



OFFICIAL RULEBOOK

Introduction and Purpose

These official rules of the Farming Simulator League apply to all teams, including their surrounding staff, who participate in the Farming Simulator League.

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 of their legal guardian to play in this FSL tournament.

2. Exclusion Rules

Team owners and team players may not be employees of GIANTS Software GmbH, FOCUS Home Interactive 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 or FOCUS Home Interactive.

Ownership Restrictions

An organisation may only own one Farming Simulator League team. The official sponsors of the league are not allowed to own a team themselves. Changes in organisation, ownership and sponsors with naming rights may only occur between seasons. Official team slots may not be traded or sold at any time.

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 on stage 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 become 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 may freely transfer to a new team provided the player did not score circuit points in the current season. If the player scored in the current season the transfer is subject to approval 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) it is allowed for the on stage coach to sign up as substitute.

5. On stage coach

An on stage 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.

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.

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.

Additional

1. Publishing

The league has the right to publish information (names, nationality, pictures, videos, stats, ...) about the team, team owner and team members on GIANTS, FSL, Farming Simulator and official sponsor channels (website, social media, community websites, ...).

2. 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.

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 to 8	30

2. Online Tournament

The online tournament is open to everyone and consists of a best-of-1 single-elimination tournament among all participants with the semi-finals and finals being best-of-3. The bracket will be seeded randomly and will not have a participation cap.

3. Offline Event

The offline event consists of 3 phases (all played locally):

- First phase open qualifier (best-of-1 single elimination, bracket will be seeded randomly and will have a participation cap)

- Second phase play-In round (best-of-1 single elimination with official and open qualifier teams)
- Third phase finals (best-of-1 and later best-of-3 single elimination, bracket will be seeded according to team standings in the second phase)

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

4. Tiebreakers

If several teams are tied in the standings at the conclusion of the season, those teams will play an online tournament to determine the final spots for the season finals. The format will be communicated by the league officials.

5. Prize Pool

Circuit Tournament

Rank	Prize Pool €
1	3.100€
2	2.350€
3 and 4	2.900€ (1.450€ / team)
5 to 8	3.600€ (900€ / team)
Total	11.950€ per tournament

Season Final

Rank	Prize Pool €
1	31.500€
2	16.000€
3 and 4	21.500€ (10.750€ / team)
5 to 8	20.600€ (5.600€ / team)
9 to 16	12.400€ (1.550€ / team)
Total	102.000€

Prizes are given out after each tournament either locally or via wire transfer. It may take up to 30 days to deliver the prizes.

Match Process

1. Equipment

League officials will provide and players will exclusively use the following equipment during offline tournaments: PCs and monitors; headsets and/or earbuds and/or microphones; tables and chairs; game pads

The following equipment can be provided at the discretion of league officials if requested by a player: PC keyboards; PC mice; PC mousepads; cord holders; game pads.

Players can provide the following equipment and use it during on-site matches, only if they are required to do so due to an existing marketing requirement: PC keyboards; PC mice; PC mousepads game pads.

Player-provided equipment must be submitted to league officials in advance for approval. Approved equipment will remain with league officials. League officials may disallow use of specific equipment at their sole discretion for reasons relating to tournament security, safety, operational efficiency/effectiveness or if the equipment features a company or brand competing Farming Simulator or GIANTS Software.

Players are prohibited from installing their own programs and must use only the programs provided by the league on-site, unless explicitly allowed by a league official.

Voice chat will be provided only via the native system used in league provided headsets. The league officials may monitor the teams' audio.

2. Clothing and Apparel

Players must wear official team uniforms during all on-site matches and pre-/post-match interviews. The usage of the GIANTS Software Logo, the FSL Logo, the FOCUS Home Interactive Logo and the Farming Simulator Logo must be approved before using.

Headphones must be placed directly on a player's ears, and must remain there for the duration of the game. Players shall not obstruct the placement of headphones by any method. This includes placing any item, excluding glasses, between the headphones and the player's ears.

3. Punctuality Rules

The team has to be ready to play 15 minutes prior to the allocated time slot on the FSL website or event schedule. Failure to show up on time will result in disqualification and no circuit points granted.

Code of Conduct

Teams are expected to play at their best at all times within any league match, and to avoid any behaviour inconsistent with the principles of good sportsmanship, honesty, or fair play

(no racism, sexism, hate speech, insults, ...). Violating this rule will be subject to penalties at the discretion of league officials. All decisions in regard to violations are at the sole discretion of the league.

Examples below are listed for illustrative purposes only:

- Collusion, which is defined as cooperation or conspiracy to cheat or deceive others. The cooperation or conspiracy can occur among players, teams, and/or organizations, and can be done to the sole benefit of the parties involved in the cooperation or conspiracy. The list of conspirators is not exhaustive. Collusion includes, but is not limited to, acts such as:
 - o Soft play, which is defined as any agreement among players to not play at a reasonable standard of competition in a game.
 - o Pre-arranging to split prize money and/or any other form of compensation
 - o Sending or receiving signals, electronic or otherwise, from outside sources to/from a player.
 - o Deliberately losing a game for compensation, or for any other reason, or attempting to induce another player to do so.
 - o Conspiring to predetermine locations for free agents and/or conspiring to fix the salaries of contracts for team members and/or potential team members
- Hacking, which is defined as any modification of the Farming Simulator game client.
- Exploiting, which is defined as intentionally using any in-game bug to an advantage.
- Looking at spectator monitors.
- The use of any kind of cheating device and/or cheat program, or any similar cheating method.
- Intentional disconnect without a proper and explicitly-stated reason.
- Any other act which violates these rules and/or standards established by the league.
- Players need to keep in mind that they represent the league at all times during offline events and act accordingly.

Penalties

Breaking the rules or ignoring the instructions of league officials may result in penalties for the whole team or a specific player.

Possible punishments include but are not limited to:

- Loss of Game
- Loss of Match
- Disqualification
- Suspension from future seasons
- Fines/Prize Money Reduction.

