



OFFICIAL REGULATIONS

SEASON 1



Introduction and purpose

These official AGROLAND Championship rules apply to all teams, including surrounding staff, participating in the AGROLAND Championship.

Eligibility requirements

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

1. Player's Age

No player will be considered eligible to participate in any AGROLEAGUE Farming Simulator tournament under the age of 14, except with the express authorization of parents or legal guardians. Players under the age of 18 must have the corresponding legal permission from their parents / legal guardians.

2. Exclusion rules

Team owners and team players are not allowed to be affiliates of GIANTS Software GmbH, FiReSPORTS, AGRO TV or related companies. "Affiliates" is defined as any person or business entity that owns or controls, is under the ownership or control of GIANTS Software GmbH, FiReSPORTS, AGRO TV or related companies.

Ownership restrictions

An organization can only own one team in AGROLEAGUE Farming Simulator. Two organizations can be collaborators in terms of marketing, communication and others, but never that the owners of these organizations are the same people or companies.

Rosters

1. Roster Continuity

Each official AGROLAND Championship team must have and keep under contract at least three players in its active roster for the entire season. One coach and up to four 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 he is added to a team roster through the AGROLEAGUE Farming Simulator administration staff. At least two of the active players on the roster must be residents of Argentina, Uruguay, Paraguay, Chile.

If a player is removed from the roster on the AGROLEAGUE Farming Simulator team tab, the player is also removed from the team. Henceforth, that player is considered a "free agent".

A free agent can be freely transferred to a new team as long as the player has not accumulated points with his team in the current season. If the player did contribute points to the team in the current season, the transfer is subject to the approval of league officials.

A player will not be allowed to compete for more than one team simultaneously and may not be placed on the roster of more than one team.

Before the event, the team has to block a roster of 3 active players and 1 optional substitute before the registration period for the event ends. Only players on the blocked list can compete in the event.

3. Roster Modifications

Teams may add players to their roster between matches up to the maximum team size.

4. Substitutions

Teams may use a substitute player between games on the same date. The team must notify a league official prior to the start of the game to substitute a player.

In the event of an emergency (e.g., power or internet problems), the coach may sign up as a substitute.

5. Coach

A coach can only represent one team.

6. Names

Player names, team names and tags may only include uppercase letters, lowercase letters, digits, underscores, or single spaces between words. The name must be no longer than 20 characters. The name must not include any URL or similar. No name connections with alcohol, drugs, swearing, gambling, or adult content, as well as additions of "sponsored by", or similar names are allowed.

Teams will be allowed to add a 2-3 character team tag in front of each player's name in 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 must change their name.

Sponsorship regulations

Teams may acquire sponsors for themselves. The AGROLAND Championship reserves the right to exclude teams whose sponsors promote alcohol, tobacco, gambling, adult content, and resale of game keys.

Additional

1. Publication

The league has the right to publish information (names, nationality, photos, videos, statistics, ...) about the team, the team owner and team members on the entire structure of AGROLAND, AGROLAND Championship, FiReSPORTS, AGRO TV and official sponsor channels (website, social networks, video channels, ...).

2. Modification

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

League format and prizes

1. Open qualifiers

The registered teams will participate in a single elimination bracket, where those who reach the Quarterfinals will be qualified to the final stage.

2. Regular championship

The regular championship will be composed of three online phases:

- 1. Group Phase:** Teams will face each other in groups in Round Robin format (all against all) in best-of-three map games.
- 2. Playoffs:** The three best teams of each group will play Playoffs, in a double elimination bracket in best of three maps. Best team of each group will advance directly to the upper bracket semi-finals, while the second and third team of each group will play in the upper bracket quarter-finals.
- 3. Final Phase:** The grand final of the competition will be in best of five maps, while the team coming from the upper bracket will have a 1-0 map advantage.

Conditions for participation:

- A team must have at least 3 players.
- A team also needs a logo and a banner.
- The team captain must attend the tournament briefings.
- The team captain must be available on Discord during the entire tournament.
- Discord server login details will be announced by the League Officer before the tournament begins.
- A team agrees to participate in all games of the competition. In case of not showing up to one of them, three warnings occurred:
 - First warning: Defeat by default of the series and in the event of a tie with other teams at the end of the competitive phase, the team that did not participate will be below the rest of the tied teams.
 - Second warning: Defeat by default of the series and loss of 10% of the award obtained.
 - Third warning: Disqualification from the competition and total loss of the award obtained.

Note: To calculate the points obtained by a team that received a victory by default, the difference of points obtained in its other two parts will be calculated (in case both have been victories), or a point will be given in case of that both parties have been defeated.

Server Regulations:

- All 3 players must log in to the server within 15 minutes from when they were communicated.
- In Playoffs, this time is reduced to 5 minutes.
- Unauthorized observers are not allowed during the tournament.

Disconnection / Errors:

- Players are responsible for a smooth connection to the server.
- If a problem occurs with the game, which makes a fair continuation impossible, these must be reported immediately to a League Official. Subsequent complaints will not be considered.
- If a player disconnects, the game will be stopped for 3 minutes. Play continues if the player reconnects within 3 minutes. If reconnection is not possible, play will continue automatically.
- If a player disconnects for the third time, it will not be possible to reconnect.
- If problems occur on the server side, the League Official will decide on appropriate measures.
- The exploitation of any type of bug in the game is prohibited, to obtain a sporting advantage or cause a disadvantage in the rival. In case this situation occurs accidentally, the game where the problem occurred will be repeated. In the event that the action was intentionally provoked, the offending team will receive the series defeat.

3. Face-to-face event

The face-to-face event may be part of the definition of the championship in its final stage, decision to be made according to the sanitary conditions at the time of its realization.

4. Ties

If two teams are tied on points in a group, the tiebreaker will be the result of their direct confrontation. If three teams are tied in points, and all of them have won against each other, the total score obtained by each team in those matches shall be used to order them from highest to lowest.

If it is not possible to break the tie with these criteria, a Tiebreaker will be held between the tied teams, to the best of one map.

5. Prizes

POSICIÓN	PREMIOS
1st	USD 4.000
2nd	USD 2.000
3rd	USD 1.000
4th and 5th	USD 750
6th	USD 500
7th and 8th	USD 250
AGROLEAGUE TIME ATTACK	USD 500
TOTAL	USD 10.000

Match process

1. Equipment

League officials will provide the following items to the teams in face-to-face phases: PC and monitors; headphones; mouse; mouse pad; keyboard; tables and chairs. The equipment provided by the player must be evaluated by league officials in advance for approval. Approved equipment will remain with league officials. League officials may prohibit the use of specific equipment at their sole discretion for reasons related to tournament safety, operational efficiency/effectiveness or if the equipment represents a competing company or brand of AGROLAND Championship and its advertisers.



Players are prohibited from installing their own software and must use only the software provided by the league on the site, unless permitted by league officials.

Voice chat will be conducted only through the native in-game system using league-provided headsets. League officials may monitor team audio

2. Clothes and costumes

Players must wear the official team jersey during all face-off games and pre- and post-game interviews. The use of the GIANTS Software logo, AGROLAND logo and Farming Simulator logo must be approved prior to use.

Headphones must be placed directly in the player's ears and must remain there for the duration of the game. Players must not obstruct the placement of the headset by any method. This includes placing any item, except eyeglasses, between the headset and the player's ears.

3. Punctuality rules

The team must be ready to play 15 minutes prior to the assigned time slot on the competition schedule. Failure to show up on time will result in disqualification and no points will be awarded.

Code of Conduct

Teams are expected to always play to the best of their ability within any game and to avoid any behavior incompatible with the principles of good sportsmanship, honesty or fair play (no racism, sexism, hate speech, insults, ...). Violation of this rule will be subject to penalties at the discretion of the league officials. All decisions regarding infractions are at the sole discretion of the league officials.

Penalties

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

Possible penalties include, but are not limited to:

- Forfeiture of the map
- Forfeiture of the match
- Disqualification
- Suspension from future competitions
- Reduction of fines / cash prizes.

AGROLEAGUE Time Attack

1. Dates and compromise

AGROLEAGUE Time Attack will take place on July 26 and 27 from 6:00 p.m. to 9:00 p.m. (Argentinian time). All AGROLEAGUE teams must participate in these days as they are part of the official competition calendar.

AGROLEAGUE Time Attack will follow the format:

- 4 teams will participate per day (4 on July 26 and 4 on July 27)
- Each team will not compete against another, but against time in a countdown that will be announced on the day of AGROLEAGUE Time Attack on social networks
- Each team will have 3 chances
- Each team will have to deliver as many bales as possible in these three attempts
- Only the highest score obtained after 3 attempts will count.
- After finishing both days, the winning team will obtain USD 500 that will be added to the total prize obtained after the end of the first season of AGROLEAGUE Farming Simulator
- In the event of a tie, the prize of USD 500 will be distributed among the teams with the same score