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## BFBS Pro League Season 2 Ft. League of Legends Official Ruleset – v1.12

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## 1.1 Introduction

This document outlines the rules governing all tournaments in the **BFBS Pro League Season 2 Ft.**

**League of Legends.** It establishes a structured and consistent set of standards enforceable across all levels of competition for every player, team, and service participating in the league.

## 1.2 Acknowledgement and Acceptance of The Rules

By participating in any BFBS Pro League Season 2 Ft. League of Legends event, you agree you have acknowledged and accepted the following rules and standards (“Rules”):

**BFBS Pro League Season 2 Ft. League of Legends Rules** (this document), including any updates or amendments.

**BFBS Pro League Code of Conduct**, outlining acceptable behaviour for players, services, and representatives.

**BFBS Pro League Terms and Conditions**, covering platform access, security, data processing, and liability.

All players, team leaders, and representatives must read, understand, and agree to always comply with these Rules to participate in BFBS Pro League events.

## 1.3 Modification of The Rules

BFBS and Tournament Officials may amend or supplement these Rules, with or without prior notice, to uphold the Code of Conduct, protect the integrity of the BFBS Pro League, or comply with applicable law. They may also modify the league format or eligibility requirements with reasonable notice before changes take effect.

Updates will be communicated through a revised version of these Rules and via notification on the official BFBS Esports Discord server. You must always comply with these Rules to participate in BFBS Pro League events.

## 1.4 Upholding the Rules

Players are responsible for helping ensure all participants follow our Rules. Any rule infringement affecting a live match should be reported as soon as possible. Reports made hours or days later may limit or prevent Tournament Officials from applying sanctions in a timely fashion to help maintain competition integrity.

## 1.5 Player Eligibility

All players must be part of the eligible military community. The eligible military community is defined as:

- All UK Serving Military
- Direct family members of UK serving military and Veterans (including spouses, parents, children and siblings)
- Reservists
- Cadets
- Veterans
- MOD Civil Servants
- Royal Fleet Auxiliary personnel

The minimum age required to participate in any tournament is 13 years of age.

Players must add their Riot ID, representing their main account, to their Profile within the bfbseports.com website to participate. Players may not use any alternate accounts not linked to their profile on the platform, unless explicitly agreed upon with a Tournament Admin.

Riot ID's, aliases and usernames cannot be deemed offensive or otherwise in violation with these Rules or the Code of Conduct. This applies to all names used across tournament communications.

Riot ID's cannot be changed whilst in progress of an active tournament, unless permitted or requested by a tournament admin.

Riot ID's must reflect an EUW League of Legends account associated with their bfbseports.com account.

The Riot account registered for competition must have access to at least 20 champions unlocked, for suitability playing in a "Fearless Draft" Bo3 format.

## 1.6 Team Composition, Core Players and Substitutes

Teams must contain at least 5 eligible Core Players.

A Core Player is defined as a player who is expected by the Team to compete across the majority of the season, within that Team.

A Substitute is defined as a Player who is not expected by the Team to compete across the length of the season, within that Team, but may compete to replace a Core Player in their absence or for strategic purposes.

Players are not allowed to compete under multiple rosters during the course of the season, but may

choose to add to their Teams pool of Substitutes during the season.

Once the sign-up deadline is reached for a BFBS Pro League Season 2 Ft. League of Legends event, members of a Team are not allowed to make modifications to their Team, unless a Tournament Admin deems it necessary in the face of an extenuating circumstance.

At any given time, unless agreed upon by a Tournament Admin in the face of an extenuating circumstance, teams must use at minimum 3 of their 5 players as Core Players for each game in a series.

Should a player fail to pick during the pick/ban phase, all players in the lobby must agree to retain their previously selected picks/bans, before the failed pick occurred.

Players must lock in their in-game roles before the Fearless Draft takes place. Once this draft begins, these roles cannot be changed. Players may choose, however, to change roles between games of a series, before the next games Fearless Draft. Players should order themselves in the lobby in the following order: Top, Jungle, Mid, ADC, Support.

Teams are permitted a Coach, but they must have a registered BFBS Esports account. However, the Coach does not need to meet the Player eligibility criteria provided in this ruleset to support their team. A Coach may also exist as a Player, or Coach multiple rosters.

Core Players and Substitutes may only compete and represent a single team on the day of a tournament.

In the face of an extenuating circumstance, teams may be permitted to temporarily loan a Player or Substitute from another active roster for a single competition day, should their opposition and a Tournament Admin approve and agree it necessary.

Team Logos, Avatars and Sponsors for each team must not display or represent any offensive imagery or anything otherwise in violation of these Rules or the Code of Conduct.

Substitutes may readily replace a Core Player, or vice versa, between games of a Group Qualifier series. During the Division Play and Playoffs phases, Substitutes may not replace a Core Player, or vice versa, between games of a series, unless in the face of an extenuating circumstance, communicated with and approved by a Tournament Admin.

## 1.7 Service Representation

Teams must not represent or claim affiliation with a military service or associated group without official written approval from a service's or associations official esports representative.

Teams representing a military service must include at least one official service representative registered on the BFBS Esports website for each competition.

Teams must not misrepresent services or associations by modifying official names or acronyms in any capacity that is not approved by a service's or associations official esports representative (e.g., Team names like "RAFlyers" are not permitted).

## 1.8 Verification

You may be required to provide verification of your eligibility at any point during participation of any BFBS Esports competition. This includes but is not limited to your Epic Games account name and/or Eligibility status and/or age. If your Military status needs verifying, you may be asked to provide information to a BFBS Staff member:

### **Service Personnel:**

MOD90

Email Verified through mod.gov.uk

Vouched by the chair of your esports club/Service Representative.

### **Veterans:**

Veteran ID card

Service number (Independently verified)

Vouched by a chair of an esports club/Service Representative

Certificate of service

### **Service Family:**

Relation to be disclosed and proof of service from said family member i.e. MOD90, Certificate of service etc.

### **Cadets:**

An adult point of contact from whom detachment could be provided with a MOD email address

## 1.9 Communication

When a Team registers to any competition, that Team agrees to be active in communication with Tournament Officials through the official BFBS Esports Discord server in accordance with any stipulations of competition play, or the Code of Conduct. Players must join the BFBS Esports Discord from [this link to participate](#)

Support communication or Admin communication with individual participants must be conducted through either the Discord linked above or the Support Ticket system on the BFBS Esports website.

Any correspondence attempts through DM may be ignored or any actions stated in private messaging may not be binding. This is to ensure all Tournament Officials have access to ongoing discussions and that transcripts can be generated of said discussions, which can be provided to both the Tournament Officials and the user(s) involved for clarity.

## 1.10 Confidentiality

All contents of tickets, support requests, and correspondence with the Admins or Tournament Officials, or BFBS in any BFBS Esports competition are to be treated confidentially and may not be published in picture, text or in analogous reproduction. Publication requires agreement from BFBS.

## 1.11 Competition Format

A "Game" is an individual League of Legends round. A "Series" is a set of individual League of Legends games used to determine the winner of a match-up. A "Match" or "Match-up" refers to one team vs. another in competition.

Every Series is in the BFBS Pro League Ft. League of Legends must be played as a (Hard) Fearless Draft.

In a Fearless Draft, champions that have been used in previous games by either Team are unable to be picked for the remaining games in the Series.

Listed below are the competition stages across the BFBS Pro League Ft. League of Legends, and the formats used within each.

### **Group Qualifiers (Weeks 1-2)**

In these Qualifiers, Teams will compete within a skill balanced Group Stage to determine their placement in the BFBS Pro League Ft. League of Legends "Division Play" stage.

Teams will initially be seeded into this stage using the best judgement of the Tournament Organizer, factoring individual and team average peak League of Legends competitive ranks, from websites such as OP.gg, and past results of players and teams across UKAF and wider League of Legends competitions.

Once all registered teams have been initially seeded ahead of Group Qualifier Week #1, teams will be separated into 2 groups, each of equal strength.

Each team in a group will play each other once across the entirety of the Group Qualifiers, in a Best-

of-2 series, using the "Fearless Draft" format. This will result in each team having 2 opponents per week during this stage.

Any leftover games to be played after Group Qualifier Week #2 must be completed at minimum 24 hours before the first week of Division Play. These games must be scheduled in the players' and team's own time and communicated with a Tournament Admin.

Teams will qualify into the Division Play stage based on their Group Qualifier performances, purely factoring total number of Game wins (as opposed to Series wins) across both Group Qualifier weeks. In the case of a Tiebreaker, the prevailing team will be determined by the higher number of total Series Wins, followed by OGWP (Opponent Game Win Percentage)

The top-performing half of the teams across both groups of the Group Qualifier stage will progress to Division 1 of Division Play. The bottom-performing half of the teams will progress to Division 2 of Division Play.

If the total number of teams who participated in the Group Qualifiers is not divisible by 2, an additional team will qualify into Division 1.

## **Division Play (Weeks 3-6)**

In this event, Teams will compete within a Group Stage division, alongside teams of similar ability to themselves.

In this stage, teams will face each team in their group once, in a Best-of-3 series, using the "Fearless Draft" format.

Each team will play 1 opponent every competition week.

Teams will qualify into the Playoff stage based on their Division Play performance, purely factoring total number of Series wins (as opposed to Game wins) across the Group Qualifiers. In the case of a Tiebreaker, the prevailing team will be determined by the higher number of total Game Wins, followed by head-to-head record, and OGW% (Opponent Game Win Percentage).

Any leftover games to be played after Division Play Week #6 must be completed at least 24 hours before the start of Playoffs. These games must be scheduled in the players' and team's own time.

## **Playoffs (Weeks 7-8)**

Each Division will end in a single elimination playoff ("Playoffs"). Here, a team that loses a single series, whether in Week 7 or 8, will be eliminated from the competition.

All teams will play a single Best-of-3 series in Week 7. Winning teams in Week 7 will play a single Best-of-3 series In Week 8 (the Semi Final of that divisions playoff).

The two winning teams after Week 8, from both Divisions, will qualify for our BFBS Pro League Season 2 Ft. League of Legends Grand Finals, date TBD.

## 1.12 Match Setup and No Shows

Either team may choose to host the game and invite other players to the game using the following settings:

Game type: Tournament draft

Team size: 5

Spectators: All

All co-streamers of the BFBS Pro League Ft. League of Legends are required to add at least 90 seconds of stream delay to their broadcast.

The higher seeded team in the match-up will choose their side for Game 1. The losing side from the Game 1 match will pick their side for Game 2. From this point on, side selection will alternate.

Once both teams have joined the lobby and stated they are ready the lobby leader may start champion select.

Teams have 5 minutes from the start of their series (matchup) to engage with their opponents and a further 5 minutes to enter and begin their match. Between games of a series, teams may be permitted a further 2-minute break.

Should a team fail to arrive or establish contact with their opposition, within 10 minutes of their allotted match time, they will forfeit their first match. Every 10 minutes following this, another match will be forfeited.

Tournament admins reserve the right to change these timings if circumstances require.

## 1.12 Check-in period

Check-ins will begin at 15:00 BST through to 19:00 BST for each competition day. Check-ins are required by each Team to compete and will be conducted through Discord.

If a team does not check-in during this period, they will not be granted admission to the tournament, as it is assumed that the team is unable to play.

All times on the website are BST, except for view on the "Calendar" specifically, which will display timings in your local time.

### 1.13 Broadcasting

Players bear full responsibility for their conduct when broadcasting themselves competing in a BFBS Pro League tournament and do not represent the views or opinions held by BFBS or affiliated UK Armed Forces Esports Community Groups.

BFBS Esports will have an official broadcast to follow each individual competition stage. Players are not guaranteed to be represented on these broadcasts; however, the Tournament Organiser will try to showcase a variety of participating teams.

Teams will be required when asked by a Tournament Admin to enter a Broadcasted lobby, hosted by BFBS Esports, as opposed to a private match hosted by a host team. Teams will be notified of this in advance of their match-up by a BFBS Esports member of staff via Discord.

### 1.14 Result Disputes

Teams are encouraged to take screenshots of the scoreboard at the end of each match for submission to the tournament platform, along with saving the replay.

In the case of any conflict in result, screenshots, recordings and in-game replays will be referred to. If neither team can provide proof of the match result, the team's match histories will be reviewed.

When reporting rule infractions to admins it is necessary for teams to provide proof of the incidents in the form of a screenshot or preferably a recording of the whole incident.

Editing any form of screenshot or recording of a match that is to be submitted to admins as evidence is strictly forbidden.

### 1.15 Competitive Integrity

Players and Teams always agree to uphold the competitive integrity of the competition and compete under the spirit of the rules. Unfair play can and will result in sanctioning under any of the following circumstances:

- Match Fixing or Throwing
- Agreement made between Teams or Players to intentionally influence match results
- Hacking, DDOSing, Botting
- Account sharing

New champions are not allowed to be picked until they have been made available in-game for at least 2 weeks.

Pausing is permitted purely to help resolve technical issues in a game for a maximum of 10 minutes. Both teams must indicate that they are ready to continue before the game is readied.

The champion "Locke" is banned from use for Group Qualifier #1.

Teams must communicate during their games via the BFBS Discord, through a created Voice Channel.

## 1.16 Sanctions

If a Player, Team, or Representative are found to be in violation of the Rules or any accompanying documentation such as the Code of Conduct, Tournament Officials reserve the right to apply any of the following penalties that they deem fit for purpose based off the severity of the infraction:

- Verbal Warning
- Written Warning
- Communication Suspension
- Communication Ban
- Game Forfeiture
- Match Forfeiture
- Disqualification from a specific Tournament
- Disqualification from a Tournament Series
- Undefined time – temporary suspension from any BFBS Esports competitions or activities
- Permanent ban from any BFBS Esports competitions or activities
- Reduction and/or removal of accumulated points in any given points system or structure
- Reduction and/or withholding of all prize earnings either monetarily or otherwise.

## 1.17 Spirit of the Rules

It is at the discretion of the Tournament Manager to modify any of the rules above for any reason. The rules are most likely to be amended in the following cases (without limitation):

If a different patch/version release is used and modifications to the rules are necessary to ensure fair play.

If a game-breaking bug is discovered during the tournament.

If players are suspected or proven to be engaging in unfair play or collusion to fix the results of a game.

If changes to game settings and/or operations guidelines are necessary due to differences between online and offline tournaments.

If there are substantial delays to a tournament that would prevent it from concluding in a timely fashion.

If a rule amendment is made, teams will be informed immediately of the changes made and the reasons why, via the tournament's main communication channels.

All decisions regarding the interpretation of these rules lie solely with the Tournament Manager, the decisions of which are final.

## 1.18 Full Schedule

This is the complete schedule of the 2026 BFBS Pro League Season 2 Ft. League of Legends

**19:30 Monday, 6th July – Week 1 (Group Qualifier)**

**19:30 Monday, 13th July – Week 2 (Group Qualifier)**

**19:30 Monday, 20th July – Week 3 (Division Play)**

**19:30 Monday, 27th July – Week 4 (Division Play)**

**19:30 Monday, 3rd August – Week 5 (Division Play)**

**19:30 Monday, 10th August – Week 6 (Division Play)**

**19:30 Monday, 17th August – Week 7 (Elimination)**

**19:30 Monday, 23rd August – Week 8 (Elimination)**