SWISS PRO LEAGUE

TEAM PARTICIPATION AGREEMENT (TPA)

Version 1.1

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PREAMBLE

This Team Participation Agreement ("Agreement") governs the relationship between the Swiss Pro League ("SPL") and the participating licensed organisation ("Team").

By accepting this Agreement, the Team agrees to comply with all applicable SPL rules, policies and regulations.

ARTICLE 1 – PARTIES

1.1 League

Swiss Pro League Association

("SPL")

1.2 Team

The licensed organisation participating in the SPL.

("Team")

ARTICLE 2 – LICENCE GRANT

2.1 Participation Right

The SPL grants the Team a licence to participate in official SPL competitions.

2.2 Conditions

The licence remains subject to:

- Compliance with SPL regulations
- Payment of required fees
- Continued eligibility

2.3 No Ownership

The licence does not create ownership rights in the SPL.

ARTICLE 3 – LICENCE TERM

3.1 Duration

Licences are generally granted for a period of one (1) year.

3.2 Annual Review

The SPL may conduct annual reviews.

3.3 Renewal

Licence renewal is not automatic.

ARTICLE 4 – PARTICIPATION FEE

4.1 Annual Fee

Each Team shall pay an annual participation fee of:

CHF 500

4.2 Allocation

The annual fee shall generally be allocated as follows:

CHF 450
Prize Pool Fund

CHF 50
League Operations

4.3 Payment Schedule

The SPL may collect:

- CHF 250 before Spring Split
- CHF 250 before Championship Split

or require a single annual payment.

4.4 Failure to Pay

Failure to pay may result in:

- Suspension
- Loss of Participation Rights
- Licence Review

ARTICLE 5 – TEAM OBLIGATIONS

5.1 Compliance

Teams shall comply with:

- Constitution
- Competition Rulebook
- Integrity Code
- Penalty Matrix

- Season Handbook

5.2 Professional Conduct

Teams shall act professionally and in good faith.

5.3 Cooperation

Teams shall cooperate with SPL officials and investigations.

ARTICLE 6 – TEAM MANAGER

6.1 Requirement

Each Team must appoint at least one Team Manager.

6.2 Responsibilities

The Team Manager shall serve as the primary administrative contact.

6.3 Authority

The Team Manager may represent the Team in official SPL matters.

ARTICLE 7 – ROSTERS

7.1 Minimum Roster

Each Team must maintain:

- Five (5) starting players

7.2 Optional Members

Teams may register:

- Up to two (2) substitutes
- Up to three (3) coaches

7.3 Eligibility

All registered participants must satisfy SPL eligibility requirements.

ARTICLE 8 – MEDIA RIGHTS

8.1 League Rights

The Team acknowledges the SPL's ownership of official competition broadcast rights.

8.2 Promotional Use

The SPL may use:

- Team Names
- Logos
- Player Names
- Match Footage
- Statistics

for promotional and operational purposes.

8.3 Archiving

The SPL may archive and publish historical records.

ARTICLE 9 – SPONSORS

9.1 Team Sponsors

Teams may maintain their own sponsors.

9.2 Restrictions

Sponsors must comply with SPL regulations.

9.3 Conflicts

The SPL may prohibit sponsorship arrangements that create serious conflicts of interest.

ARTICLE 10 – REBRANDING

10.1 Changes

Teams may request changes to:

- Team Name
- Logo
- Brand Identity
- Team Tag

10.2 Approval

Rebranding requires SPL approval.

ARTICLE 11 – LICENCE TRANSFERS

11.1 Notification Requirement

The Team must immediately notify the SPL of any proposed:

- Licence Transfer
- Sale
- Change of Ownership
- Change of Control

11.2 Approval Requirement

Any licence transfer requires prior written approval from the SPL.

11.3 SPL Participation

The SPL may participate in discussions and negotiations relating to licence transfers.

11.4 League Contribution

The SPL may determine an appropriate contribution to support league operations in connection with a licence transfer.

No fixed percentage shall apply.

11.5 Refusal

The SPL may refuse any transfer where:

- Competitive integrity is endangered
- Ownership requirements are not met
- Conflicts of interest exist
- The acquiring organisation is unsuitable

ARTICLE 12 – SUCCESSOR ORGANISATIONS

12.1 Principle

The SPL recognises the importance of protecting players from organisational instability.

12.2 Team Dissolution

Where a Team dissolves, withdraws or ceases operations, the SPL may approve a successor organisation.

12.3 Minimum Continuity

To qualify as a successor organisation, at least three (3) players from the previous starting roster must remain.

12.4 Licence Continuation

The SPL may transfer participation rights to the approved successor organisation.

12.5 Waiting List

The SPL reserves the right to award the licence to an organisation from the official waiting list if doing so is deemed beneficial for the league.

ARTICLE 13 – TEAM WITHDRAWAL

13.1 Notification

Teams intending to withdraw from the SPL must notify the SPL without undue delay.

13.2 Existing Results

Completed official results shall generally remain valid.

13.3 Future Matches

Unplayed matches may be recorded as forfeits.

13.4 Replacement

The SPL may appoint a replacement organisation where appropriate.

ARTICLE 14 – TEAM ACTIVITY

14.1 Activity Requirement

Teams shall remain active and responsive throughout the licence period.

14.2 Administrative Obligations

Teams must:

- Respond to SPL communications
- Attend required meetings
- Respect deadlines
- Maintain current contact information

14.3 Inactivity

Persistent inactivity may result in:

- Warnings
- Fines
- Licence Review
- Licence Revocation

ARTICLE 15 – CONFIDENTIALITY

15.1 Confidential Information

The Team shall treat confidential SPL information as confidential.

15.2 Examples

Confidential information may include:

- Internal Documents
- Investigations
- Non-Public Decisions
- Financial Information
- Sponsorship Discussions

15.3 Disclosure

Disclosure is prohibited unless:

- Authorised by the SPL
- Required by law

ARTICLE 16 – LIABILITY

16.1 Participation at Own Risk

Participation in SPL competitions occurs at the Team's own risk.

16.2 Limitation of Liability

The SPL shall not be liable for:

- Internet Failures
- Power Outages
- Hardware Failures
- Riot Service Interruptions

- Data Loss
- Indirect Damages

16.3 Exceptions

This limitation shall not apply where mandatory law provides otherwise.

ARTICLE 17 – TERMINATION

17.1 Termination by Team

A Team may voluntarily withdraw from the SPL subject to applicable regulations.

17.2 Termination by SPL

The SPL may terminate participation rights for:

- Serious Rule Violations
- Repeated Violations
- Integrity Breaches
- Failure to Meet Requirements

17.3 Immediate Termination

The SPL may immediately terminate participation rights in severe cases.

ARTICLE 18 – LICENCE REVOCATION

18.1 Grounds

The SPL may revoke a licence where:

- Competitive Integrity is compromised
- Ownership Rules are violated
- Serious Misconduct occurs
- Participation Requirements are no longer met

18.2 Effects

Licence revocation may result in:

- Loss of Participation Rights
- Removal from Competitions
- Additional Sanctions

ARTICLE 19 – GOVERNING LAW

19.1 Applicable Law

This Agreement shall be governed exclusively by Swiss law.

ARTICLE 20 – JURISDICTION

20.1 Venue

The exclusive place of jurisdiction shall be the official seat of the Swiss Pro League Association.

ARTICLE 21 – ENTIRE AGREEMENT

21.1 Integration

This Agreement shall be read together with:

- SPL Constitution
- Competition Rulebook
- Integrity Code
- Penalty Matrix
- Season Handbook

21.2 Precedence

In case of conflict, the SPL Constitution shall prevail unless otherwise specified.

ARTICLE 22 – SIGNATURES

Swiss Pro League

Name: _____

Position: _____

Date: _____

Signature: _____

Team Representative

Organisation: _____

Name: _____

Position: _____

Date: _____

Signature: _____

END OF DOCUMENT

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