

LPE RULES

GENERAL REGULATIONS

1. REQUIREMENTS FOR PARTICIPATION

All requirements for participation in any LPE League competition are listed below.

1.1. TEAMS

Only teams directly affiliated with a traditional sport entity and their esports section will be able to participate.

A 'traditional sports entity' is any sports club whose main activity is the practice of conventional sports.

Participation shall be restricted to teams with a sports-like structure with regular players, their substitutes, and a minimal technical staff.

Each team will be represented by a speaker chosen from the technical staff. The LPE recommends this position be occupied by the coach of each team.

1.1.1 OFFICIAL COMMUNICATIONS

The LPE will maintain a platform which will be accessible to club and team management. All official communications will be made through this platform. It will be located at the following address: www.lpesports.com/

1.2 SPORTS ROSTERS

All players over 16 years old must receive an employment contract from the club to which they belong, and must be registered with Social Security or an equivalent institution, depending on country. The club must provide complete documentation confirming its relationship with the player.

The rosters shall be formed exclusively by players authorized by the LPE staff.

Each club must include at least one national player. A national player is a player that has the same nationality as the fiscal and official location of the club. The composition of each team will be specified in every game. The rosters shall be formed exclusively by players authorized by the LPE staff.

Each team must field the established minimum number of local players in the game in order to compete and to have a coach license issued by the LPE

The speaker of the team can be any member of the staff. The speaker is responsible for all relevant communication with the LPE organization.

All players are responsible for reading and comprehending the rules. Any questions regarding them can be addressed to the LPE organization via the following email address: competition@lpesports.com

A club's request for a competition license for a given player will be considered as acceptance of the mentioned competition rules.

Players and staff can only be members of one club during competition.

1.2.1.CONTRACT

Professional contracts for players and staff will be drafted according to the template of the contract for professional players of the LPE, which will include mandatory fields such as base salary, confirmation of enrollment in social security or similar institution, exclusivity, etc.

1.2.2 COMPETITION LICENSE

Each club must request a special license for the participation of their players and roster staff via the official platform (www.lpesports.com), a maximum of 15 days before the pre-season starts.

No licenses can be requested for periods longer than those stated in the contract signed between the player/staff and the team.

To complete the request, clubs must fill in all mandatory fields of the form issued by mail to every club that makes a request to competition@lpesports.com. All required documentation must be attached. Once the request has been received and reviewed by the LPE, the player will be admitted to the competition.

LPE reserves the right to cancel the license of a player or staff member for any of the following reasons:

- Serious injury which impedes normal participation in the activity
- Accident
- Death
- Long-term sports sanction

The LPE Competition Committee holds final authority regarding license cancelation. Its decisions are final.

License revocation and renewal should both be requested on the official platform where it will be studied by the LPE.

1.2.3 UNDER 16 YEARS OLD

Due to the nature of the competition and its financial awards, players under 16 years old may not participate as active players in any case.

1.3 EXCLUSION FROM THE PARTICIPATION

No employee of the LPE organization and/or its affiliates will have the right to participate in any of the competitions held within the framework of the LPE.

Taking into account the exclusivity of the contract stipulated by the club and the player, players are not allowed to compete with another club while the competition license of the LPE is active.

At the same time, neither those players who have been sanctioned, excluded, or dismissed by a club will have a license to participate. More information on sanctions can be found in paragraphs 11 and 12.

1.4 CONNECTION REQUIREMENTS

Competitors playing from one-person spaces must have a fiber or equivalent internet connection with a bandwidth of 200 symmetric Mbs.

For group connections provided by clubs in their gaming rooms, it should not be weaker than 150 Mbs symmetric for each player competing. It should use optical fiber technology or equivalent.

For mobile gaming competitions, a 4G or WiFi connection with a bandwidth of no less than 75 Mbs is required.

Procurement and maintenance of internet access is the responsibility of the competitors or their corresponding clubs, according to the contract between them.

In case of a game competition on servers of different regions, the LPE reserves the option to set up a Proxy server or VPN to make the connection equal between competitors. The usage of the same proxy or VPN is mandatory if the organization so requires.

2 CLUB'S OBLIGATIONS

This clause describes the obligations of the club to its respective teams and with the competitions that form a part of the LPE.

2.1 CONDITIONS FOR PARTICIPATING

The clubs must be traditional sports entities that have an esports section of one or more games that form a part of the competitions organized by the LPE, regardless of the age of the same.

The teams of the club commit themselves to playing all the official matches according to the calendar. The teams must be available during the period specified in the calendar established by the league in order to compete. Non-compliance with this rule will result in a penalty and/or an automatic disqualification of the team.

2.2 RIGHTS AND OBLIGATIONS

Given the nature of the league, which aims to professionalize the sector, the clubs must establish a contract with their players, as the activity must be developed within a legal framework.

The agreements and contracts that are established between the players and the club will be the entire responsibility of the club and will follow the template of a contract for a professional player of the LPE. Non-compliance with any of the clauses stated in it may be reason for termination of the contract.

The clubs must remain in the league during the period established in their particular contracts with the LPE. A copy of this agreement will be provided to the club, and another copy duly filled in must be sent to the organization to the following email address competition@lpesports.com.

The players will belong to the club's roster during the entire duration of their contractual link. The player may leave the club, as long as the contract allows it, by terminating the employment contract, or when fulfilling the terms of such a situation stated in the professional player contract.

If this situation occurs in the mid-season, the player will not be able to participate in the LPE until the next signing of contracts.

2.2.1 EQUIPMENT

The club must provide the players with the official equipment consisting of the official kit of the section, and other necessary equipment. This point is further developed in clause 4.

2.2.2 SALARY

Given the professionalization of the players, they should receive a remuneration quantity for the development of the activity in accord with their professional status during the competition, that may not be less than the established by the applicable bylaws of each club.

The relationship will be described in a labor contract, never less than a part-time job with participation in the social security system or the equivalent of each country.

2.2.3 SIGNING OF CONTRACTS

For the competitions in the LEAGUE format:

At the end of each season, clubs may modify their sports rosters, hiring players who are in free agent positions, without breaking the limits set at the level of the sports rosters of the LPE.

This information will be further explained in clauses 3.4 and 5.2.

For competitions of the CUP format:

The clubs may modify their sports rosters at the end of each competition.

Teams eliminated in previous phases shall continue with their active rosters until the end of the competition. In cases where teams fail to appear or are dissolved, the situation of the players will be evaluated by the LPE.

2.3 COMPENSATIONS

In cases where a player decides to leave the club unilaterally, the club will reserve the possibility to apply the rescission clause it previously agreed to with the player at the time of the signing of the contract. The clause must be included in the draft of the professional player contract, and its value will be approved by both parties.

If clubs enter into negotiations regarding the trading of players, each club must be compensated in the manner agreed upon between both entities. Any clubs trading a player to another must file a request to remove the LPE licence for that player in their club.

2.4 SPONSORS

Sponsors may promote both player and club according to their interests. The player's shirt being part of the required equipment for competition stated in the regulations, the image of the sponsor's brand shall appear there.

The sponsors can provide financial support to the player and the club, or provide them with technological materials to meet the players' needs.

The main sponsors of the teams will be evaluated by the LPE to avoid any possible interference with the principles of the competition and the organization.

Sponsorships related to alcoholic beverages, tobacco and derivatives, drugs, prescription pharmaceuticals, illegal websites, pornography and erotic products, weapons or ammunition, gambling, and other gaming companies acting against the organizer's interests are prohibited.

2.5 DISTRIBUTION OF PRIZES

In case of winning one of the prizes of the competition, the LPE will be responsible for proceeding to its payment directly to the Club. The agreement between the club and its sports roster, such as bonuses for a title or a final classification, etc. will be reflected in the contract signed between both parties.

3. ORGANIZATION OF THE TEAM

All clubs must have a coach for each team and a sports director to support all the club's teams. They are responsible for helping in the development of strategies, psychological support and for candidates to become speakers for the LPE organization.

The sports director will be in charge of ensuring that the players are in an optimal physical and psychological state to be able to compete.

A team will be considered valid to compete on the platforms described if it has the sufficient number of regular players and a minimum number of substitutes as stated in the specific regulations for each competition.

3.1 LINEUPS

The club will submit its competitive roster 24 hours before each match through the application/contact form of the LPE adapted for these functions under the subject: "next Lineup - Game's name – [name of the team]".

In the case that any player is unable to attend the competition to represent his/her club, he/she must contact the LPE organization 48 hours before the next match through the league's application adapted for these functions with the subject, "change lineup- [game name] - [team name]

Replacing players without prior notice to the LPE may be grounds for penalties.

In the event that the web application is not operational, the LPE will offer the team an alternative, in order to meet the stipulated communication times.

3.2 REPLACEMENTS

Replacement of players must be approved by the league before they can take place. This is why the state of the situation must be communicated to the league within the period stipulated in clause 3.1.

In no case will substitution be allowed during any match online or face-to-face. The exceptions are detailed in paragraph 9 of the regulations.

3.3 PLAYER NICKNAMES

Player names under which they compete may not be offensive or disrespectful.

Players must include the name of the team or tag it next to their nickname. Example: [Name of the club] Nickname.

3.4 CONTRACTING

In the league format:

Between seasons, the club will have a period when it can replace the players that form its roster and will be able to choose among all available free agents. The limitations of the available players will be marked if applicable in the specific regulations.

The contracting period will be established by the competition and will take a minimum of two weeks. The range of players allowed per team must always be respected.

At the same time, those players who have not been selected and after the termination of the contract with the previous club will be considered as free agents.

In the cup format:

The teams can only sign contracts in the period enabled between seasons. Exceptional cases will be studied due to voluntary withdrawal of players or staff members to have a minimum number of members stipulated by the LPE.

4 REGULATORY EQUIPMENT OF THE PLAYERS

The following clauses refer to the official equipment needed for the participation in both online and face-to-face competitions forming part of the LPE.

4.1 CLOTHING AND ACCESSORIES

The league will consider all the equipment included into this paragraph official and regulatory, all those supplements that are not included or foreseen in this paragraph being assessed by the organization.

All instrumentation which is deemed inappropriate or offensive will not be authorized to be shown during streaming or face-to-face matches. The use of accessories that may hurt the sensibility or are considered inadequate will be sanctioned in a different way, depending on the severity, and usually comprised between 1 to 5 competitive days.

If such accessories cause a serious incident, the organization may apply a sanction to the club.

4.2 EQUIPMENT OF THE PLAYERS AND THE TEAM

The players must have the minimum equipment required.

All players must have the minimum equipment provided by the club in order to represent it. This includes the clothing that has colors of the club, the coat of arms, the name (Nick), which must be visible and appear on the back and may also include a bib number, as well as the logos of the sponsors.

The players must have as a part of their equipment long trousers, preferably of casual style and closed footwear in case of face-to-face competitions. Under no circumstances should players or staff members have their face covered.

Regarding the technological material, the players must have all the hardware and software they need to be able to develop the competition, and have the minimum connection stated in clause 1.4. The players are responsible for the optimization of their setup, and a problem with the player's technological equipment will not be reason enough to pause the game or arrive late at the meeting.

5 STRUCTURE OF THE LEAGUE

The league will have various competitions governed by the general and specific regulations for each game.

5.1 GAMES

The league will offer to the clubs and entities an opportunity to participate in 'Rocket League', 'Clash Royale', among other titles.

5.2 SEASON AND COMPETITION FORMATS

During the inaugural season of the LPE, the competitions will have a regional cup format with international invitations.

The competitions will be formed by national and international teams, and the manner in which these are distributed will be determined in the specific regulations of each game, where the competition system will also be specified.

A season will always be preceded by a pre-season, a non-scoring competitive space in which the first matches will be played. This will last for a period of time between three weeks and a month and a half, which may vary according to the calendar.

Throughout the season there will be two cups, each with a duration of three and a half months, with a qualifying period and a playoff period to decide who the absolute winner of the competition is.

In the cases of a regular league, there will be meeting matches of a double round, and the competition will end with a physical play-off of 8 teams.

5.3 CALENDAR

The starting date of the first season will be January 8th, 2019. Each competitive season will have a different duration depending on the teams that are participating (between 8 and 12) and the competition format of each game. This season will end during the weekend of July 5th, 6th and 7th, 2019, with a face-to-face event where all the final play-offs of all the games and categories will be played.

In any case there will always be a week of rest between competitions.

The retransmission schedules, according to the calendar, will be from Monday to Friday with a starting time that may vary between 7:00 pm or 8:00 pm GMT+1 time zone, depending on the day and the content. This can be consulted on the website [www.lpesports.com].

5.4 STREAMING

The organization reserves the right to broadcast all the matches, in whole or in part, through the network.

The content broadcasted by the LPE will be the property of the LPE.

The current broadcasting platforms are Twitch, YouTube and Douyu. Likewise, the LPE reserves the right to broadcast all its events on any current or future digital platform.

The use of the broadcasted images by the clubs will be allowed for sports scouting and analyzing, but not for commercial exploitation.

Each one of the parties will have casters and / or analysts who will follow the course of the game to be able to tell what happens during it.

The production team will offer a program at the end of the day in which the conflicting matches and their results will be analyzed

5.5 ASCENT, DESCENT AND PROMOTION SYSTEM

Depending on the final number of participating clubs, they will be organized in divisions in the following manner:

The first division will house a minimum of 8 and a maximum of 12 teams.

The second division, if any, will house a minimum of 8 and a maximum of 16 teams.

Likewise, there will be a promotion system that will affect the last two teams of each group. The team which is in the last position will descend automatically from its division and its place will be occupied by the champion of an immediate inferior division.

On the other hand, the team that has taken the penultimate position, will play a play-off for one's subsequent elimination with the subchampion of the second division, which at the same time will define which team will participate in the LPE during the following season.

Movements within divisions will be argued before the start of the next competition cycle.

6 ONLINE COMPETITION REGULATIONS

6.1 SCHEDULE SETTING-UPS

The schedule of the matches will be finally determined one week before the match. The organization can change the schedule of the competitions due to force majeure situations, and only in case it is convenient. In such cases a message will be sent to the teams involved.

The organizer must open the room 30 minutes before the official starting time of the match.

The teams must be in the waiting room (lobby) of the game with a minimum of 20 minutes notice at the beginning of the same. The aforementioned waiting room (lobby) will be identified with the name designated by the team that plays at home in accordance with the provisions of the calendar or with the name designated by the LPE.

Before the match, the team must ensure that all the peripherals are in optimal conditions to participate and its players are available for the match.

Once they enter the room, they should greet each other to confirm their attendance.

6.2. PENALTIES FOR A LATE ARRIVAL OR NOT SHOWING UP

The teams that do not show up at the time agreed for the match to start, or arriving maximum five minutes late, will automatically lose the match.

If, on the contrary, it occurs in a period of time less than five minutes, they will be allowed to enter the competition but with certain penalties, which will be defined by the specific regulations for each game.

6.3 INCOMPLETE ROSTER

A team is considered to be complete when all the players have entered correctly the room and have greeted the opponents.

Under no circumstances will matches with an unequal number of participants be accepted. In case of a withdrawal by a player, one of the substitutes must cover his/her place.

6.4 BREAK OR MATCH RESTART

Matches cannot be paused without a justified reason. In paragraph 9 possible incidences of the connection are exposed.

At the same time, matches can only be restarted if the committee of judges of the organization determines it. The acceptable time for this action will be determined for each competition.

6.5 DISCONNECTION

Those players who disconnect in the middle of the game will be penalized.

In case of a server crash, you must attach a screenshot showing the server's involuntary exit or the impossibility to connect. The Club's speaker must send the documentation to is.competition@lpesports.com with the subject:

"Disconnection - Player - Club"

In case a single player has disconnected due to some connection problems, the reconnection will be allowed. If it is impossible to replace him/her in the next round or map, this map will be considered to be lost to the inferior team.

The rest of cases of disconnection or reconnection, are included in sections 9.1 and 9.2 of this regulation.

7 REGULATION OF AN OFFLINE COMPETITION

The following rules will be applied in case of real-time offline tournaments.

7.1 ARRIVAL AT THE VENUE

Participants must be present at the venue with a margin of 30 minutes before the match starts. Players must enter the arena in order with the team captain at the head of the line.

No member of the team can touch the computers or peripherals of other members or the opponents, even in case of an accident.

7.2. THE ARENA SPACE

In the area determined to celebrate the competition between two teams, the manager or coach may attend as a spectator, but may not offer his/her help to the team during the course of the match, as long as it is not a tactical or technical pause, as stated in the clause 7.3.

Wireless devices such as mobile phones, external storage devices, music players, tablets or other electronic elements that correspond to or are related to the above mentioned categories cannot enter the competition arena. Players can leave their personal devices in a room specially enabled by the organization.

It will be prohibited to enter the competition space with food or drinks. They must be left in the same room where personal belongings are left. Cases not stated in this clause will be studied apart.

7.3 PENALTY FOR ARRIVING LATE OR NOT SHOWING UP

Teams that are not present at the beginning of the match will be penalized. Likewise, the teams that are present but not considered complete, according to the definition stated in clause 6.3, cannot participate and will automatically lose the match.

7.4 BREAKS OR RESTART OF THE GAME

The break during the game will only be legitimate after the deliberation of the judge of the competition when the disconnection incidents or server problems occur.

The coaches of each team will have the right to benefit 2 breaks during the match in concept of:

Tactical breaks: With a maximum duration of 1.5 minutes each. In the course of this break the Coach can take the lead to give advices to his/her team. Under no circumstances can players withdraw from their playing position during the break. The way to apply these breaks in each game, will be stipulated in a specific regulation.

There are additional breaks coming from the organization's side, called "Technical breaks". Such a break does not have a maximum duration period and will be applied when a technical problem is detected. Coaches and players have the right to request this break from the referee, if they experience any kind of problem.

The restart of the game will be evaluated by the committee of judges as per clause 6.4.

7.5 TECHNICAL SUPPORT

The organizers will have staff that will be in charge of solving incidents that may arise during the competitions, present in the competition venue.

8. PROCEDURE AFTER THE GAME AND THE ARBITRARY COMMITTEE

8.1 RESULTS

The results are automatically communicated by the team's speaker once the match is finished and will be published on the platform. The email address to send a screenshot with the results to is competition@lpesports.com, under the subject:

"Results - Club – Game".

8.2 RESOLUTION OF INCIDENTS

All the games will be supervised by judges specialized in live competition with the help of the 360° cameras and through a live broadcasting of the matches.

The coaches can provide demos or fragmovies of their players in order to collaborate in the study of incidents.

8.3 REST BETWEEN GAMES

Only breaks between consecutive matches may be made if the judges of the game determine so. Possible breaks will be highlighted in the specific regulations of each game.

8.4 DATE OF THE NEXT GAME

The determination of the next game will be announced with one week notice through the web platform and will be communicated globally by email to the speakers of all teams.

8.5 JUDGES

The organization will have an arbitration committee with specialists in each competition, who know the specific rules of each game.

Moreover, there is also a team that will assess the penalties and sanctions that players and / or teams may get for an improper behavior or faults they may commit.

8.5.1 ARBITRAL TECHNICAL COMMITTEE

The Arbitral Technical Committee will be formed by several referees of all games and competitions and managing directors.

It will be in charge of naming referees during every game and their trainings, so that they maintain a certain level of knowledge and keep the regulations being optimal.

9. INCIDENTS

This paragraph aims to cover all the aspects that may affect the normal development of the games, taking into account both voluntary and alien circumstances reflected on the players' performance.

9.1 LOSS OF INTERNET CONNECTION

Players who intentionally disconnect from the match and when it is proven will be penalized with a sanction that will be communicated at the end of the game; likewise, the team will automatically lose the game.

If the connection has been lost due to some specific problems related to the account and the server, the arbitration committee should be contacted, and all the required evidences have to be sent. In such a case the player will not be able to reconnect until the next game. As stipulated in point 6.5 The Club's speaker is the one in charge of sent the documentation to competition@lpsports.com, with the subject:

"Disconnection - Player - Club"

9.2 IMPOSSIBILITY TO CONNECT TO THE SERVERS

In case none of the players can enter the servers, the game will automatically be postponed and the new schedule will be informed on the web platform and by email to the respective clubs.

9.3 PROBLEMS WITH THE TECHNOLOGICAL TEAM

As per clause 4.2, good maintenance and a hardware setup will be the responsibility of the player. A match will not be postponed or delayed due to hardware problems that arise before the match is held.

For the problems occurred during the game, the failed hardware should be replaced as quickly as possible, in case it is feasible, and the competition may be paused by the referees. If the replacement of the affected hardware is not possible, the confrontation will be considered lost to the inferior team. All the evidence required by the organization or the arbitration team must be provided in order to determine the action to be taken.

9.4 PROGRAMS ABUSEMENT, BUGS OR HACKING

If any player modifies the game in such a way that he/she gains an advantage or gets profit from the game's faults to tip the scales in his/her favor, he/she will be automatically eliminated from the competition, with no option to participate again in any team.

If a player suspects that third-party programs are being misused, he/she must make video captures that demonstrate this and send them to the organization, through the speaker of his/her club, to the email address competition@lpsports.com with the subject:

"Report - confrontation".

9.5 INCIDENT REPORT

The organization has a group of professionals specialized in competitions. This group has the last decision on the action against infractions and incidents that may occur during the competitions.

For any incident, the competition@lpesports.com email contact is available, or the DISCORD channel will be provided before each match that will be set up during the whole day. No incidents or problems can be reported through this channel outside the time assigned to each confrontation.

10. PROHIBITIONS

10.1 BETS

None of the teams, players, members of the organization or affiliates can participate directly or indirectly in bets based on any of the results that are part of the LPE competitions.

10.2 RIGGING DURING MATCHES

The teams cannot agree on the results of the games, nor lose intentionally, regardless of the purpose of such actions, such as any financial compensation or distribution of prizes among others.

If such a behavior of a player is detected, it will also be sanctioned.

In such a case of detecting any suspicious behavior, information files will be opened which could lead to sanctions.

10.3 IDENTITY IMPERSONATION

All players must use their official account during all competitions. If any player performs an identity impersonation and the organization discovers it, that player will be sanctioned. In case such a player impersonates an infraction maker who is also a player of the LPE or one of its clubs, the latter will also be sanctioned.

10.4 CONSUMPTION OF PROHIBITED SUBSTANCES

All substances reflected in the WADA lists that correspond to narcotics or drugs in order to improve performance and / or reflections are strictly prohibited.

When their consumption is needed under a medical prescription, it must be communicated to the LPE.

11. BEHAVIOR OF THE PLAYERS AND MEMBERS OF THE TEAM

All players must offer their best efforts in all matches being a part of the competition, following the principles of sports behavior, an honest and fair play. Violation of any of these rules will be subject to penalties that may be modified at the discretion of the organization, after having studied the seriousness of each of the infractions.

The players must treat the opponents with respect.

Never use chat in-game with a purpose other than greeting or congratulating the opponent; its use with a different purpose may lead to possible penalties.

The general terms of sanctions are stated in clause 12.

11.1 NON-PROFESSIONAL BEHAVIOR

Any member of the team who uses obscene, vulgar, insulting, abusive, disrespectful language or who promotes a hate speech or a discriminatory behavior, both online, in person or through social networks, will be sanctioned.

No member of the team may use any installation, service or equipment to publish, transmit or disseminate such prohibited communications in any way.

Likewise, no member of the team or club may make any gesture to another club, follower or any employee from another team, or perform actions that incite these insulting, mocking, antagonistic or disruptive behavior.

Verbal and physical harassment, either as a single act or as a repeated act, is totally prohibited. Neither are allowed acts that may offend the dignity or integrity of players, or group of people through derogatory, discriminatory or disparaging actions for reasons of being related to a certain group or according to a skin color, ethnic origin, gender, language, religion, political opinion, financial situation, sexual orientation or any other condition.

The members of the team cannot make, give, issue, authorize or endorse any statement or action that has a detrimental effect to the interests of the LPE.

The members of the team or the club must provide all the information that may be required by the organization to carry out the pertinent checks or investigations.

The disclosure of the confidential information provided by the organization and affiliates through any means of communication is not allowed.

11.2 LPE'S STAFF BEHAVIOR

No member of the LPE team should offer or accept any gift to or from players, coaches, sports directors, other teams, organizers or league affiliates.

The only exception to this rule will be in case of a reward, as his/her function in the relation with the team members, or offered by the sponsors, as long as these do not involve actions described in clause 10.2.

The members of the LPE team should follow the actions set by the organization, always reasonable and not incurring any of the clauses previously qualified as those that cause sanctions.

No member of the LPE should offer, agree, conspire or attempt to influence the official result of a game by any method. Likewise, the organization may request documentation or other reasonable actions required to ensure the operation and quality of the competition in the LPE.

In case of having detected someone in such a situation, the LPE must be informed of the situation and about a possible person who made an infraction.

12. LIST OF PENALTIES, SANCTIONS AND DISQUALIFICATIONS

The attempt of any of the actions that form part of the code of conduct will be considered a punishable act.

Any person who is involved or has tried to participate in any act that the LPE, in its absolute discretion, believes that contributes to unfair game actions, will be subject to a penalty, sanction or disqualification, depending on the seriousness of the acts.

The nature and extent of the penalties imposed by the acts will be at the sole and absolute discretion of the LPE. Among the penalties, different degrees may be found:

- Verbal warning
- Sports sanction (points, loss of encounters, etc.)
- Economic sanction
- Temporary suspension
- Disqualification
- Expulsion

The repetition of infractions may increase the degree of the penalty, which may affect the permanence in the league, both for players, technicians and teams.

The list of applicable sanctions, depending on the event, will be as detailed below.

Depending on the grievance of the action, the arbitration committee may take extraordinary measures that exceed the maximum penalty stated in the following cases.

IDENTITY IMPERSONATION (PLAYER)

When the player plays with an account that belongs to another player, with or without the consent of the same in order to obtain better positions in the classification in exchange for a personal gain.

MINIMAL PENALTY

2 competitive days

MAXIMAL PENALTY

3 competitive days and € 150

NON-CONCORDANCE WITH THE ROSTER OF PLAYERS SUBMITTED (CLUB)

Player replacements that are made during the matches and are not communicated within the established period and therefore not authorized.

PENALTY

1st) € 200; 2nd) € 500; 3rd) and subsequent € 1,000

MAXIMAL PENALTY

Disqualification

IMPROPER BEHAVIOR (PLAYER)

The violation of any of the rules of conduct that form part of the code exposed in the general regulations will be grounds for sanction.

MINIMAL PENALTY

3 competitive days

MAXIMAL PENALTY

6 competitive days and € 200

RIGGING DURING MATCHES

The negotiation between two parties in order to agree on the results of a match and thus distributing the prize or obtaining personal benefits.

MAXIMUM PENALTY (PLAYER / CLUB)

Expulsion / Expulsion and € 10,000

PERFORMANCE OF TRAPS IN A GAME (PLAYER)

The use of unauthorized programs, hacks, bugs and other defects of the game that can give victory to the player who uses them in his/her favor.

MINIMAL PENALTY

8 competitive days and € 1,000

MAXIMAL PENALTY

Expulsion

ADULTERATION OF THE BEHAVIOR OF ANOTHER PLAYER

Those actions performed by players or other members of the team or the club that may condition the performance under the code of conduct stated in the general regulations.

MINIMAL PENALTY

3 competitive days

MAXIMUM PENALTY

10 competitive days

BETS (PLAYER / CLUB)

This activity performed by players, team members, organizers or affiliates is strictly prohibited.

MINIMAL PENALTY

1 season / € 10,000

MAXIMAL PENALTY

Expulsion / Expulsion

RECRUITMENT OR NEGOTIATION OF PLAYERS OUT OF THE DETERMINED PERIOD

The hiring or negotiation of players outside the period designated for this purpose, if these have current contracts with the LPE teams. This situation should be reported by the injured club, through its speaker, to the competition@lpesports.com address, with the subject:

"Infraction signings – club's name - player's name".

MINIMAL PENALTY

4 competitive days

MAXIMAL PENALTY

Expulsion

Any infringement not defined in this regulation, nor in the specific rules of each game, will be studied by the Arbitration Committee and the Competition Committee, after receiving a complaint or acting ex officio after reviewing the audiovisual material of the day.

13. UNFORESEEN RULES

All those rules that are not foreseen in this regulation should be consulted through the e-mail competition@lpesports.com with the subject:

"Consultation of regulations - Game / General".

13.1 CHANGES AND / OR MODIFICATION OF THE REGULATIONS

The organization reserves the right to modify or add regulations to this general regulation, as a complementary to the specific rules of each game.
