SWISS PRO LEAGUE

COMPETITION RULEBOOK

Version 1.3

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ARTICLE 1 – GENERAL PRINCIPLES

1.1 Purpose

This Rulebook governs all official Swiss Pro League (SPL) competitions.

1.2 Scope

This Rulebook applies to:

- Players
- Coaches
- Team Managers
- Team Owners
- Licensed Teams
- Officials
- Broadcast Talent
- Other Participants

1.3 Authority

The SPL reserves the right to interpret, modify and enforce this Rulebook.

ARTICLE 2 – ELIGIBILITY

2.1 Minimum Age

Players must be at least sixteen (16) years old on the date of their first official SPL match.

2.2 Residency

All registered players must maintain official residence in Switzerland.

2.2.1 Residency Verification

All players must maintain official residence in Switzerland throughout their participation in SPL competitions.

The SPL may request proof of residency at any time.

Accepted forms of proof may include:

- Swiss Passport
- Swiss Identity Card
- Swiss Residence Permit

- Official Certificate of Residence
- Municipal Registration Confirmation
- Other official documents accepted by the SPL

2.2.2 Eligibility Audits

The SPL may conduct eligibility audits at any time.

Eligibility audits may be performed:

- Randomly
- During investigations
- Following complaints
- During player registration reviews

Participants must cooperate fully with such audits.

2.2.3 False Residency Information

Providing false, misleading or fraudulent residency information constitutes a serious violation.

The SPL may impose:

- Match Losses
- Fines
- Player Suspensions
- Team Sanctions
- Exclusion from Competition

2.3 Coaches

Coaches are not required to reside in Switzerland.

2.4 Rank Requirements and Selection Criteria

No minimum rank is required to participate in either the Swiss Pro League or the SPL Cup.

However, a player's rank on their main account may be considered during the team application and selection process. Higher-ranked players, particularly those ranked Diamond IV or above, may positively influence the overall evaluation of a team's application.

Rank alone does not guarantee acceptance, and lower-ranked players shall not be automatically excluded.

ARTICLE 3 – TEAM ROSTERS

3.1 Starting Roster

Each team must register:

- Five (5) starting players

3.2 Substitutes

Teams may register:

- Up to two (2) substitute players

3.2.1 Eligibility

Substitute players are considered official members of the team's roster and must satisfy all SPL eligibility requirements.

3.2.2 Usage of Substitute Players

Substitute players may replace starting players before the beginning of a series.

Teams are not required to provide a reason for a substitution.

3.2.3 Mid-Series Substitutions

Substitutions between games of a series are permitted.

The opposing team and SPL Administration must be informed before the next game begins.

3.2.4 Emergency Substitutions

Emergency substitutions may be approved by the SPL in exceptional circumstances.

Examples include:

- Medical Emergencies
- Technical Emergencies
- Force Majeure Events

3.3 Coaches

Teams may register:

- Up to three (3) coaches

3.4 Team Manager

Each team must designate at least one Team Manager.

ARTICLE 4 – PLAYER REGISTRATION

4.1 One Team Rule

A player may only be registered to one SPL team at a time.

4.2 Main Account

Players must register their primary Riot account.

4.3 Verification

The SPL may require:

- Riot IDs
- Account history
- Ownership verification
- Additional identification

4.4 False Information

Providing false information may result in:

- Fines
- Match Losses
- Suspensions
- Exclusion

ARTICLE 5 – TEAM TAGS & PLAYER NAMES

5.1 Team Tag Requirement

Players must use the official team tag before their in-game name.

Examples:

- T1 Keria
- GEN Ruler
- SPL Morris

5.2 Team Tag Length

Official team tags must contain a minimum of two (2) and a maximum of four (4) characters.

5.3 Reserved Tags

Approved team tags are reserved by the SPL.

No duplicate tags shall be permitted.

5.4 Professional Names

Player names must remain professional and appropriate.

The SPL may require name changes at any time.

ARTICLE 6 – REGULAR SEASON FORMAT

6.1 Teams

The SPL consists of ten (10) licensed teams.

6.2 Format

The Regular Season shall use:

Double Round Robin

6.3 Match Format

All Regular Season matches shall be:

Best-of-Three (BO3)

6.4 Points

Series Win:

- 1 Point

Series Loss:

- 0 Points

ARTICLE 7 – PLAYOFFS

7.1 Qualification

The top six (6) teams qualify for Playoffs.

7.2 Round One

- Seed #3 vs Seed #6
- Seed #4 vs Seed #5

BO5

7.3 Semifinals

- Seed #1 vs Lowest Remaining Seed
- Seed #2 vs Highest Remaining Seed

BO5

7.4 Final

Grand Final

BO5

7.5 Cup Qualification

The final playoff standings determine qualification for the SPL Cup.

ARTICLE 8 – SPL CUP

8.1 Participants

Sixteen (16) teams participate.

8.2 Direct Qualification

Four teams qualify directly:

- Spring Champion
- Spring Runner-Up
- Championship Champion
- Championship Runner-Up

8.3 Open Qualifiers

Twelve (12) teams qualify through Open Qualifiers.

ARTICLE 9 – OPEN QUALIFIER

9.1 Format

Swiss System

9.2 Standard Matches

BO1

9.3 Qualification Matches

BO3

9.4 Elimination Matches

BO3

9.5 Advancement

Three wins qualify.

9.6 Elimination

Three losses eliminate.

ARTICLE 10 – SPL CUP SWISS STAGE

10.1 Format

Swiss System

10.2 Standard Matches

BO1

10.3 Qualification Matches

BO3

10.4 Elimination Matches

BO3

10.5 Advancement

Three wins qualify for Playoffs.

10.6 Elimination

Three losses eliminate.

ARTICLE 11 – MATCH OPERATIONS

11.1 Official Match Time

All matches shall begin at the time specified by the SPL.

11.2 Team Responsibility

Teams are responsible for ensuring that all players are present, prepared and available at the scheduled start time.

11.3 Match Readiness

Teams must be ready to enter the lobby upon request by SPL officials.

ARTICLE 12 – CHECK-IN PROCEDURE

12.1 Check-In Requirement

All teams must complete official check-in before each match.

12.2 Deadline

Check-in must be completed no later than thirty (30) minutes before the scheduled match start.

12.3 Responsibility

The Team Manager, Captain or Coach may complete the check-in process.

12.4 Failure to Check-In

Failure to complete check-in may result in:

- Warning
- Fine
- Match Loss
- Additional sanctions

ARTICLE 13 – TEAM CAPTAIN

13.1 Designation

Each team shall designate one official Team Captain.

13.2 Responsibilities

The Team Captain serves as the primary in-game representative of the team.

13.3 Authority

The Captain may communicate with:

- SPL Officials
- Administrators
- Commissioner

during official matches.

ARTICLE 14 – COACH AUTHORITY

14.1 Coaches

Registered coaches may assist teams during Champion Select.

14.2 Match Start

Once the match begins, coaches may not provide competitive assistance unless specifically authorised by SPL regulations.

ARTICLE 15 – LOBBY CREATION

15.1 Responsibility

The SPL shall determine the party responsible for lobby creation.

15.2 Verification

Teams must verify:

- Players
- Sides
- Lobby Settings
- Draft Settings

before Champion Select begins.

ARTICLE 16 – CHAMPION SELECT

16.1 Player Responsibility

Players are fully responsible for:

- Champion Selections
- Runes
- Summoner Spells
- Item Sets
- Client Settings
- Account Settings

16.2 Finality

Upon completion of Champion Select, all selections become final and binding.

16.3 Incorrect Picks

Incorrect Champion selections shall not constitute grounds for:

- Remake
- Draft Restart
- Chronobreak
- Match Restart

16.4 Runes

Incorrect Rune configurations shall not constitute grounds for competitive intervention.

16.5 Summoner Spells

Incorrect Summoner Spells shall not constitute grounds for competitive intervention.

16.6 Exceptions

The SPL may intervene only in cases involving:

- Riot Client Failures
- Technical Draft Issues
- Competitive Integrity Concerns

ARTICLE 17 – FEARLESS DRAFT

17.1 Draft Format

All official SPL competitions shall use Fearless Draft in accordance with the format established by Riot Games, unless otherwise announced by SPL Administration.

17.2 Restrictions

Any champion selected by either team in a previous game of a series shall be unavailable for selection by both teams in all subsequent games of that same series.

These restrictions are cumulative throughout the series and are referred to as Fearless Bans.

The standard ten (10) champion bans shall remain in effect for each individual game. All Fearless Bans shall reset upon completion of the series.

17.3 Scope

Fearless Draft restrictions apply throughout the entire series.

17.4 Violations

Draft violations may result in:

- Draft Penalties
- Match Loss
- Additional sanctions

ARTICLE 18 – SIDE SELECTION

18.1 Determination

The SPL shall determine side selection procedures.

18.2 Series

Side selection for subsequent games shall follow the official format established for the competition.

ARTICLE 19 – PAUSES

19.1 Technical Pauses

Technical pauses may be requested at any time.

19.2 Medical Pauses

Medical pauses may be requested at any time.

19.3 Administrative Authority

The Commissioner or SPL Officials may grant additional pause time where appropriate.

19.4 Abuse

Abuse of pause privileges may result in sanctions.

ARTICLE 20 – DISCONNECTS

20.1 Immediate Reporting

Teams must immediately report disconnects to SPL officials.

20.2 Investigation

The SPL may investigate:

- Internet Failures
- Hardware Problems
- Riot Service Issues
- Other Technical Problems

20.3 Resolution

The SPL may determine the appropriate remedy.

ARTICLE 21 – CHRONOBREAK

21.1 Availability

Chronobreak may be used where technically available.

21.2 Eligibility

Chronobreak may be considered where a significant technical issue materially impacts competitive integrity.

21.3 Authority

Only the SPL may authorise a Chronobreak.

ARTICLE 22 – REMAKES

22.1 Remakes

Remakes may only be granted in exceptional circumstances.

22.2 Examples

Potential grounds include:

- Major Technical Failures
- Riot Service Issues
- Severe Competitive Integrity Concerns

22.3 Exclusions

Player mistakes shall not justify a remake.

Examples include:

- Wrong Champion
- Wrong Rune Page
- Wrong Summoner Spell
- Incorrect Item Purchases

ARTICLE 23 – OBSERVERS

23.1 Authorised Personnel

Only authorised persons may observe official matches.

23.2 Authorised Categories

Authorised persons may include:

- SPL Observers
- SPL Administrators
- Commissioner
- Broadcast Personnel

23.3 Unauthorised Observers

The following are prohibited unless specifically authorised:

- Owners
- Analysts
- Friends
- Additional Coaches
- Former Players

23.4 Information Sharing

Sharing information from observer positions is strictly prohibited.

ARTICLE 24 – SPECTATOR POLICY

24.1 Spectator Restrictions

Only authorised spectators may be present within official match environments.

24.2 Violations

Violations may result in:

- Fines
- Match Loss
- Suspensions
- Additional sanctions

ARTICLE 25 – STREAMING RIGHTS

25.1 General Principle

The SPL reserves all official broadcast rights for SPL competitions.

25.2 Team Streams

Teams may broadcast their own matches where permitted by SPL regulations.

25.3 Compliance

All broadcasts must comply with SPL rules and applicable laws.

ARTICLE 26 – STREAM DELAY

26.1 Minimum Delay

All non-official broadcasts must operate with a minimum delay of one hundred and twenty (120) seconds.

26.2 Purpose

The delay requirement exists to protect competitive integrity and prevent stream sniping.

26.3 Violations

Failure to maintain the required delay may result in sanctions.

ARTICLE 27 – SPL CUP BROADCAST RIGHTS

27.1 Exclusive Rights

The SPL Cup Main Event shall be subject to exclusive SPL broadcast rights.

27.2 Restrictions

Teams may not independently broadcast SPL Cup Main Event matches unless expressly authorised by the SPL.

27.3 Exceptions

The SPL may grant exceptions on a case-by-case basis.

ARTICLE 28 – CO-STREAMING

28.1 Approval Requirement

Co-streaming of SPL competitions requires prior SPL approval.

28.2 Eligible Parties

Co-stream permissions may be granted to:

- Streamers
- Content Creators
- Organisations
- Media Partners
- Former Professional Players

28.3 Revocation

The SPL may revoke co-streaming rights at any time.

ARTICLE 29 – TRANSFER WINDOWS

29.1 Official Transfer Windows

Player transfers may only occur during official SPL transfer windows.

29.2 Window One

Pre-Spring Split Transfer Window.

29.3 Window Two

Mid-Season Transfer Window.

29.4 Window Three

Pre-Cup Transfer Window.

29.5 Exceptions

The SPL may authorise emergency transfers in exceptional circumstances.

ARTICLE 30 – ROSTER LOCK

30.1 Roster Lock

Outside official transfer windows, rosters are considered locked.

30.2 Restrictions

No player additions, removals or transfers may occur without SPL approval.

ARTICLE 31 – PLAYER TRANSFERS

31.1 Approval

All transfers require SPL approval.

31.2 Completion

A transfer becomes effective only after official SPL confirmation.

31.3 Exclusivity

A player may not compete for more than one SPL team simultaneously.

ARTICLE 32 – FORFEITS

32.1 Definition

A forfeit occurs when a team:

- Fails to appear
- Cannot field an eligible roster
- Refuses to play
- Abandons a match

32.2 First Offense

- Match Loss
- CHF 100 Fine

32.3 Second Offense

- Match Loss
- CHF 250 Fine

32.4 Third Offense

The matter shall be referred to the Disciplinary Committee.

32.5 Playoffs

A playoff forfeit may result in immediate elimination.

ARTICLE 33 – TIEBREAKERS

33.1 Equal Points

Where teams finish with equal points, tiebreakers shall apply.

33.2 First Tiebreaker

Head-to-Head Record.

33.3 Second Tiebreaker

Overall Game Score.

33.4 Third Tiebreaker

Official SPL Tiebreaker Match.

33.5 Match Format

Tiebreakers shall generally be:

- BO3
- BO5 where qualification or championship positions are affected

ARTICLE 34 – SWISS STAGE SEEDING

34.1 Pool One

Directly qualified teams:

- Spring Champion
- Spring Runner-Up
- Championship Champion
- Championship Runner-Up

34.2 Pool Two

All teams qualified through Open Qualifiers.

34.3 Opening Round

Pool One teams shall be paired against Pool Two teams.

34.4 Subsequent Rounds

Teams shall face opponents with identical records whenever possible.

34.5 Repeat Matches

The SPL shall attempt to avoid repeat matchups during the same Swiss Stage.

ARTICLE 35 – PROTESTS

35.1 Eligibility

Only the Team Captain or a registered Coach may submit a protest.

35.2 Deadline

Protests must be submitted within fifteen (15) minutes following the conclusion of the relevant series.

35.3 Evidence

Accepted evidence may include:

- Screenshots
- Videos
- Riot Data
- SPL Recordings
- Observer Footage

35.4 Review

Protests shall be reviewed by SPL Administration.

ARTICLE 36 – APPEALS

36.1 Appeal Rights

Serious disciplinary decisions may be appealed.

36.2 Deadline

Appeals must be submitted within seven (7) days.

36.3 Review Authority

Appeals shall be reviewed by the Disciplinary Committee.

ARTICLE 37 – MATCH SCHEDULING

37.1 Official Match Days

Official SPL match days may include:

- Wednesday
- Thursday
- Friday
- Saturday
- Sunday

37.2 Match Slots

Standard match slots may include:

Weekdays:

- 19:00

Weekends:

- 14:00
- 18:00

37.3 Weekly Limit

Teams may not play more than:

- Two (2) series per week
- One (1) series per day

37.4 Schedule Adjustments

Schedule changes require SPL approval.

ARTICLE 38 – AWARDS

38.1 Official Awards

The SPL may present:

- MVP of the Split
- Rookie of the Split
- Coach of the Split
- First All-Pro Team
- Player of the Year
- Team of the Year
- Cup MVP

38.2 Voting

Voting procedures shall be defined by the Season Handbook.

38.3 Transparency

Voting results may be published in anonymised form.

ARTICLE 39 – COMPETITIVE INTEGRITY

39.1 Principle

All participants must uphold competitive integrity at all times.

39.2 Cooperation

Participants shall cooperate with SPL investigations.

39.3 Additional Measures

The SPL may impose additional requirements to protect competitive integrity.

ARTICLE 40 – FINAL PROVISIONS

40.1 Interpretation

The SPL retains authority to interpret this Rulebook.

40.2 Amendments

The Rulebook may be amended by the SPL where necessary.

40.3 Effective Date

This Rulebook enters into force upon official publication by the Swiss Pro League.

END OF DOCUMENT

SWISS PRO LEAGUE COMPETITION RULEBOOK
Version 1.2