DUTCH

STUDENT LEAGUE

Dutch Student League

Season 3

Contents

1.   General rules

1.1.   Communication channels

1.1.1. Discord

Discord and specifically the Dutch Student League server (https://discord.gg/uMSBGKRz5G) will be our primary communication tool. All players participating in the Dutch Student League are required to have a Discord account and join the Dutch Student League Discord server.

Important information, and last-minute changes, will be announced through the Discord server with the appropriate roles tagged.

1.1.2. Website

For a complete overview of the Dutch Student League, check out our website here.

1.2.   Code of conduct

All participants of the Dutch Student League agree to behave in an appropriate and respectful manner towards all other players, teams, and members of the tournament administration. By taking part in the competition, players and support staff become role models for the community and should behave accordingly.

Any form of aggression (verbal, written or physical) will not be tolerated. Any physical aggression will be sanctioned with an immediate disqualification of the players and/or teams involved. Any form of verbal or written aggression will be sanctioned depending on the severity.

Any situation or discussion that is about to escalate, should be dealt with in a calm, constructive and sportsmanlike manner.

Any player or team actively ignoring a DSL admin will be sanctioned.

1.2.1. Breach of etiquette

For a pleasant tournament experience, it is essential that all players have a sportsmanlike attitude. Breaches of the rules listed below, will be punished depending on the severity. The admins may assign penalties for unacceptable behaviour that isn't explicitly listed below (e.g. harassment).

Inappropriate language or behaviour

Keep it fun! Competitive trash talk is allowed but bullying, racism, sexism, verbal abuse or any form of unacceptable behaviour is not. Any behaviour of this kind will be penalized on a case-by-case basis.

Spamming

The excessive posting of senseless, harassing or offensive messages is considered spamming by the DSL. Spamming on Discord, in direct messages or anywhere else, can be punished depending on the nature and severity.

Misconduct

The attempt to mislead admins or other players by using false information or in other ways deceive other participants will be punished.

Account sharing

Every DSL player is expected to use their own account when participating in DSL competitions and will not share their account with others. Account sharing will be severely punished.

Cheating

Teams are expected to play at their best at all times within any League Match, and to avoid any behaviour that potentially threatens the actual or perceived integrity of competition or that is otherwise inconsistent with the principles of good sportsmanship, honesty, or fair play. Violating this rule will be subject to penalties at the discretion of League Officials. All decisions regarding violations are at the sole discretion of the League. Examples below are listed for illustrative purposes only:
• Hacking, which is defined as any modification of the game client.

• Exploiting, which is defined as intentionally using any in-game bug to an advantage.

• Ringing, which is defined as playing using another Player's account or solicitation to do so.

• 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.

Playing with a banned player

If a team plays with a suspended/banned player, the match will be forfeited in favour of the opposing team. Additional punishment can be chosen by the league admins. Banned players include players that are banned not only by the DSL, but also the developer of the game and all officially partnered competitions.

Usage of drugs, alcohol and other substances

To play a match, on or offline, you are not allowed to be under the influence of:

• Drugs (Unless prescribed)

• Alcohol

• Performance enhancers

If found under the influence of said substances, DSL has the right to disqualify said player and/or team from the competition resulting in a ban for the remainder of the season. This includes all other tournaments organised by the DSL.

1.3.   Changes to the rulebook

The Dutch Student League has the right to update or change the rulebook at any time during the competition, if it benefits the competitive integrity of the League.

Check out the rulebook change log, for any changes or updates made to this rulebook.

2. Tournament

2.1. Format

The Dutch Student League will have a multiweek, single round-robin group stage, with a single elimination bracket playoffs at the end of the season for the top 8 teams for Rocket League and top 4 teams for League of Legends.

The grand finals of the playoffs will be played at an offline event organised by the DSL. This event will take place between February and the beginning on July 2024. (The exact date to be confirmed)

2.2. Schedule

The Dutch Student League will start the third week of February and ends in May. For a more detailed schedule, check out the "General Information" section on the tournament page.

League of Legends: https://play.dutchstudentleague.nl/en/tournaments/dsl-season-3-lol/info
Rocket League: https://play.dutchstudentleague.nl/en/tournaments/dsl-season-3-rl/info

The Dutch Student League uses a flexible schedule. This means that students are free to schedule their own matches whenever suits them best. Every team will be assigned a different opponent per week. They must schedule their match during that week. In very specific circumstances, teams will be able to schedule their match outside of the assigned match weeks, if it fits in the overall tournament schedule and the admin agrees.

Monday will be the default match-day, as those games for League of Legends and Rocket League (tentative) will be streamed.

2.2.1. Game scheduling

Team captains are tasked with contacting the other team, and scheduling a date and time within the week that fits both teams. It is up to the players and teams to find an appropriate date and time, not the admins. Only in case of a dispute, will the admins step in.

Once a date and time has been agreed upon, teams must let the admins know when the match will be played. This information must be posted in the #dsl-scheduling-... channels on Discord depending on the game.

To find out who your opponent is for a given week, go to "Results" on the tournament page. There you will find an overview of the rounds. Round 1 = Week 1 etc.

2.2.2. No show

Once a date and time is agreed upon, teams are expected to show up on time. If a team is more than 15 minutes late, without informing the other team and admin. The match can be forfeited, given there is enough proof of a no show.

2.3. Location

All regular DSL matches will be played online using the live League of Legends and Rocket League game versions. The only exception is the DSL League of Legends grand finals, which will be played offline on Tournament Realm servers.

The exact date & location of the DSL grand finals will be shared at a later date.

2.4. Prize pool

The total monetary prize pool made available for the Dutch Student League Season 3 is €7,000. Thisis divided into €5,000 for League of Legends, and €2,000 for Rocket League.

	League of Legends	Rocket League
1st	€ 2000,00	€ 800,00
2nd	€ 1250,00	€ 500,00
3rd	€ 750,00	€ 300,00
4th	€ 500,00	€ 200,00
5th	€ 250,00	€ 100,00
6th	€ 250,00	€ 100,00

The amounts mentioned in the table above will be paid out per team, not per player.

Not only can players compete for money, but they will also receive 100 coins per win. These coins can be used to buy products from the DSL Market Place.*

*to claim coins, 1 player per team needs to contact the game specific admin after their win and let them know what roster was used to win the game. Only then will admins assign coins to these players.

2.5. Association/organisation

The Dutch Student League is only for students who are enrolled at a Dutch school. All players on the same team MUST be part of the same University, University of Applied Sciences (Hogeschool),Student Sports Council (OSSO in Dutch) or a DSL acknowledged association: https://dutchstudentleague.nl/esports-communities/

2.6. Tournament Team

Name	Role	Discord	Twitter
Davy Sysmans	Project Lead		@DavySys
Stijn Hapers	Tournament Operations	StijntjeHap	@Hap_R6
Dany de Wind	Head Admin Game Admin: League of Legends	Dany W.#8084	@peize9
Jorden Bentum	Game Admin: Rocket League	Jorden#6200	@Jorden_rl

2.7. Tournament operators

Tournament operators will make sure that the Dutch Student League runs smoothly behind the scenes. They will be in direct contact with the admins and are in no way a direct point of contact for

the players. Only in specific circumstances, will the tournament operators approach the teams and players directly.

2.8.　Head admin

The head admin will oversee the entire league and will be the main point of contact for game admins, not players. If players have a question about the league, they must first check with the game admin. If they cannot provide you with an answer, the game admin will check with the head admin.

2.9.　Game admin

A game admin is responsible for making sure the competition runs smoothly for their specific game. They will be your first point of contact for game-specific questions and concerns.

Because of the flexible schedule, admins will not always be available to answer immediately. Admins will do their best to answer your questions as fast as possible. Please allow a response period of 24 hours. *Apparently, our admins have a life, weird.*

2.10.　Finality of admin and league operation decisions

The finality of the decisions which are taken as regards to the rules are dependent on admins and adherence to the rules established in this rulebook. No claim or monetary compensation can be requested, through legal recourse or otherwise, following a decision taken by admins or the league operations team.

The rules established here may be changed at any time, at the sole discretion of the organisers, in order to ensure the longevity, integrity and fair play of the competition.

2.11.　Reversal of decisions

If an Admin makes an incorrect judgment, the judgment can be subject to reversal. League Officials, at their discretion, may evaluate the decision during or after the Match to determine if the proper procedure was implemented. If the proper procedure was not followed, League Officials reserve the right to potentially invalidate the Admin's decision. League Officials will always maintain the final say in all decisions set forth throughout the League.

2.12.　DSL content

Every Monday, there will be a specific timeslot where DSL games are streamed. If you want your games to be on broadcast, reach out to the admin. We highly encourage all teams to record their own matches if possible and share them with us. More content is more eyeballs on the players and their associations!

2.12.1. Rocket League Streams

Select Rocket League matches will be streamed every Wednesday on the [RocketBenelux](#) Twitch channel.

3. Teams

3.1. Team and player names/tags

Players' names and tags are subject to the rules of the game developers and approval from officials. Names or tags that are of a racist, obscene, vulgar, insulting, threatening, scurrilous, slanderous, defamatory, offensive or reprehensible nature will not be tolerated. The DSL has the right to request a player or team to change their name. If the team or player in question does not comply with this request, they may be penalised.

3.2. RIV4L player profiles and team pages

Just like team and player names/tags, RIV4L player profiles and team pages must not contain any content that is racist, obscene, vulgar, insulting, threatening, scurrilous, slanderous, defamatory, offensive or of reprehensible nature.

The DSL has the right to change any and all images that do not comply with these rules.

The DSL strongly encourages the use of University or esports association logos as team profile pictures/banners.

3.3. Team captain

This is the captain of the team, this is the only member of the team allowed to file protests, comment on certain issues or debates, or communicate about issues with the admins. This person will be the spokesperson of the team during the entire League.

Per team, one player will be appointed captain for their team. They will be the main point of contact for the admins and other team captains. Other responsibilities will be scheduling the matches with other teams, filling in the required team documents, entering match results on the website, keeping the team updated about rules and regulation changes, …

3.4. Players

Besides the team captain, there will be other main players active within each team. All these members must be enrolled at a Dutch University for the schoolyear 2022-2023.

A player can also be the coach, but a coach cannot always be a player.

3.5. Substitutes & substitutions

Not only does a team have a main roster, we also highly recommend that you bolster your roster with substitute players. These players are invaluable for situations when someone on the main roster is unable to play due to external factors. They can also be great practice partners!

For League of Legends, teams are allowed to add up to 5 substitute players to their roster. For Rocket League up to 3 substitute players are allowed to be added to the roster.

If a team chooses not to add substitutes to their roster, and because of this they are unable to field a complete roster for a scheduled match, they are entirely responsible for the penalties that follow. (e.g. match forfeits, disqualification, …)

3.6. Coaches

Coaches are expected to support their players during the entire DSL season. Meaning they can be a secondary contact for the admins and fulfil the same tasks as a team captain. A coach is the only member on the roster that does not have to be enrolled at a university, but only if they have no intention of playing for the team. If a coach is also a player, they must adhere to the same rules as a player does.

3.7. Roster requirements

3.7.1. League of Legends:

A League of Legends team must consist of at least 5 main players and can have up to a maximum of 5 substitutes.

We strongly recommend that every team has 2 players per role (1 main and 1 substitute). If at any point in the competition, a team with no or an insufficient amount of substitutes has roster issues resulting in a forfeit, that responsibility lies entirely with the team and not the admins or League operators.

3.7.2. Rocket League:

A Rocket League team must consist of at least 3 main players and can have up to a maximum of 3 substitutes. Every DSL Rocket League match, must have at least 1 main roster player in the game per team.

We strongly recommend that every team adds substitute players to their roster. If at any point in the competition, a team with no or an insufficient amount of substitutes has roster issues resulting in a forfeit, that responsibility lies entirely with the team and not the admins or League operators.

3.8. Roster changes

Once a roster is locked in (roster lock on Thursday February 8, 2023, by 23:59 CET), that will be the roster the team will play with for the rest of the season. Because player schedules are unpredictable and situations change, we highly recommend that every team has at least a few substitutes on their roster in case they need them. A total of 5 substitutes are allowed for League of Legends, and 3 for Rocket League.

In specific cases, where it is absolutely necessary to continue playing in the competition, teams will be allowed to make 1 roster change during the group stage, or before the start of playoffs. These roster changes must be approved by the DSL, before they can take place. The DSL reserves the right to decline roster changes, if they disrupt or negatively impact the competitive integrity of the league.

All players added at a later date, must adhere to the same rules as all other players in the competition, and will be asked to provide the necessary information and documentation to participate in the DSL.

Teams that are unable to field a complete roster at any point in the competition, will forfeit their matches as long as the roster issues persist. In multiple offences, teams could forfeit their position in the league.

4.   Games

4.1.   League of Legends

4.1.1. Format

Group stage

The DSL League of Legends group stage consists of 1 group with 7 teams in total. The group stage will be a single round-robin format. All games will be best-of-one.

Group Tiebreakers

1. Win/Loss

2. Head-to-Head

3. Tie-breaker game (if time and the schedule permit it)

Playoffs

The DSL League of Legends playoff stage will include the 4 best teams from the group stage. This means that the lower placed teams from groups will be eliminated before playoffs. The playoff stage will be a single-elimination bracket format. All games will be best-of-three.

The winners of the quarter final matches will move on to the semi-finals, while the losers will play for 5th/6th place. There will be no match to specify who ends up 5th or 6th place, unless both teams want to.

The winners of the semi-final matches will move on to the Grand Finals, while the losers will play for 3rd & 4th place. The Grand Finals will be played at an offline event organised by the DSL, as a best-of-five series.

Side selection for game 1 will be decided by the higher seed. For the following games the side selection rotates between both teams.

Example:
Team A vs Team B (Team A has the higher seed)

Game 1: Team A chooses side

Game 2: Team B chooses side

Game 3: Team A chooses side

4.1.2. Accounts

When signing up to participate in the DSL, players must share their main League of Legends account. This can be through OP.GG or another similar website. A "main account" is the account on which the

player has achieved the highest in-game rank in the current or previous LoL season (Solo or Flex queue, with a preference for Solo queue).

Sharing your accounts with other players will be punished severely. Players suspected of account sharing in the DSL, will be directly reported to Riot Games, as it is a violation of their Summoner's code.

The account that players add to their DSL profile, must be the account that they use to play DSL matches with. This should also be their main account, as mentioned above. Players that are actively trying to hide their accounts will be punished, as it is considered unsportsmanlike behaviour by the DSL.

4.1.3. Summoner names

Summoner names are subject to the rules of League of Legends and approval from tournament officials. Names that are of a racist, obscene, vulgar, insulting, threatening, scurrilous, slanderous, defamatory, offensive or reprehensible nature will not be tolerated.

When taking part in the DSL, you must not change your Summoner name without letting the admin know before your next DSL match, otherwise your points may not be counted. Before playing your next DSL match, the admin must first confirm the name change. We recommend you keep the same name throughout the duration of the DSL, so you are easily recognised and create a public identity for yourself.

4.1.4. Account requirements

Every account used in the DSL must be at least level 30 and be able to participate in a Tournament Draft, meaning the account needs to own at least 20 champions. (Not including the free champion rotation)

4.1.5. ERL Players

ERL players are allowed to participate in the DSL, but will not be able to participate in the AUEM qualifier tournament. Make sure that if you want to participate in the AUEM tournament, that your team has a substitute on the roster for every ERL player. For more information on the AUEM roster rules, check the rulebook on the specific tournament page.

4.1.6. Game version/patch

Every regular DSL match will be played on the live League of Legends client. The only exception is the DSL grand finals, which will be played on the League of Legends tournament realm. The exact patch for grand finals will be communicated with the teams at a later date.

4.1.7. Recently added champions

Champions will be banned up until two full weeks after release. If said champion exhibits game-breaking bugs, they might be banned longer.

4.1.8. Game settings

Map: Summoner's Rift

Team Size: 5

Allow Spectators: Lobby Only

Game Type: Tournament Draft

4.1.9. Spectators

Spectators are only allowed if both teams agree. DSL admins or authorised observers are an exception to this rule.

4.1.10. Pick & Ban phase

During the group phase, the sides are chosen by doing rock, paper, scissors between the team captains.

The picks/bans take place in competitive "draft" mode:

Blue side = A; Red side = B

Bans: A-B-A-B-A-B

Picks: A-B-B-A-A-B

Bans: B-A-B-A

Picks: B-A-A-B

In the event of a disconnection or bugsplat when loading, the game must be paused immediately until the 10 players are connected.

The players are required to use their own League of Legends account. It is impossible to use another account than the one given during registration.

4.1.11. Pauses

Teams are allowed to pause the game for up to 10 minutes per game, limited to 3 pauses total.

Players may only pause a game immediately following an unintentional disconnect, hardware/software malfunction or physical interference and must notify the other team immediately and identify the reason. The game must only be paused if no combat between players is going on. (Exception in the event of a critical issue)

4.1.12. Remakes

When remaking a game, the picks/bans remain the same except in the event of a remake due to a bug turning out to be from a champion. In this case, it is the whole game (picks/bans included) that is remade and the champion in question banned.

Teams may remake the game if:

A player notices that his or her runes/abilities are not being applied correctly due to a bug, within the first 15 seconds of match gameplay.

Teams notice a known and significant bug capable of disturbing the smooth running of the game.

If a player encounters a critical bug, he or she must pause the game and notify the other team as soon as possible. If the player waits to indicate this bug (which would cause the game to be remade) then the game remake will not be allowed and it must continue.

4.1.13. Post-game process

After each DSL match, both team captains must fill in or accept the score in the "Results" tab on the tournament page. If you do not fill in or accept the match score, the system will not be able to add your score to the league table, or push you through to the next stage of the bracket.

It is mandatory that teams take a screenshot of the post-game lobby as valid proof, in case of disputes, and upload it to the website when submitting the game score.

4.1.14. Penalties

In the event a team forfeits a match, the result is a loss for the forfeited team. Players guilty of the following will be penalised accordingly depending on the severity of the offence:

• Using any kind of hack, trick, etc.

• Behaving poorly / contrary to the Summoner's Code

• Using a player that is not part of the registered team

• Using the account of another player registered on the team (account sharing)

• Intentionally losing the game (feeding/throwing)

• Profiting from game bugs / using bots, etc.

In the event of a no-show from a team for an agreed upon scheduled match, the team in question will forfeit the match. A disqualified team cannot claim any prize for taking part in the tournament.

Repeat offences and frequent forfeiting during the DSL will lead to team-wide suspensions, blacklisting from future events, and potential loss of prizes. Teams are expected to consistently be able to field a starting roster through the usage of substitutes.

4.2. Rocket League

4.2.1. Format

Group A qualifier

In season 3 of the DSL, we are going to slightly change our seeding method for our groups. Instead of seeding the teams evenly between the two groups, we will be dividing the groups based on skill level. This means that the higher rated teams will be invited to group A, with the last 2 slots being up

for grabs through our "Group A Open Qualifier" on Sunday 12 February. Teams who are not invited or qualify for group A through the open qualifier, will participate in group B.

After the group stage, the lower placed teams from group A will face off against the higher placed teams from group B to claim the last few slots for playoffs.

Group stage

The DSL Rocket League group stage consists of 2 groups (A & B) with 14 teams in total. The group stage will be a single round-robin format. All games will be best-of-five.

Group Tiebreakers

1. Win/Loss

2. Head-to-Head

3. Game Difference

4. Goal Difference (Against tied teams)

5. Tie-breaker game (if time and the schedule permit it)

Playoffs

The DSL Rocket League playoff stage will include the 8 best teams from the group stage. This means that the top 4 teams from group A will qualify for playoffs, while the remaining 4 slots are up for grabs in our playoff qualifier. In the playoff qualifier, the bottom 2 teams from Group A will face-off against the top 4 teams from Group B in a double elimination BO5 bracket where #5 & #6 from Group A get a BYE in round 1. The top 4 teams from the playoff qualifier move on to the playoff stage, the remaining teams are eliminated.

The playoff stage will be a single-elimination bracket format. All playoff games will be best-of-seven.

The winners of the quarter final matches will move on to the semi-finals, while the losers will play for 5th/6th place. There will be no match to specify who ends up 5th or 6th place, unless both teams want to.

The winners of the semi-final matches will move on to the Grand Finals, while the losers will play for 3rd & 4th place. The Grand Finals will be played at an offline event organised by the DSL, as a best-of-seven series.

4.2.2. Accounts

The possession of a Rocket League account is necessary to participate in the DSL. This account can be owned on PC or console. Participants need to link their own Rocket League account to the tournament platform, so that all participants can be identified by other teams and admins. Guests accounts or using someone else's account is not permitted. The Grand Finals matches will be played on PC.

4.2.3. Account names

Player names may not contain sponsor or organisation names that are considered inappropriate by the DSL. They must also meet the rules set out by Psyonix in their community guidelines. Specifically:

"Your tournament can't promote other game companies, alcohol, tobacco, drugs, pornography, weapons, gambling, or anything reasonably objectionable to Psyonix, and it can't promote companies or services that act contrary to Psyonix's interests."

If you are unsure whether your name is acceptable, please contact the DSL admins.

4.2.4. Substitutions

Teams are allowed to make substitutions both between Matches and between Games of a Match. Substitutions cannot be made during an in-progress Game. All substitutes must be registered members of the Team's roster. Once a Player has been substituted "out" they cannot be substituted back "in" for the remainder of the Match. They can still play in subsequent Matches.

4.2.5. Game version/patch

All DSL matches will be played on the latest Rocket League patch. Make sure that your game is up-to-date at all times before the start of a match to reduce the chances of delay. Having to update your game, and thus delaying the start of the match is not a valid excuse.

4.2.6. Game settings

Default arena: DFH Stadium (Day) – Playing on a different arena is allowed, if both team agree.

Team Size: 3v3

Bot Difficulty: No bots

Mutators: None

Match Time: 5 minutes

Joinable by: Name/password

Platform: Crossplay

Server: Europe

Team Settings: Default colours

4.2.7. Spectators

Spectators are only allowed if both teams agree. DSL admins or authorised observers are an exception to this rule.

4.2.8. Controllers

All standard controllers, including mouse and keyboard, are allowed. Macro functions (e.g., turbo buttons) are not permitted.

4.2.9. Disconnects

If a disconnect occurs, the shorthanded team will continue to play out the game. The disconnected player may re-join during the same game that the disconnect occurred in or they can wait until after the game's conclusion.

If the player cannot re-join during the same game, the player will have 5 minutes to re-join before the next game of the match begins. If the disconnected player is unable to join the game in this timeframe, the player's Team may substitute another Player from their roster or forfeit the series.

Teams in this situation remain subject to the substitution rule (A Player who is subbed out, cannot be subbed back in.) which means that the substitute will then need to play out the remainder of the match.

4.2.10. Remakes

Between matches, teams are allowed to request to play on a different server is there are connection issues. Remakes can be requested during a match under the following criteria:

• The match has been going on for less than 30 seconds.

• There hasn't been a goal scored during the match.

The team wishing to remake the game, must inform the opposing team using the in-game chat. Make sure to take a screenshot as proof in case of a dispute. If the remake criteria mentioned above are not met, the match must continue. The only exception is if the opposing team agrees to a remake.

4.2.11. Post-game process

After each DSL match, both team captains must fill in or accept the score in the "Results" tab on the tournament page. If you do not fill in or accept the match score, the system will not be able to add your score to the league table or push you through to the next stage of the bracket.

Uploading your replays is mandatory. This can be done by uploading to https://ballchasing.com/. If you need help with uploading your replays, contact the Rocket League admin.

4.2.12. Penalties

In the event a team forfeits a match, the result is a loss for the forfeited team. Players guilty of the following will be penalised accordingly depending on the severity of the offence:

• Using any kind of hack, trick, etc.

• Behaving poorly / contrary to the rules

• Using a player that is not part of the registered team

• Using the account of another player registered on the team (account sharing)

• Intentionally losing the game (feeding/throwing)

• Profiting from game bugs / using bots, etc.

In the event of a no-show from a team for an agreed upon scheduled match, the team in question will forfeit that match. A disqualified team cannot claim any prize for taking part in the tournament.

Repeat offences and frequent forfeiting during the DSL will lead to team-wide suspensions, blacklisting from future events, and potential loss of prizes. Teams are expected to consistently be able to field a starting roster through the usage of substitutes.

5.   Rulebook Change Log

9001. The Final Chapter

Don't forget to have fun.