

FLASHPOINT 2
COUNTER-STRIKE: GLOBAL OFFENSIVE
RULEBOOK



GENERAL	2
General Rules	2
Server Settings	2
THE COMPETITION	2
General Format	2
Group Stage Format	2
Group Stage Selection Process	3
Last Chance Qualifier Format	4
Playoffs Format	4
Maps	4
Rosters	5
Changes to Squad List	5
Full-Strength Teams	6
Match Result Record	6
Teams Ceasing to Play	6
Team Captains	6
FIXTURES AND MATCH MANAGEMENT	6
Arrangement of Fixtures and Scheduling	6
Match Start Times	7
Duration of Matches	7
Abandoned Matches	7
Late Arrival and Failure to Arrive	7
Match Forfeits	8
Game Server Location Selection	8
TeamSpeak	8
Issues during a Match	8
Issues after a Match	9
MATCH OFFICIALS	9
Selection	9
Finality of Decision Making	9
Payments to Match Officials	9
DISCIPLINE	10
Disciplinary Action for In-Match Misconduct	10
Fines	10
BETTING, INSIDE INFORMATION, MATCH FIXING AND CHEATING	10
General	10
Betting	11
Inside Information	11
Match Fixing	11
Cheating	12
In-Game Exploits, In-Game Changing Scripts and Other	12
Monitoring	12

1. GENERAL

All Rules and Regulations remain subject to change by Flashpoint's Governance Board, comprising the company's CEO, two (2) representatives from CSPPA member players (part of Flashpoint Partner teams) appointed by the CSPPA, and two (2) representatives from the Flashpoint Partner teams appointed by the Board of Flashpoint.

1.1 General Rules

- a) Players must be ready to play no later than sixty (60) minutes before the scheduled Match time.
- b) All Teams may submit up to two (2) Substitute Players. Players who are already a member of a Flashpoint Team cannot be used as a Substitute Player.
- c) Players must be ready on the Game Server ten (10) minutes before the start of the Match.
- d) Players must use their correct Nickname during the Matches as per a Team's Team Sheet.
- e) Players must keep a professional behaviour at all times.
- f) Only Game-related chat messages are allowed during live gameplay.
- g) Players must be available for a short interview immediately before and/or after the conclusion of the Match regardless of outcome.
- h) Teams must use a TeamSpeak server provided by the League.

1.2 Server Settings

- a) Rounds: MR15
- b) Round-time: 1:55 minutes
- c) Freeze-time: 20 seconds
- d) Buy-time: 20 seconds
- e) C4 timer: 40 seconds
- f) Overtime Money: \$16,000
- g) Overtime Rounds: MR3

2. THE COMPETITION

2.1 General Format

- (a) The Tournament begins with a Twelve (12) Team Group Stage, followed by a four (4) Team Last Chance Qualifier, followed by the eight (8) Team Playoffs;
- (b) Each Match will be played in a Best-of-Three (BO3) format;
- (c) Matches will be played on the latest CS:GO Patch, unless specifically stated otherwise by the League;
- (d) Relegation procedures are to be determined and announced via an updated Rulebook before the start of the Competition's first official Match.

2.2 Group Stage Format

- a) Twelve (12) Teams;
- b) A single phase of three (3) GSL-Style Groups, containing four (4) Teams each;
- c) The top two (2) Teams of each Group progress to the Playoffs;
- d) The third placed Teams and the highest ranked Team will progress to the Last Chance Qualifier.

2.3 Group Stage Selection Process

- (a) Initial seedings for the GSL-Style Groups will be determined by the latest HLTV.org Ranking;
- (b) The top three (3) ranked Teams will be assigned with a randomly selected letter (A, B or C) that will assign each Team to their respective Group;
- (c) The Team assigned with Group A will select a Team which has not yet been assigned a Group;
- (d) The Team assigned with Group B will then select a Team which has not yet been assigned to a Group, followed by the Team in Group C;
- (e) Steps c, b and d will repeat until all Groups contain four (4) Teams;
- (f) Once all twelve (12) Teams have been selected into the Groups, the final Team selected into each Group may make one (1) swap, starting with the Team in Group A, then Group B and finally Group C;
- (g) If a team with an option to swap is themselves swapped to another Group, they maintain the ability to swap in their original swap order;
- (h) There are three possible swap options:
 - i. Swap any two (2) Teams between Groups, subject to veto;
 - ii. Swap the positions, and therefore first round opponents, of any two (2) Teams in the same Group, which cannot be vetoed;
 - iii. Pass the option to swap.
- (i) The following restrictions for swaps are in place:
 - i. A team may not “undo” a previous swap, meaning that if two teams have already been swapped they may not return to their initial Group assignments from the Group selection. However, a team may be swapped multiple times as long as it does not also include a team with whom they have been swapped previously;
 - ii. If a swap is vetoed, it may not be proposed again by any team;
 - iii. If a team has had two swap attempts successfully vetoed, they must pass their opportunity to swap.
- (j) Each of the top three (3) ranked Teams receive two (2) Nay and four (4) Yay choices to be used during each attempt to swap. When a swap of Teams between Groups is proposed (swaps within a Group cannot be vetoed), each Team Captain informs the Tournament Official without revealing it to the audience or other Teams;
- (k) The Tournament Official will reveal the choices once all Teams have given theirs;
 - i. If two (2) or more Nays are revealed, the swap is vetoed
 - ii. If two (2) or more Yays are revealed, the swap proceeds
- (l) If a swap is vetoed, the Team proposing the swap may attempt another swap;
- (m) If two (2) swap proposed by the same Team are vetoed, then the Team must pass their opportunity to swap;
- (n) If a Team has no remaining Nays, then they cannot vote to veto a swap and must submit a Yay instead.
- (o) Further information and clarification on the Group Selection Process can be found here: https://docs.google.com/document/d/13mqwgaXlk8r1_Xo94ZUDTRyEm_Xks7yYn87G-SIbcjk/

2.4 Last Chance Qualifier Format

- (a) The three (3) Teams which placed third in their respective Groups in the Group Stage, and the highest ranked Team which placed fourth qualify into the Last Chance Qualifier;
- (b) The Teams will be ranked following the this process:

- i. The Team with the higher Match Win Percentage across all Matches in Group Stage play will receive the higher seed, defined as the total Best-of-Three Matches won divided by the total Best-of-Three matches played;
 - ii. If the Match Win Percentage is tied, the Team with the higher Map Win Percentage across all Maps in Group Stage play will receive the higher seed, defined as the total Maps won divided by the total Maps played;
 - iii. If Map Win Percentage is tied, the Team with the higher Round Win Percentage across all rounds in Group Stage play will receive the higher seed, defined as the total Rounds won divided by the total Rounds played;
 - iv. If Round Win Percentage is tied, the Team ranked higher on the HLTV Rankings will receive the higher seed;
 - v. In the event that all tie-breakers fail, Teams will play an additional Best-of-Three Match to determine seeding or Teams may agree on a coin flip to determine the higher seed.
- (c) Of the four (4) Teams, the highest ranked Team will play the lowest ranked Team, and the second and third ranked Teams will play each other;
 - (d) The winning Team of each Match will progress to the Playoffs.

2.5 Playoffs Format

- (a) Eight (8) Teams;
- (b) Double Elimination format;
- (c) The Teams will be ranked following the this process:
 - i. The Team with the higher Match Win Percentage across all Matches in Group Stage play will receive the higher seed, defined as the total Best-of-Three Matches won divided by the total Best-of-Three matches played;
 - ii. If the Match Win Percentage is tied, the Team with the higher Map Win Percentage across all Maps in Group Stage play will receive the higher seed, defined as the total Maps won divided by the total Maps played;
 - iii. If Map Win Percentage is tied, the Team with the higher Round Win Percentage across all rounds in Group Stage play will receive the higher seed, defined as the total Rounds won divided by the total Rounds played;
 - iv. If Round Win Percentage is tied, the Team ranked higher on the HLTV Rankings will receive the higher seed;
 - v. In the event that all tie-breakers fail, Teams will play an additional Best-of-Three Match to determine seeding or Teams may agree on a coin flip to determine the higher seed.

2.6 Maps

2.3.1 Map pool

- a) de_dust2
- b) de_inferno
- c) de_mirage
- d) de_nuke
- e) de_overpass
- f) de_train
- g) de_vertigo

2.3.2 Map selection

- a) All Matches are played in a best-of-three Map format;
- b) Vetoes must be started at least one (1) hour before the scheduled Match start time;
 - i. The Match Official will flip a coin. The winning Team of the Coinflip will decide who vetoes the first Map
 - ii. Team A vetoes Map 1
 - iii. Team B vetoes Map 2
 - iv. Team A selects Map 3 - Team B selects starting sides
 - v. Team B selects Map 4 - Team A selects starting sides
 - vi. Team A vetoes Map 5
 - vii. Team B vetoes Map 6
 - viii. Map 7 will be used as Decider Map if necessary - A Knife Round will select starting sides
- c) In a Match where a Team coming from the Upper Bracket faces a Team from the Lower Bracket, the Team from the Upper Bracket may decide which Team begins the veto.

2.7 Rosters

- a) A Team shall be entitled to include a Player who has been registered with the Team on its Roster by submitting to the League details of the Player on the requisite form, as from time to time issued by the League, or if there is no requisite form in existence at the time of the application, by emailing the League (esports@faceit.com).
- b) A Team shall be entitled to remove a Player who has been registered with the Team from its Roster by providing to the League details of the Player on the requisite form, as from time to time issued by the League, or if there is no requisite form in existence at the time of the application, by emailing the League (esports@faceit.com).
- c) Teams shall use best endeavors to ensure that a finalized Roster is submitted to the League (esports@faceit.com) five (5) days prior to the first scheduled Match of the relevant Season.

2.8 Changes to Squad List

- a) Player transfers between Flashpoint Teams may only be made in-between Phases. Both organizations involved must provide written confirmation to esports@faceit.com of the transfer. There is an ongoing obligation on Teams to provide updated Squad Lists to the League in writing by email (esports@faceit.com), within twenty-four (24) hours of such changes being made.
- b) A Player shall be deemed to have been included, or removed, from a Team's Squad List on receipt of the Leagues' written confirmation.
- c) Should a Team wish to include a new Player on the Squad List, and the Squad List contains its full allocation of seven (7) players, it will be required to remove a Player(s) from its Squad List accordingly.

2.9 Full-Strength Teams

In every Match each participating Team shall field a full-strength Team (albeit Teams may play Substitute Players at any time); failure to do so may result in sanctions being imposed by the League.

2.10 Match Result Record

- a) The League shall hold and amend the definitive list of results and both the First Phase Competition Table and the Finals Competition Table.
- b) The Team Sheet shall be the only evidence acceptable to the League from a Team of the names of the Players (whether Starting Players or Substitute Players) in respect of the Match in question without prejudice to the right of the Team to produce supporting evidence in the event of any question being raised by the League, or a Participant

involved in the Match in question.

2.11 Teams Ceasing to Play

If a Team ceases to be a member of the League during an ongoing Competition, for any reason and by any means whatsoever, and prior to such Team's completion of all its Matches listed on the Fixture List for the Competition, then in the case this occurs mid-Competition, their current opponent shall receive a win by disqualification, all previous Match results shall stand, but all Prize Money gathered will be revoked. For Matches in future Competition days, the League will reserve the right to determine which Team becomes the replacement in the Competition.

2.12 Team Captains

- a) Each Team shall appoint a Player or Team Official as Team Captain. Team Captains shall act as a point of contact between the Team and Match Officials. The role of the Team Captain shall involve, amongst other things, representing the Team and communicating with Match Officials on behalf of the Team; communicating with other Team Captains and Teams; acting as final authority on Team decisions; and communicating Competition information to the Team.
- b) Teams shall not change a Team Captain whilst a Match is ongoing without the consent of the Match Official.

3. FIXTURES AND MATCH MANAGEMENT

3.1 Arrangement of Fixtures and Scheduling

- a) All Competition Days shall be arranged as soon as reasonably possible and the Fixture List shall be circulated to each of the Teams.
- b) All Competition Days shall take place, and all Matches shall be played on the dates and at the times listed in the Fixture List save for:
 - i. where the League decides, in its sole discretion, in the interests of the Competition, to rearrange the date and/or start time of a Match. For the avoidance of doubt, the League may, at its sole discretion, in the interests of the Competition, re-order and/or otherwise modify the Fixture List and/or change the date or start time of a Match. In the event that the League modifies any element of the Fixture List, the League shall notify all Teams at its earliest convenience. Such decisions by the League shall be binding on all Teams.

3.2 Match Start Times

The League has the absolute right to amend and/or re-order the Match start time listed on the Fixture List.

3.3 Duration of Matches

- a) All Matches shall take the form of best-of-three Map format, with MR15 rules applying.
- b) All Maps shall be a "first to sixteen (16) Rounds" format: that is the first Team to win sixteen (16) Rounds in regulation shall win the Map in question.
- c) In the event that both Teams are tied after regulation, an immediate period of Overtime shall be played until a winner of that Map is determined, with MR3 16K rules applying.
 - i. An Overtime win shall count as a 16-15 score.
- d) Teams have a total of ten (10) minutes break between different Maps in a best-of-three Match.
- e) A Match will be finished once a Team reaches two (2) Map wins.

3.4 Abandoned Matches

If the Match Official deems it necessary to abandon a Match for any reason, irrespective of the number of Rounds or Maps played, or the status of the Match, the result and score of that Match may be determined by the League, in its absolute discretion. The League may also order the Match to be replayed, in which case the Match will take place on a date, and with a start time, determined by the League.

3.5 Late Arrival and Failure to Arrive

- (a) Scheduling is central to the efficient operation, commercial viability and integrity of the League, and the League takes breaches of Match scheduling (for example Teams committing Late Shows or No Shows) very seriously. The League is therefore entitled to impose fixed penalties in accordance with this Regulation, which will take immediate effect.
- (b) A Team will be deemed to have committed a "Late Show" if, after five (5) minutes following the scheduled Match start time, all five (5) Starting Players are not logged on to the Game Server and ready to play the Match. Fixed penalties will be imposed at the discretion of the League and based on the length (in minutes) of the Late Show. Fixed Penalties may include, but may not be limited to, deductions from any potential Revenue Share of any specific late Player(s):
 - i. 5 minutes late: \$500 Revenue Share deduction
 - ii. 10 minutes late: \$1000 Revenue Share deduction
 - iii. 15 minutes late: \$1750 Revenue Share deduction
 - iv. 20 minutes late: \$3000 Revenue Share deduction
 - v. 25 minutes late: \$5000 Revenue Share deduction
- (c) A Team will be deemed to have committed a "No Show" if, after thirty (30) minutes following the scheduled Match start time, all five (5) Players are not logged on to the server and ready to play. Fixed Penalties will be imposed, at the discretion of the League and may include, but may not be limited to, deductions from potential Revenue Share and/or Prize Money Pool.

3.6 Match Forfeits

- (a) If a Team wishes to forfeit a Match, for any reason, it must make a formal request to the League (esports@faceit.com) for permission to forfeit, who shall make a decision on such request at its sole discretion.
- (b) The League can choose to accept, or reject, the forfeit request, in accordance with whatever conditions he deems appropriate, bearing in mind the overriding requirement to protect the integrity of the Competition (such as in circumstances whereby the Match will be resumed at, or postponed to a later date).
- (c) Should a Team fail to act in accordance with the process set out under this Regulation 3.6, or fail to act in accordance with any decision made by the League, the League may impose whatever sanctions or penalties it deems appropriate, taking into account the circumstances, such as, but not limited to: fines; Prize Money Pool deductions; Participation Fees or Team Revenue Share deduction; loss of seeding for future Competitions; deduction of Competition Points; and/or overall disqualification from the Competition.

3.7 Game Server Location Selection

- (a) Teams shall determine the most suitable Game Server location together, from the following locations:
 - i. Germany (Limburg), Netherlands (Amsterdam), Sweden (Stockholm)

- (b) If no suitable Game Server location can be determined by the Teams, the Match will be played on the designated League Game Server.
 - i. European designated League Game Server: Germany (Limburg)

3.8 Team Communications

- (a) Teams must use the TeamSpeak server provided by the League.
 - i. This TeamSpeak will be used to record communications, which the League may use for Broadcast purposes but will not contain any tactical or strategic communications by the Teams.
 - ii. A Tournament Official may also be present on the TeamSpeak in order to provide technical support to the Teams.
- (b) Coaches may communicate with their Team's Players at any point during the Match.
- (c) Only the five (5) Starting Players and one (1) Coach are allowed to be on the same TeamSpeak server.

3.9 Issues during a Match

- a) If a Match is interrupted for reasons beyond the control of the Teams (for example, Player crash; server crash; network cuts) the League may decide to replay the Match according to the following terms and conditions:
 - i. if a problem or issue takes place before the first kill of any Round, the Round will be replayed;
 - ii. if a problem or issue takes place during a Round, and the outcome of that Round can be determined, the Round will not be replayed. If the outcome of the Round cannot be determined, the Round will be replayed unless the League reaches a different decision, which he may do in his absolute discretion. Teams are obliged to continue the Round if any issues or problems occur, until informed otherwise; and
 - iii. if start money is applied and a Player is dropped, the Match Medic Tool is primarily used to determine the amount. If for whatever reason the Match Medic tool fails to determine the amount, the relevant Demo will be used.
 - iv. Each Team shall be allowed four (4) Tactical Pauses per Match. Notwithstanding the actual time of the duration of the Tactical Pause, the thirty (30) seconds will be deemed to have been used.
 - v. To initiate a Tactical Pause, Players must do this through the vote system in the game's menu.
 - vi. To initiate a Technical Pause, Players must do this by typing "!pause" in the in-game chat.
 - vii. Each Player shall ensure that he has an alternative steam account available in the event of a VAC-Authentication Issue.
 - viii. If a Coach has been disconnected from the Game Server, the Match must be paused in the next Freeze Time. Once the Match is paused the Coach can rejoin the Game Server.

3.10 Issues after a Match

- a) If a Team considers that it is victim of rule violations or a breach of the Regulations during a Match, the Team, or any of its Players, must play the Match to a finish (they must not under any circumstances stop the Match). Once the Match is over, the Team Captain may make an official request to the League to open an investigation. The Team Captain may provide relevant information and evidence to the League in order to assist with the investigation, after the conclusion of which the League will make a binding determination.
- b) Teams which make unjustified, repetitive and vexatious use of the right provided for under this Regulation 3.7 may be liable to be sanctioned by Flashpoint.

4. MATCH OFFICIALS

4.1 Selection

As soon as practicable before a Match, the League shall notify the relevant Teams of the Match Officials appointed for such Match.

4.2 Finality of Decision Making

Decisions made by Match Officials are final and binding on all Players, Teams, Team Officials and other Participants.

4.3 Payments to Match Officials

No Team, Team Official, Player, or any other person acting on their, or its behalf, shall make, or offer to make, any payment whatsoever to a Match Official, whether in cash or in kind, and whether by way of fee, allowance or reimbursement of expenses, except as may from time to time be approved or determined by the League.

5. DISCIPLINE

5.1 Disciplinary Action for In-Match Misconduct

- (a) The following actions are strictly prohibited during a Match and will result in a Round Loss sanction to be determined at the discretion of the League, and an in-Match misconduct warning (an "In-Match Misconduct Warning"):
 - i. A Team, Team Official, Player refuses to follow the instructions of Tournament Officials;
 - ii. A Team, Team Official, or Player shows dissent by words or actions towards any other Participant;
 - iii. A Team, Team Official, or Player uses insulting language and/or gestures towards any other Participant;
 - iv. A Team, Team Official or Player commits unsporting behaviour;
 - v. A Player has an In-Game skin name containing a website or profanity.
- (b) A Team may receive a sanction, such as Round deduction, Competition Points deduction, forfeit Match losses, or disqualification, if one (1) of its Players:
 - i. receives more than one (1) In-Match Misconduct Warning;
 - ii. is guilty of unfair proceedings;
 - iii. uses any unlawful or unfair proceedings;
 - iv. abuse of the Coach Spectating Bug and do not notify a Tournament Official immediately;
 - v. misleads or 'duplicates' any Match Official; or
 - vi. uses invisible ledges or textures without prior approval of a Tournament Official.

5.2 Fines

- a) The League may issue fines as penalties as mentioned in these Rules and Regulations, however it must provide the following to the fined Players:
 - i) Fines must be levied from the Players' revenue share.
 - ii) The League must notify the fined Player in writing via email no later than forty-eight (48) hours after the finable offense has occurred.
 - iii) Players may appeal to a fine via Flashpoint's Board of Governors. The Player in question must provide a written statement/explanation for the Board of Governors to review.

6. BETTING, INSIDE INFORMATION, MATCH FIXING AND CHEATING

6.1 General

- a) This Regulation covers four (4) main areas: betting; the use of inside information; match fixing; and cheating.
- b) The reason the League imposes this Regulation is to ensure that in every Match, the Teams and Players are playing to the best of their ability, without any conflicting objectives.
- c) It is also very important for the reputation of the League that Participants are not involved in betting or betting related activities.
- d) Furthermore, by the very nature of their position, certain Participants (for example Players and Team Officials) are sometimes privy to information that could enable them to make money (or enable others to make money) through betting activity or cheating. Again, this type of activity is detrimental to the image and reputation of FLASHPOINT and the Competition and is strictly prohibited.

6.2 Betting

- a) This Regulation 6.2 betting applies to all Participants, and covers the full range of bets and wagering, including in-play betting.
- b) No betting allowed under any circumstance, directly or indirectly, on this or any other Counter-Strike competition.
- c) Participants are prohibited from asking, or instructing, any person, or entity, to place any bet referred to in this Regulation 6;
- d) This Regulation includes all bets relating to, but not limited to, the following:
 - i. The result of a particular Match, Matches or the Competition itself;
 - ii. Any events in the progress of a Match or Matches, or the Competition itself;
 - iii. Any other events involving the Team, or other Teams.
- e) All Players and Team Officials registered with, or contracted to, a Team, and the League (whether they are Starting Players or Substitute Players) are deemed to participate in every Match played by that Team for the purposes of this Regulation. For the avoidance of doubt, even if a Player is injured, ill or suspended, he is still not permitted to place any of the above bets.

6.3 Inside Information

- a) Inside information is information that a person becomes aware of through his involvement with a Team, the League or the Competition which is not publicly available. For example, a Player may find out that the Team is about to appoint a new Team Official before this news is made public. This is inside information, and the Player is not allowed to use, or facilitate the use of, it for betting purposes.
- b) Participants are not allowed to pass inside information on to another person or entity, which that person or entity then uses for betting;
- c) Participants may be in breach of the Regulations if they pass inside information on to another person or entity, even if they did not know that person or entity was going to, or intending to, use it to bet. If a Participant could have reasonably known that that person or entity would use the information for betting then they may still be in breach of this Regulation.
- d) The passing and provision of inside information can take place by any means of communication, including, but not limited to, emails and social networking sites.

6.4 Match Fixing

- a) Match fixing is the arranging or influencing (or attempting to arrange or influence) in advance the outcome of a Match, or events within the Match, usually for the purpose of making money, often from betting.
- b) Participants are not allowed to accept from, or offer to, any person or entity (whether they are Participants or otherwise) any bribes/gifts/rewards of any nature in relation to

- seeking to influence the outcome, result of, conduct of, a Match or the Competition;
- c) Participants are under a strict obligation to immediately report to the League any approach, or any offer of a bribe/gift/reward made to them, or any other Participant, related to seeking to influence the outcome, result, or conduct of a Match or the Competition. Failure to do so will be considered a breach of this Regulation and will in itself result in sanctions being imposed.

6.5 Cheating

- a) Cheating is the creating (or attempting to create) an unfair playing field or gaining an unfair advantage over other Teams or Players by any means contrary to the rules of the Game in question, any of the Regulations or the spirit of esports and traditional sporting endeavors. For the avoidance of doubt, this shall include any unauthorized use of any third-party tools without the prior consent of the League.
- b) Any Player who has received a ban from the Valve Anti-Cheat, FACEIT Anti-Cheat or is on the Valve Blacklist later than 5 February 2018 is not allowed to participate in the Competition.
- c) Any Coach who has been banned by ESIC is not permitted to participate in the Competition.
- d) All Players shall act in accordance with the League's guidelines relating to cheating, including the Anti-Doping Policy which the League, the Teams and the CSPPA will work together to agree, and any other policies relating to doping, as applicable from time to time.

6.6 In-Game Exploits, In-Game Changing Scripts and Other

- a) A Player shall only use an In-Game Exploit following the prior consent by a Match Official, and the League. The League's decision on use of an In-Game Exploit shall be final.
- b) If a Player uses an In-Game Exploit without prior consent, all Rounds in which the In-Game Exploit was used, will be rewarded to the Team's opponent.
- c) The use of In-Game Changing Scripts is strictly prohibited.
 - i. Usage of In-Game Changing Scripts may be punished with a forfeit Match loss or disqualification.

6.7 Monitoring

Participants should also be aware that there is a great deal of monitoring of the betting markets. The League, for example, works closely with specialist companies who are constantly reviewing data and betting patterns from betting operators. These organizations are aware of this Regulation and the Regulations as a whole, on betting and advise the League of issues that arise in the cash, telephone and online betting markets.