1 GENERAL

1.1 Disclaimer

This document was written by OPL and made also available to other tournament organisers. Any admin decision by non OPL admins are subject of the respective organiser. The entirety of this general rulebook or parts of it can be overwritten by game specific or tournament specific rulebooks.

1.2 OPL

1.2.1 OPL as platform

Administration of any tournament is the responsibility of the respective organiser. OPL is primarily an esport platform provider which means that administrative tournament decisions do not fall within the remit of the OPL but the organiser of the tournament and their administration staff. In case of disagreement between organiser and participant the OPL acts as unbiased mediator after opening a support ticket.

1.2.2 OPL as organiser

Tournaments which are organised by OPL will be also the responsibility of them. Administration of these tournaments are subject of OPL staff.

1.3 Rule Changes

OPL reserves the right to alter, remove or otherwise change the rules without further notice.

1.4 Publishing of Conversations

The contents of support tickets, match chats, private messages or any kind of discussion may not be published without explicit permission by OPL staff due to data privacy reasons.

2 BROADCASTS

2.1 Reservation of Rights

The respective organiser reserves the right to broadcast all matches of the tournament they organise. Any devolution of this rights are matter of said organiser.

2.2 Community Casts

Every cast which is organised and executed without the organisers commission is considered as community cast.
Characteristics of such cast are that they are non-profit and without any binding contracts.
Community casts are allowed with written permission of the respective organiser of the tournament. Any casts have to have a decent overlay like the ones provides by OPL.
Besides that the cast must comply with OPLs T&C as well as their rulebooks.

3 CODE OF CONDUCT

3.1 Area Of Effect

The range of validity extends beyond the OPL website. Platforms which are included but not exclusive are social media channels like Twitter, Twitch, etc, in-game chats or forums. Known negative behaviour of any kind will be punished by OPL.

We want to put special emphasis on the severity of OPL punishments: Any punishments by the OPL staff are directly effecting your ability to sign up and compete in any tournament hosted on the OPL platform.

3.2 Competitive Integrity

3.1.1 Mindset

Players are expected to perform at their best within any match. Actions which suggest that players deliberately want to lose the match will be punished. Sabotaging the game which includes giving up early, obstruct own team mates or psychologically manipulative behaviour will as equally be punished.

3.1.2 Exploits

Exploits like bug abuse, cheating, hacking, DDossing or similar explicitly forbidden.

3.1.3 Ringing

Playing with another players account is forbidden and will be punished.

3.1.4 Match Fixing

Any attempt to determine the result of a match before it was actually playes will be punished.

3.3 Untolerated Behaviour

Racism, bullying or other kinds of verbal abuse are considered as untolerated behaviour. The OPL reserves the right to judge other cases which are not explicitly included in this list but which, according to common understanding, do belong to it.

4 PARTICIPATION

4.1 Eligibility

Players which fulfil all requirements listed on the event info page before sign-up are eligible to participate in the event. A player is only eligible to play in one single team participating in the same event.

4.2 Sign-up and Check-in

Sign-up for an event declares the intention to participate in this event but is not a binding agreement. Check-in confirms the participation intention and is a binding commitment.

4.3 Roster

After sign-up the roster is locked. Players added to the team afterwards are not eligible to play. Player who leave the team lose their eligibility to play.

5 PRE AND POST GAME

5.1 Pre Game

Players are encouraged to make the necessary arrangements to start the match as soon as possible. This includes actions like banning maps or similar tasks to do on the OPL website and also opening a lobby in-game to invite all participants.

5.2 Post Game

Players must perform certain actions on the website after the match like entering the result. These obligations are considered to be fulfilled the moment the match status changes to 'closed'.

5.3 Match Protest

In case of disagreements between participants a protest can be prompted. Administration staff of the respective organiser will resolve the issue.