



## 1. TEAM RULES AND REQUIREMENTS

### 1.1. Participation in the StarCraft II Australian and New Zealand Proleague ("APL")

- a) The APL is a team-based competition in the StarCraft Proleague format. Teams are comprised of a minimum of four (4) players for a best of five (5) series or minimum of 6 (six) players for a best of seven (7) series ("the Team Members").
- b) Each player must be an Eligible Participant. None of the Team Members may be associated with more than one Team in the APL.
- c) Teams must elect one individual as the Team Captain from within the Team Members roster of five (5) Eligible Participants who make up the Team or add a sixth (6th) member to the Team who will not be considered an Eligible Participant. The role of the Team Manager is to be the primary point of contact for the Team.
- d) Teams must nominate one individual as the Team Manager. The role of the Team Manager is to be the primary point of contact for the Team.
- e) The Team Manager must notify Blizzard of the Team Members no later than 2 weeks prior to the commencement of the APL.

### 1.2. Eligible players

In order to be eligible to compete, the following criteria must be met by all Team Members

- a) Legal residents of Australia or New Zealand^
- b) The age of majority in your country of residence
- c) Have authorised access to a full Battle.net Account registered on Blizzard's Battle.net service with a StarCraft II license.
- d) Be able to play on the StarCraft II Australian server.
- e) At its absolute discretion Blizzard may permit a player residing in South East Asia or Indonesia to compete in the APL.
- f) (b) Only players who are on the Active Roster at the conclusion of the Team's final game of the Australia and New Zealand Finals will be eligible to receive prizes from Blizzard.

### 1.3. Roster Locks and Changes.

- a) No roster changes are permissible within the period of 2 weeks prior to the APL season commencement date up until the conclusion of the season.

### 1.4. Team Name and Player BattleTags

- a) Team name must be deemed appropriate by Blizzard. Blizzard reserves the right to ask Teams to change their name or to directly change Team names that are seen as unfit for the Tournament.



- b) Player's BattleTags must be deemed appropriate by Blizzard. Blizzard reserves the right to ask Players to change their BattleTag or to directly change BattleTags that are seen as unfit for the Tournament. Blizzard may also insert Player's Team Name as a part of the Player's BattleTag to enhance the viewing experience for fans.

## 2. ROSTER RESTRICTIONS

### 2.1. Teams are subject to the following Roster Restrictions:

- a) A team that disbands (more than two players are leaving the team) will be automatically disqualified from the APL. A team that is disqualified will lose all standings points that they have earned and the players will have no claim to any such points.
- b) Any standings points that a disqualified team held will be removed and will not be redistributed in any way.
- c) Teams can replace up to two players from their Active Roster under the following restrictions:
  - i) The replacement player must meet the eligibility requirements.
  - ii) The player entering the team is not from any other qualified APL team.
  - iii) The replacements may only happen before rosters are locked and registration is closed for each season.
  - iv) Teams are not allowed to substitute a player from their Active Roster under any conditions.

## 3. LEAGUE OPERATIONS

### 3.1. General

- a) The APL regular season will be played over a period of four (weeks) with the top two teams on points progressing to the finals on week five (5).
- b) The regular season will be Swiss brackets with each team playing one another once over the course of the season.
- c) Teams earn one point per match win towards their regular season score.
- d) If a team is equal on points then their standings will be determined by total number of map wins throughout the regular season.
- e) The two teams with the most points will advance to the APL grand finals.
- f) Any use of skins will be banned throughout the tournament.

### 3.2. Proleague Format

- a) The league will be conducted under standard StarCraft II Proleague format rules.
- b) Teams will be advised 1 week prior to the commencement of the regular season as to the playable maps and the map sequence.
- c) A series will comprise a 5 map sequence.
- d) Teams will select one player to compete in each map in sequence.
- e) The team to win 3 out of the 5 maps will win the series and be awarded 1 point.



- f) In the event of a series being tied 2-2, a team may select any eligible player from its active roster to compete in an Ace Match (“the Ace”). The Ace may be a player who has already played a map in the series.

### 3.3. Match Roster Allocation Process

- a) For matches taking place on Tuesday nights: each team must notify Tournament Admins which team members have been allocated to each playable map by 6pm AEDT on the preceding Sunday.
- b) For matches taking place on Thursday nights: each team must notify Tournament Admins which team members have been allocated to each playable map by 6pm AEDT on the preceding Tuesday.
- c) Tournament admins will announce roster allocations at 7pm AEDT on the same day that roster allocation submissions have been made.

### 3.4. No shows and forfeiture

- a) Teams must ensure that a minimum of 4 players are available to compete at their scheduled times.
- b) Players will be required to check in no later than 30 minutes prior to commencement of the broadcast.
- c) In the event that a team has only 3 players available then that team may elect to continue with the series but acknowledges the possibility of a loss in the series. Any map wins however will be recorded.
- d) As the majority of games will be live broadcast, a player must be ready, willing and able to commence a game immediately when called upon to do so.
- e) It is the responsibility of the teams and team manager to ensure the availability of their players.
- f) In the event that a player is unable to commence a game within 5 minutes of being requested to do so, that game/map shall be forfeited and result in a map loss for that player’s team.

## 4. DISPUTES

### 4.1. Submitting a dispute

- a) Any dispute in relation to an in-game event, allegations of cheating or otherwise malicious, unfair conduct by the other party must be made to the relevant admin on hand within 10 minutes of the said conduct occurring.
- b) The conduct must be communicated by the Team Captain or the Team Manager.
- c) The complaining party must make all reasonable efforts to provide evidence of the offending conduct, including but not limited to screen shots.

### 4.2. Resolving Disputes



- a) Tournament officials will endeavour to resolve the dispute in an expedient and fair manner. To preserve the reputation of the APL, the dispute must not be communicated publicly or any third party who is not directly involved with the APL.

## 5. CONDUCT

### 5.1. A player or team representative must not:

- a) Purposely abuse a bug or feature which grants an unfair advantage.
- b) Engage in any form of cheating.
- c) Display unsportsmanlike manner.
- d) Use the pause feature without valid reason. In the event that the player does use the pause feature then the player must recontinue the game as soon as practicable and no later than 5 minutes after the pause commenced.

### 5.2. The following conduct by a player, team representative or any party acting on behalf of a player or team may result in the player or team being disqualified from the APL.

- a) Knowingly making false allegations against another player, team or league official.
- b) Engage in any conduct which may causes undue expense, time and effort to Blizzard, league officials or representative.
- c) Engage in any conduct which brings the league into disrepute.

### 5.3. Players may not at any time make, post, publish or communicate to any person or entity or in any public forum any false, defamatory, libelous, slanderous or disparaging remarks, comments or statements concerning Blizzard, its parent and any of their respective affiliate companies and subsidiaries or StarCraft II or any other Blizzard title.

### 5.4. If it is determined that a player has been cheating or has otherwise violated these Rules, the player may be immediately disqualified and removed from the league. In addition, Blizzard may, in its sole discretion:

- a) Issue a warning to the player and publish that warning on StarCraft II sites;
- b) Disqualify the player from in the league;
- c) Revoke all or any part of the points and prizes previously awarded to the player and their team;

### 5.5. Blizzard's determination as to the appropriate disciplinary action will be final and binding. Blizzard reserves the right to lock out players whose eligibility is in question or who have been disqualified or are otherwise ineligible to enter the APL.

### 5.6. The failure by a player (or his or her parent or legal guardian) to cooperate with any internal or external investigation that Blizzard conducts relating to a violation of these Rules or applicable law is, itself, a violation of these Rules.

## 6. GENERAL



6.1. Changes to StarCraft II:

- a) Blizzard reserves the right to patch, update or improve StarCraft II at any time to fix bugs, change balance or add features or functionality as deemed appropriate by the Blizzard, in its sole discretion, without suspending or canceling the APL.
- b) You agree that Blizzard will not be liable to you for any changes to StarCraft II or these Rules.

6.2. Changes to these Rules:

- a) These Rules contain the rules, policies and practices of the Blizzard for the APL that are in effect at the time of their publication.
- b) Blizzard reserves the right to revise, modify, change, delete or add to these Rules at any time, in its sole discretion, and to suspend, cancel or modify the APL or any team's or player's participation in the APL should viruses, bugs, unauthorized human intervention, hacks or other causes beyond Blizzard's control affect the administration, security or proper play of the APL, or Blizzard otherwise becomes (as determined in its sole discretion) incapable of running the APL as planned.