

Division League Rulebook

§1 General

§1.1 Support

If you have any questions about the tournament, rules or anything else, the Division League offers the following support options:

Email: info@division-league.com

Discord: <https://divleague.de/discord>

Webchat (Only for technical problems)

§1.2 Terms of use & participation

The general terms of use can be found at: <https://divleague.de/nutzungsbedingungen>

Every participant must be at least 16 years old to participate in Division League events. In events where prize money is provided, at least one over 18 year old must be on the team.

Participation is voluntary and at no time will there be any participation costs for the participating teams (excluding travel, accommodation or accommodation costs if necessary).

Participants must not have any bans, otherwise they are not eligible to participate (Ubisoft, Division Discord or Division Website).

Every participating player has to be on our Discord. However, there is no obligation to be present. (<https://divleague.de/discord>)

Violation of the terms of use and/or participation will result in permanent exclusion from all events and may result in criminal prosecution.

§1.3 Profit Distribution & Distribution

The prizes offered by the Division League are always valid for the entire team.

For non-cash prizes, the value is the sum of all products together. Which products this includes is indicated on the respective tournament page.

The distribution of the respective prizes is the responsibility of the respective representative after handover.

§1.4 Anti Cheat

Every participant is obliged to have Moss activated.

If Moss does not work, this must be reported to the staff as soon as possible. The Moss files may be requested by the staff at any time. The staff is not obliged to give a reason for the request. In case of refusal to hand over the Moss files to the staff, they will be considered as not available. The current data protection guidelines apply

<https://divleague.de/datenschutzerklärung>

Moss can be downloaded

at <https://divleague.de/moss>

. The Moss files must be available until the end of the event or until the end of the deadline of one week.

§2 Lobby settings and Rehost

§ 2.1 Lobby settings

The following lobby settings are mandatory!

Match settings

- Number of bans: 4
- Ban timer: 15
- Number of rounds: 12
- Role change attacker/defender: 6
- Rounds in overtime: 3
- Extra time point difference: 2
- Reel change extension 1
- Target change parameter: 2
- Destination change type: Rounds played
- Unique attacker spawn: An
- Pick phase timer: 15
- Attacker Repick: A
- Uncover phase timer: 5
- Damage handicap: 100
- Friendly Fire damage: 100
- Friendly Fire Reversal: Off
- Friendly Fire in Prephase: Off

- Injured: 20
- Sprinting: A
- Leaning: A
- Death repeat: Off

Game Mode: Bomb

- Placement duration: 7
- Disarming time: 7
- Ignition time: 45
- Select disarm carrier: A
- Duration of the preparation phase: 45
- Duration of the action phase: 180

Match initial conditions

- Bans
- Team starts match as attacker
- First team on the attack in overtime: Random
- Replay System: On
- Tactical Timeout: On
- Tactical Timeout Duration: 60 Sec

§ 2.2 Incorrect settings

If incorrect lobby settings have been used, they must be corrected immediately upon notification and a rehost must be arranged. The announcement must be made in writing in the ingame chat.

If the host does not comply immediately, the match is considered lost for the home team. The score from the time of the announcement must be used for the rehost.

§ 2.3 Rehost

Each team has the right to one rehost per map.

After a rehost, the identical settings as before must be used. This means that the score, the

spots and the banned operators must remain the same in order to continue the previous gameplay.

If a player loses connection to the lobby during the game, the affected team has the right to a technical timeout in the length of 5 minutes.

If the player cannot reconnect, a rehost is mandatory.

§ 2.4 Change players

A change of players is not allowed during the match.

In case of serious technical problems, exceptions can be made with the agreement of the event management.

If several maps are played, it is allowed to exchange single players between the maps.

A change of players does not require the consent of the opponent and can be decided freely by the teams. Every player who is substituted has to be in the team before the tournament starts.

§3 Gameplay & Behavior

§ 3.1 Gameplay

- Spawnpeaks are allowed

- Runouts are allowed (only after 3 seconds)

-Only eSport camouflages, standard skins and Pro League skins are allowed. Camouflages from the Battlepass do not fall under this category and are therefore prohibited. Weapon skins and charms do not fall under this rule. Any other skins (drone, gadget, etc.) are prohibited.

-Each team is obliged to check the lineup of the opponent. If a player is not eligible to play, this must be reported to the tournament management by the end of the third round. The player must then be replaced immediately and the game will start again with a score of 0:3 for the opposing team. If no 5th player is available at short notice, the team may continue to play with four players.

-Each team must consist of at least 5 persons and may have a maximum of 10 persons in the team.

§3.2 Cheating

Any cheats are forbidden and will be punished with a permanent exclusion.
The ping limit is 80ms.

If a consistently (several seconds/minutes) too high ping is detected
be, the protesting team must point out this fact, may the
but do not finish the current match.

The player concerned must immediately (if necessary by means of Rehost)
fix. If the error cannot be corrected, the player must end the match.
and may be replaced for the map change.

Cheating in events with prize money or non-cash prizes is punishable as cheating and may be
subject to criminal prosecution.

§3.3 Bugabusing

Bugabusing is the improper exploitation of bugs or vulnerabilities to gain an unfair advantage in
the game or to use features of the software in a way not intended by the developer. Each round
in which the use of bugs / glitches or similar can be proven, the respective team loses. In very
severe cases the whole match can be considered as a defeat. A decision will be made by the
tournament management upon request of a team.

§3.4 Code of Conduct

At Division, we stand for fair and sportsmanlike conduct.

Accordingly, the following guidelines apply:

-It is always a respectful behavior to the day to set.

-Harassment of any kind is to be refrained from and may be reported. -

Racist, radical, sexist, toxic or similar statements are to be refrained from.

-The reporting of violations is mandatory. -

Teams as well as players can be sanctioned by the event management in
case of violation. (Exclusions, permanent bans, etc.)

-The Division Community Guidelines (<https://divleague.de/communityrichtlinien>)
apply.

§3.5 Mapban

The mapbans will be done via our partner platform Mapban.gg
The respective mapban links will either be sent to each team leader or have to be created by yourself, depending on the instructions of the tournament management.

§3.6 Ready status and break time

If within 5 minutes after the last player has joined the game, not all the players be ready, the game may be started. The visiting team is allowed to
After 5 minutes, point out to start the lobby. Should be after a total of
10 minutes no answer come, the game may be left. A
Matchprotest must be sent in both cases via support ticket with the necessary
Evidence to be submitted.

§4 Content not covered by the regulations

§4.1 Content not covered by the regulations

In the case of content not included in the rules, the tournament management has the freedom to
decide.
The exploitation of loopholes in the rules is prohibited and can be punished with penalties up to
a permanent exclusion.

§5 Weekly Additional Rules (Are only valid for the Weeklys)

§5.1 Variety and Fair Play

In order to provide variety, teams that have won 3 times in a row will be excluded for the
following week. Teams that do not enter the final despite qualifying will be excluded for the
following week. If this happens more often, the team will be permanently excluded from all
events.