Farming Simulator 22
ARENA MODE

Farming Simulator LEAGUE

SEASON 5

OFFICIAL RULEBOOK

GIANTS SOFTWARE

§1 Introduction and Purpose

These official rules of the Farming Simulator League apply to all participants, including their surrounding staff, who participate in the Farming Simulator League.
Please, remember that the league administration always has the final say in decisions.
This also but not exclusively applies with respect to decisions supported in or in violation of this rulebook, and may be made in extreme cases to ensure fairness.

§2 Eligibility Requirements

To be eligible to compete in the league, each player must meet the following requirements:

1. Player Age

No player shall be considered eligible to participate in any FSL tournament before the age of 14. Players who are younger than 18 years at the day of the tournament need the agreement signed by a legal guardian and uploaded by the FSL team account while signing up, to play in this FSL tournament.

2.Exclusion Rules

Team owner and team player may not be employees of GIANTS Software GmbH or any of their respective affiliates. "Affiliate" is defined as any person or business entity which own or controls, is under the ownership or control of GIANTS Software GmbH.

§3 Ownership Restrictions

An organization may only own one Farming Simulator League team. Changes in the organization, ownership and sponsors with naming rights may only occur between seasons. Official team slots may not be traded or sold at any time. The FSL reserves the right to exclude teams whose sponsors have alcohol, tobacco gambling, adult content and game key reselling as their key product.

§4 Sponsorship Regulations

Teams are allowed to acquire sponsors for themselves. The FSL reserves the right to exclude teams whose sponsors have alcohol, tobacco, gambling, adult content and game key reselling as their key product.

§5 Rosters

1. Roster Continuity

Each official Farming Simulator League team is required to maintain and keep under contract at least three players across their active roster during the entirety of the season. One coach and up to 4 substitute players are optional for the team.

2. Roster Requirements

A team can have a maximum of 7 players on its roster (3 active and 4 substitutes).
A player becomes an active player the moment the player is added to the roster of a team on the FSL website.

If a player is removed from the roster on the FSL website, the player is also removed from the team. The player will, however, remain a player in the Farming Simulator League database. The player is henceforth considered a "free agent".
A free agent is free to transfer to a new team, provided the team the player previously competed for has not scored any circuit points in the current season. If points have been scored, the transfer must be approved by the league officials.

A player will not be allowed to compete for more than one team simultaneously and cannot be listed on the roster of more than one team. Prior to the event, the team has to lock a roster of 3 active players and optional 1 substitute by the time the signup window for the event ends, as stated on the official FSL website. Only the players in the locked roster are allowed to compete at the event.

3. Roster Modification
Teams can add players to their roster between events up to the maximum team size.

4. Substitutions
The teams are allowed to use the substitute player between games of a match. The team has to notify a league official before the game starts in order to sub in a player.
In the case of an emergency (e.g. cancelled flight, etc.) it is allowed for the coach to sign up as substitute.

5. Coach
A coach can only represent one team.

6. Names
The player names, team names and tags may only include upper-case letters, lower-case letters, digits, underscores or single spaces between words. The name must not be longer than 20 characters. The name must not include any URL or similar. Name connections to alcohol, drugs, insults, gambling or adult content as well as name additions like sponsored by, powered by or similar are not allowed.
Teams will be permitted a team tag of 2 – 3 characters to be added to the front of each player's name on the tournament client.
All player names, team names and team tags must be approved by league officials in advance. League officials reserve the right to deny a player name, team name or tag if it does not reflect the professional standards sought by the league and the player or team will be required to change their name. Penalties may be imposed for non-compliance.

§6 Marketing and Communication

1. Publishing
By participating in an official team, all players, team members and employees around the team grant GIANTS Software the right to use photo, audio or video material on all communication channels (websites, social media, …) and for other promotional purposes.
The league has the right to publish information (such as names, nationality, pictures,

videos, statistics, …) about the team, team owner and team members through all communication channels of GIANTS Software, FSL, Farming Simulator, as well as the official sponsor channels (website, social media, community websites, …). After withdrawal, photo, audio or video materials may still be used for promotional purposes.

2. Tournament Communication
a. Interviews
For each FSL tournament, at least one player from each team must make themselves available for interviews (remotely for online games). The team must provide contact information to the league management. A time definition is waived, so interviews can take place both before and after the tournament.
The league official will make efforts to inform team captains in advance of a tournament when an interview will be held.

b. Publications
Each team, team owner and sponsor must make at least 5 FSL-related publications (press, social media, TV, …) and keep the proof at least until the end of the current season. If the league management requires this proof, it must be submitted.

3. League Communication
The primary official method of communication is email. The League management may use the email registered in the user's profile at fsl.giants-software.com for league-related communications. Therefore, it is mandatory that this email address be kept current and checked regularly.
For complaints, rule violations, questions or anything else, every participant can contact esports@giants-software.com.

4. Usage of Logos
Regardless of the purpose of use, the Farming Simulator, Farming Simulator League and GIANTS Software logos may not be used freely. When using at least one of the logos, you must have an approval from a league representative and / or a member of the GIANTS Software marketing department.
Please send your request to esports@giants-software.com

§7 League Format and Prizes

1. Season Circuit Points
A team will be awarded with season circuit points according to the result at the different tournaments. The points are as follows:

Rank	Circuit Points
1	90
2	70
3 and 4	50
5 - 8	30

2. Application for a tournament

A team can only apply for a tournament if the following criteria are met, regardless of order:

a. player data of player 1, player 2 and player 3 are completely and correctly filled in
b. a team captain has been selected
c. team data completely filled in and uploaded
d. the regulations are read, understood and accepted

If one of these points does not apply, the team application for an event will be rejected.

3. Online Tournaments

The online events consists of 3 phases (all played online on dedicated servers):
a. **First phase open qualifier**
best-of-3 single elimination with a randomized bracket and a limit of participants
b. **Second phase play-in round**
best-of-3 single elimination with teams from open qualifier
c. **Third phase finals**
best-of-3 single elimination with the bracket drawn by lots

Conditions of participation:

a. A team must consist of 3 players
b. A team needs a logo and banner, uploaded when registering for an event
c. The team captain must attend the tournament briefing
d. The team captain must be available in the official Discord throughout the whole tournament
e. Access data to the Discord server will be announced by the league official before the tournament starts.

Server regulations:

a. All 3 players must be on the server within 15 minutes
b. Starting from the quarter finals on, this time is reduced to 5 minutes
c. Observers are not allowed during the whole tournament

Disconnect / Bugs:

a. Players are responsible for a smooth connection to the server.
b. If a problem occurs with the game, that makes it impossible to continue fairly, it has to be reported immediately to the league official. Later complaints cannot be considered.
c. If a player disconnects, the game will be paused for 3 minutes. The match will resume if the player reconnects within 3 minutes. If the connection cannot be restored, the game will continue automatically.
d. When a player disconnects for the third time, reconnection is no longer possible.
e. Should server-side problems occur, the league official will decide on appropriate measures.

4. Offline Tournaments

The offline events consist of 3 phases (all played online on dedicated servers):

a. First phase open qualifier
best-of-3 single elimination with a randomized bracket and a limit of participants

b. Second phase play-in round
best-of-3 single elimination with teams from open qualifier

c. Third phase finals
best-of-3 single elimination with the bracket drawn by lots

If tickets are needed to participate in the tournament, they usually cannot be provided by Farming Simulator League.

5. Tiebreakers

1. Ranking
When multiple teams are tied (circuit points and tournament results) in the standings at the end of the season, those teams will play an online tournament to determine their respective spots for the season finale. The format will be announced by the league management.

2. Match
Winning Criteria are in this order: **score > bale top > bales total > first bale > grain > first claim**

6. Prize Pool

Circuit Tournament

TOTAL: € 15,000 each tournament

Rank	Prize Pool in €
1	**€ 5 250** • 1x noblechair Hero TX • 3x 150 € Caseking Voucher • 1x 100 € Nitrado Voucher • Prize money 4 250 €
2	**€ 4 100** • 1x noblechair Hero TX • 3x 100 € Caseking Voucher • 1x 100 € Nitrado Voucher • Prize money 3 250 €
3 – 4	**€ 3 200** • 6x 100 € Caseking Voucher • 2x 50 € Nitrado Voucher • Prize money 2 500 €
5 – 8	**€ 2 450** • 12x 60 € Caseking Voucher • 4x 50 € Nitrado Voucher • Prize money 1 530 €

Final Tournament

TOTAL: € 50,000

Rank	Prize Pool in €
1	**€ 22 410** • 3x noblechair Hero TX Real Leather • 3x 100 € Caseking Voucher • 1x 100 € Nitrado Voucher • Prize money 20 000 €
2	**€ 14 410** • 3x noblechair Hero TX Real Leather • 3x 100 € Caseking Voucher • 1x 100 € Nitrado Voucher • Prize money 12 000 €
3 – 4	**€ 8 100** • 6x 100 € Caseking Voucher • 2x 50 € Nitrado Voucher • Prize money 7 400 €
5 – 8	**€ 5 080** • 12x 75 € Caseking Voucher • 4x 50 € Nitrado Voucher • Prize money 4 180 €

Prize money and material prizes will be paid / handed over by GIANTS Software after each tournament, either on site or by bank transfer/shipping. This process starts when the team sends an invoice to the league official and should be initiated within 30 days of the FSL tournament to the account & address provided by the team captain. It may take up to 180 days or longer under special circumstances. If proper payment information is not received and / or updated information has not been provided by the team captain, payment will not be made until a reasonable period of time has elapsed after this has been corrected.

Prize money and non-cash prizes may be reduced due to penalties (see Penalties section).

The respective team captain shall ensure that the prize money / material prize is forwarded within 30 days. In case of non-compliance, the league official reserves the right to impose penalties.

§8 MATCH PROCESS

1. Equipment

League officials will provide the following equipment for players to use during offline tournaments: PCs and monitors, headsets, mice, mouse pads, keyboards, tables and chairs.

The following equipment can be provided at the discretion of league officials if requested by a player: Xbox game pads. Equipment provided by players must be submitted to league management in advance for approval. Approved equipment will remain with the league management. League management may, at its discretion, prohibit the use of certain equipment for reasons of tournament safety, security, operational efficiency/effectiveness, or if the equipment is from a company or brand that competes with Farming Simulator, GIANTS Software, or a current season sponsor.

Players may not install their own programs and may only use those provided by the league on site unless specifically permitted by league management.

Voice chat will only be provided through the native system of the league provided headsets. League officials may monitor team audio.

Headphones must be placed directly on the players' ears and remain there for the duration of the game. Players must not interfere with the placement of the headphones in any way. This also applies to objects placed between the headphones and the player's ears, with the exception of eyeglasses.

2. Clothing and Apparel

Players must wear their team's official jersey for all on-site games and pre- and post-game interviews. Use of the GIANTS Software logo, FSL logo and / or Farming Simulator logo must be approved prior to use.

3. Punctuality Rules

The team must be ready to play 15 minutes before the time stated on the FSL website or in the schedule of events. Failure to show up on time will result in the team being disqualified. The disqualified team will not be awarded circuit points and it's automatically a win by default for the opponent team.

4. Picking Team Perks

Within a best of 3 or best of 5, each team must choose a new team perk that hasn't been used in the matchup by their respective team. Choosing no team perk multiple times is a valid option if the team decides that they do not need one. Using a Team perk twice in the same matchup is equal to forfeiting and the match point will go to the other team.

§9 Code of Conduct

Every participant (no matter in which role the participate) has to behave respectfully towards FSL representatives, press, spectators, partners and other players. Participants are required to represent esports, FSL and its sponsors honorably. This applies to behavior in-game as well as in chats, messengers, comments and all other media. Furthermore, all participants are requested to behave according to the principles of good sportsmanship, honesty and fair play (no racism, sexism, hate speech, insults, ...). A rough guideline for all participants are the following guiding values:

1. **Compassion:** treat others as you would want to be treated.
2. **Integrity:** be honest, be committed, play fair
3. **Respect:** Respect all other people, including teammates, competitors and event staff
4. **Courage:** be brave in competition and stand up for what is right

Violations of this rule will be subject to penalties at the discretion of the league directors. All decisions regarding violations are at the sole discretion of the league.

The following examples are for illustrative purposes only:
1. Collusion construed as cooperation or conspiracy to defraud or deceive others. The collaboration or conspiracy may be between players, teams and/or organizations and may be for the sole benefit of the parties involved in the collaboration or conspiracy. The list of conspirators is not to be considered closed. Collusion includes not only, but also:
   a. Soft play, which is an agreement between players not to play at an appropriate competitive level in a game.
   b. Collusion to divide prize money and/or other compensation, sending or receiving signals, electronically or otherwise, from outside sources to/from a player.
   c. Willfully losing a game for compensation or any other reason, or attempting to induce another player to do so.
   d. Conspiracy to fix locations in advance for free agents and/or conspiracy to fix salaries of contracts for team members and/or potential team members.
2. Hacking, i.e., any modification of the Farming Simulator League tournament client.
3. Exploiting, i.e., intentionally taking advantage of a flaw in the game for an advantage.
4. Looking at spectator monitors.
5. Using any kind of cheating devices and/or cheat programs or similar cheating methods.
6. Intentional disconnection without a reasonable and explicitly stated reason.
7. Any other act that violates these rules and/or the standards established by the league.
8. All participants on a team must remember that they are representing the League at all times during offline events and conduct themselves accordingly.
9. Violations of Netiquette:
   a. public behavior
   b. insults
   c. Unsportsmanlike conduct: Falsifying scores, playing with an ineligible player.
   d. Misleading admins or players

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§10 PENALTIES

Violations of the rules or ignoring the instructions of the league administration may result in penalties for the entire team or a specific player. Depending on the incident, the league official may also impose two or more combinations of options.

Among others, penatlies can be:
1. Loss of the game
2. Loss of the match
3. Disqualification
4. Suspension for future seasons
5. Fines/reduction of prize money

§11 MODIFICATION

These rules may be amended, modified or supplemented by the league officials at any time without notice and, if necessary, overruled to ensure fair play throughout the competition.