the player that won their head to head match against the other takes the upper place.

c. Playoffs

Double Elimination bracket:

The start positions are defined by the final placement during the Group phase, as seen below:



All matches use the settings set in section 3. of this rulebook.

3. Server Settings

a. Group Stage mode

- Game Mode: Cup
- Map Order: Random
- Rounds per map: 4
- Points Limit: 120
- Winners: 3
- Warmup: 15 seconds for every map
- Finish Time out: 20 seconds
- Points Rep: 10,7,5,3
- Respawn: Allowed

b. Playoffs mode

- Game Mode: Cup
- Map Order: Random
- Rounds per map: 4
- Points Limit: 120
- Winners: 2
- Warmup: 15 seconds for every map
- Finish Time out: 20 seconds
- Points Rep: 10,7,5,3
- Respawn: Allowed

c. Grand Finale mode

- Game Mode: Cup
- Map Order: Random
- Rounds per map: 4
- Points Limit: 150
- Winners: 3
- Warmup: 15 seconds for every map
- Finish Time out: 20 seconds
- Points Rep: 10,7,5,3
- Respawn: Allowed

4. Prizepool

TBD

NOTE: May be subject to modifications if the prize pool is increased during the competition.

5. Streaming

Players are allowed and encouraged to stream their own POVs. There will be more information on the official stream(s) on the official Discord.

The present rulebook may be subject to minor modifications, if any modification is considered as major by the staff members, it will be communicated on the discord server