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OFFICIAL REFERENCE

B3DHK LEAGUE

**LEAGUE REGULATIONS
SEASONAL PUBLICATION**

BALL3D HONG KONG

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Written by KiYoTaKe

MAY 2015

Ball3DHK

Preface

This document is written to provide you basic rules for the Ball3D HONG KONG LEAGUE's season two (4v4). They should be strictly complied during and after the league match. Failure to comply might lead your team to:

- **Deduction in Point(s).**
- **Disqualification.**
- **Suspension of team player(s).**
- **Ineffective result of game(s) and re-match.**

Please be noted that, in attempts to avoid disputes and disharmony, it is TOTALLY your responsibility to comply with all the rules listed herein without reminder from any persons such as League Administrator, which is KiYoTaKe, and the host of the match room.

Rules

Neutrally Hosted Room, Room Setting and Game Record

- The match room must be opened by a neutral player that does not belong to both team to ensure fair gameplay.
- **Score limit: None ; Time limit: 8mins ; Stadium: Real Football Night ; Ball: Normal 01 ; Overtime: No.**
- If League Administrator, which is KiYoTaKe, is not attending the match, it is the responsibility for the two teams to record the match and send the file to ball3dhk@gmail.com notifying the involved teams, result and match date within 7 days after the relevant match.

The League Setting

- Unless specifically stated, the Ball3D Hong Kong League generally adopts two-round system(雙循環制)
- Each League match won = 3 Points, draw = 1 Point, lost = 0 Point.
- Team Position is being ranked by:
Points > Goal Difference > Match Results between the team concerned

Admin Rights

Admin rights should be given to the League Administrator, team leader or manager of both side.

Who are authorized to BAN or KICK?

The authority to ban or kick players inside a league match room is being ranked as followed:

League Administrator > Room Host > Other authorized neutral admin(s).

Never can you ban or kick anyone from the match room if you are part of the

team that is playing.

Never can you ban or kick a League Administrator from the league match room on any behalf or for any reason.

Maximum Games per Week

Each team should play only **TWO** games per week. Exceeding the limit will result in ineffectiveness of results of all the matches played within the week, and re-match is required.

Substitution

Substitution is allowed to be made only **DURING SET PIECE**. Pay attention for the following when you make substitution:

- **Dragging players to either side should be operated by the League Administrator in the room or the host, you can do so by yourself only when none of the previous two are responding or when both of them are afk.**
- **Player(s) that is already out cannot sub-in in the same match.**
- **Player(s) that is disconnected and rejoined the match room can be **IMMEDIATELY** dragged to play if no substitution is already made for the disappearance. In addition, substitution for disconnected member(s) can be made only during set piece.**
- **Players on the pitch who suffer from obvious bug that making him unable to control his own movement **CAN** be dragged to spectator and dragged back again immediately **by League Administrator or the host** but not anyone of both side of the teams.**

Team-chat Only

During the match, both side and the spectators is forced to use team-chat channel if they want to communicate, except for making requests or complaints. Occasional disobedience will be tolerated but repeating violation will be banned

from the room; if ban involves player(s) on the pitch, NO substitution can be made for the banned player(s).

Team Name

Players of both side must be logged in and are using team tag as part of their username.

Team Squad

Only players registered as part of your squad before registration deadline of the season is eligible to play for the team in the league. However, this does not mean that your team cannot not recruit new member(s).

Multi-Identity

Multi-identity means you play for or join more than one league team using different usernames or identities; or you logged in using other player's account playing on behalf of the original user.

Multi-identity is strictly prohibited behavior as it would constitute unfairness of the league by producing conflict of interest.

Once you break this rule, you will be permanently banned from any competition hosted by Ball3DHK. The teams involved might also be liable to penalty of and not limited to deduction of Point(s).

Shot Effects and Visuals

As Shot Effects and Visuals could really affect player's judgement on the field, **any shot effects and visuals are strictly PROHIBITED**. You are advised to double-check if you and your teammates has already shifted off all effects and visuals before the match begins. Nonetheless, **Shirt Numbering is allowed**.