These rules apply across all tournaments. Game-specific rules can be found on the relevant tournament pages.

**1. Eligibility**

1.1. School eligibility

1.1.1. To be eligible to enter a team into the British Esports Championships, a school must be registered with the Department for Education and be accredited to deliver Level 2 and/or Level 3 qualifications.

1.1.2. A school must be able to provide a unique reference number (URN) if requested.

1.2. College eligibility

1.2.1. To be eligible to enter a team into the British Esports Championships, a college must be registered with the Department for Education and be accredited to deliver Level 2 and/or Level 3 qualifications.

1.2.2. A college must be able to provide a unique reference number (URN) if requested.

**1.3. Substitutions**

1.3.1. Change ​of ​Leader

1.3.1.1. A ​Leader ​may ​step ​down ​at ​any ​point ​during ​the ​season. In order ​to ​do ​this, they ​must ​appoint ​a ​new ​Leader ​using ​the team ​page ​on champs.britishesports.org.

1.3.1.2. If ​the ​majority ​of ​a ​team ​wishes ​to ​replace ​current ​Leader, admins must ​be ​contacted.

1.3.2. Roster ​Lock

1.3.2.1. Rosters will be locked each week at the check-in deadline (Mondays 18:00)

1.3.2.2. Players ​may ​still ​be ​removed ​from ​team ​during ​roster ​lock without ​restriction.

1.3.2.3. After ​the ​final ​match ​of the ​week ​has ​been ​played, ​rosters ​will ​be unlocked.

1.3.3. Emergency ​Substitutions

1.3.3.1. After ​a ​team's ​roster ​is ​locked ​they ​may ​request ​one emergency ​substitution ​to ​be ​added ​to ​their ​roster.

1.3.3.2. Emergency ​substitutions ​must ​be ​requested ​at ​least ​one hour before ​start ​time ​of ​match ​they ​wish ​to ​play ​in.

1.3.3.3. An ​emergency ​sub ​must ​not ​increase ​a ​team ​over ​the ​size ​limit for that game. ​However, ​Leaders ​may ​remove ​a player ​to ​reduce ​their ​team ​size ​before ​requesting ​a substitution.

**1.3.4. The ​Spirit ​of ​Substitutions**

Teams ​may ​replace ​any ​number ​of ​players ​between ​weeks ​of tournament. ​However ​teams ​are ​expected ​to ​select ​teams ​with ​the intent ​of ​trying ​to ​create ​competitive ​and ​enjoyable ​games ​for themselves ​and ​their ​opposition. ​If ​we ​believe ​teams ​are ​being selected ​for ​unsporting ​reasons ​for ​example ​swapping ​all players ​between ​two ​teams ​to ​manipulate ​seeding, ​penalties ​will ​be placed ​upon ​participating ​players ​and ​teams. ​If ​unsure ​about ​this ​rule please ​contact ​tournament ​admins ​before ​making ​substitutions.

**2. Match Rules**

2.1. Pauses ​and ​Rematches

2.1.1. If ​a ​player ​fails ​to ​connect ​to ​game, ​the ​game ​must ​be ​paused immediately. ​If ​this ​player ​fails ​to ​connect ​the ​game ​may ​be ​restarted. The ​new ​game ​must ​follow ​rules ​for ​a ​rematch ​found ​in ​section ​2.2.3.

2.1.2. Teams ​may ​use ​the ​pause ​command ​as ​follows:

2.1.2.1. It ​is ​forbidden ​to ​use ​the ​pause ​without ​an ​obvious ​reason ​like a ​player ​disconnect.

2.1.2.2. In ​the ​case ​a ​player ​disconnects ​or ​is ​having ​connectivity issues, ​it ​is ​allowed ​to ​use ​the ​pause.

2.1.2.3. In ​the ​case ​of ​hardware ​or ​software ​issues ​it ​is ​allowed ​to ​use the ​pause

2.1.2.4. In ​the ​event ​of ​a ​pause, ​the ​other ​team ​must ​be ​informed immediately ​why ​the ​pause ​has ​occurred ​and ​must ​be informed ​of ​any ​progress ​towards ​fixing ​the ​issue ​causing the pause.

2.1.2.5. Before ​resuming ​games ​both ​teams ​must ​state ​they ​are ready ​to ​continue.

2.1.2.6. Teams ​may ​only ​pause ​the ​game ​for ​up ​to ​15 ​minutes. ​If ​after 15 ​minutes ​technical ​issues ​can ​not ​be ​solved ​the ​game ​must not be resumed. ​If ​the ​game ​cannot ​be ​resumed ​then ​admins ​must be ​contacted ​and ​an ​automatic ​win ​will ​be ​awarded ​to the opposing ​team.

2.1.3. At the admin’s approval, teams ​may ​agree ​to ​a ​rematch.

2.2.3.1. A ​rematch ​must ​be ​played ​with ​the ​same ​settings i.e. same maps, heroes.

**2.2. No ​show**

2.2.1. Teams ​must ​arrive ​promptly ​to ​all ​games.

2.2.2. If ​a ​team ​hasn’t ​joined ​the ​custom ​game 20 ​minutes ​after ​the agreed ​start ​time, a ​default ​win ​will ​be ​given ​to ​the ​team ​that ​has ​all of ​their ​players in ​the ​custom game.

2.2.3. The team who were present on time must have timestamped proof that they were in lobby at the scheduled time in order to claim a default win. This can be a screenshot of the lobby with the Windows clock in the corner.

2.2.4. If ​neither ​team ​has ​created ​or ​joined ​a ​custom ​game ​within ​20 minutes, ​both ​teams ​will ​receive ​a ​loss. ​For ​calculating ​pairing, the ​higher seeded ​team ​will ​be ​considered ​the ​winner ​but ​the ​match will ​still ​count ​as ​a ​loss ​for ​calculating ​final ​standings.

**2.3. Submitting ​results**

2.3.1. After ​each ​game, ​both ​team ​Leaders ​should ​report ​results ​before joining ​lobby ​for ​next ​game.

2.3.2. Results ​should ​be ​submitted ​using ​the ​tournament ​companion. ​If players ​have ​any ​issues ​in ​doing ​this, ​then ​a ​tournament ​admin ​should be ​contacted.

**2.4. Casting ​of ​Games**

2.4.1. Tournament ​admins ​and ​people ​that ​are ​explicitly permitted ​to ​spectate ​by ​British Esports Championships ​(e.g. ​shoutcasters or ​streamers) ​may ​ask ​to ​spectate. ​You cannot refuse to invite a tournament admin.

2.4.2. Players ​must ​wait ​for ​casters ​to ​declare ​they ​are ​ready ​before starting.

2.4.3. Coaches, managers or anyone not explicitly permitted to spectate may spectate with permission from both teams.

2.4.4. Stream delay of at least 120 seconds must be enabled in the streaming software to prevent cheating.

**2.5. Tournament Format**

2.5.1. Schools and colleges will play in the same tournament. They will no longer be split into two tournaments.

2.5.2. The format of the tournament will be 5 weeks of Groups followed by 3 weeks of Playoffs, with one week for catch-up matches.

2.5.3. Teams must check in every week of fixtures to confirm they will be playing that week. This is to reduce the incidence of no-shows. Check-in will be open until Monday 18:00

2.5.4. The winning team of the Winter Split will qualify for the Grand Finals at Insomnia66 in Easter 2020.

**3. Spirit ​of ​the ​Game**

**3.1. Sportsmanship**

3.1.1. Teams ​are ​expected ​to ​play ​at ​their ​best ​at ​all ​times ​within ​any ​British Esports Championships match, ​and ​to ​avoid ​any ​behavior ​inconsistent ​with ​the ​principles ​of good ​sportsmanship, ​honesty, ​or ​fair ​play.

3.1.2. The ​following ​actions ​will ​be ​considered ​unfair ​play ​and ​will ​be ​subject to ​penalties ​at ​the ​discretion ​of ​the ​admins.

3.1.2.1. Hacking. ​Hacking ​is ​defined ​as ​any ​modification ​of ​the programme ​by ​any ​player, ​team ​or ​person ​acting ​on behalf ​of ​a ​player ​or ​a ​team.

3.1.2.2. Ringing. ​Playing ​under ​another ​player’s ​account ​or ​soliciting, inducing, ​encouraging ​or ​directing ​someone ​else ​to ​play ​under another ​player’s ​account.

3.1.2.3. Cheating ​Device. ​The ​use ​of ​any ​kind ​of ​cheating ​device ​and/or cheat ​programme.

3.1.2.4. Intentional ​Disconnection. ​An ​intentional ​disconnection without ​a ​proper ​and ​explicitly-stated ​reason.

3.1.2.5. British Esports Championships ​Discretion. ​Any ​other ​further ​act, ​failure ​to ​act, ​or behavior ​which, ​in ​the ​sole ​judgment ​of ​British Esports Championships ​officials, ​violates these ​Rules and/or ​the ​standards ​of ​integrity ​established ​by British Esports Championships ​for ​competitive ​game ​play.

3.1.3. The ​following ​actions ​will ​be ​considered ​poor ​sportsmanship ​play ​and will ​be ​subject ​to ​penalties ​at ​the ​discretion ​of ​the ​British Esports Championships.

3.1.3.1. Flaming/toxicity. ​This ​shall ​be defined as ​any ​comments ​in ​all ​chat ​or game ​lobby ​that ​may ​be ​considered ​negative ​or ​hurtful.

3.1.3.2. Use ​of discriminatory ​​language including, but not limited to, comments about a person’s gender, race, sexual orientation, age, hate speech or calls to harmful action.

3.1.3.3. Intentional ​disconnects. ​This ​does ​not ​include ​restarting ​client in ​order ​to ​bug ​fix.

**3.2. Penalties**

3.2.1. Any ​person ​found ​to ​have ​engaged ​in ​or ​attempted ​to ​engage ​in ​any act ​that ​British Esports Championships ​believes, ​in ​its ​sole ​and ​absolute ​discretion, ​constitutes unfair ​play, ​will ​be ​subject ​to ​penalty. ​The ​nature ​and ​extent ​of ​the penalties ​imposed ​due ​to ​such ​acts ​shall ​be ​in ​the ​sole and ​absolute discretion ​of ​the ​British Esports Championships.

3.2.2. If ​any ​team ​or ​player ​is ​suspected ​of ​breaking ​any ​rules, ​admins should ​be ​informed by the Leader. At this ​point ​admins ​may ​ask ​for ​screenshots ​or other ​evidence ​of ​misconduct.

3.2.3. Upon ​discovery ​of ​any ​team ​member ​committing ​any ​violations ​of ​the rules ​listed ​above, ​the ​British Esports Championships ​may, ​without ​limitation ​issue ​the following ​penalties:

3.2.3.1. Loss ​of ​choice of starting side

3.2.3.2. Issue of ​a ​warning

3.2.3.3. Forfeit ​of ​a ​match

3.2.3.4. Temporary ​suspension ​of ​a ​player

3.2.3.5. Permanent ​ban ​of ​a ​player

3.2.3.6. Deduction ​of ​points ​or ​seeding ​for ​the ​current ​or ​next tournament

3.2.3.7. Disqualification ​of ​team ​from ​a ​tournament

3.2.3.8. Disqualification ​of ​team ​from ​the ​British Esports Championships

**4. Spirit ​of ​the ​rules**

4.1. These ​Rules ​may ​be ​amended, ​modified ​or ​supplemented ​by ​the ​British Esports Championships, ​from time ​to ​time, ​in ​order ​to ​ensure ​fair ​play ​and ​the ​integrity ​of ​the ​British Esports Championships.

4.2. All ​decisions ​regarding ​the ​interpretation ​of ​these ​rules ​lie ​solely ​with ​the British Esports Championships, ​the ​decisions ​of ​which ​are ​final.