



GLOBAL LEAGUE REGULATIONS

SECTION 1 – INTRODUCTION

1.1 Purpose

The Infinite Pro League ("InfinitePL") is a multi-title competitive esports league established to provide a structured, transparent, and professional ecosystem for esports athletes, teams, stakeholders, partners, and the wider gaming community.

1.2 Scope

These regulations govern all competitions, tournaments, league stages, championship events, qualifiers, and activities conducted under the Infinite Pro League banner across multiple game titles unless otherwise specified.

1.3 Authority

The League Administration shall have the authority to interpret, enforce, and amend these regulations when necessary to preserve competitive integrity, operational efficiency, and fairness.

1.4 Acceptance

Participation in any InfinitePL competition constitutes acceptance of these regulations and any supplementary policies, procedures, and game-specific rulebooks.

SECTION 2 – DEFINITIONS

2.1 League Administration

The individuals appointed by InfinitePL to manage and oversee league operations.

2.2 Team

A registered esports organization or group of athletes approved to participate in InfinitePL competitions.

2.3 Athlete

An individual registered and approved to compete in InfinitePL competitions.

2.4 Coach

An individual officially registered by a team to provide coaching and strategic support.

2.5 Match Official

A referee, administrator, observer, tournament official, or any individual appointed by InfinitePL to oversee competition operations.

2.6 Competition

Any tournament, qualifier, league stage, playoff, championship, or event conducted by InfinitePL across one or more game titles.

2.7 Roster

The official list of athletes registered by a team for participation.

SECTION 3 – ATHLETE ELIGIBILITY

3.1 Eligibility

All athletes must satisfy the eligibility requirements established by InfinitePL and any applicable game publisher regulations.

3.2 Identity Verification

Athletes may be required to provide valid government-issued identification and any additional documentation requested by League Administration.

3.3 Account Ownership

Athletes must compete only on accounts legally owned or authorized for their use.

3.4 Multiple Accounts

The use of alternate, substitute, or undisclosed accounts is prohibited unless expressly approved by League Administration.

3.5 Compliance

All participants shall comply with applicable laws, publisher regulations, and league policies.

SECTION 4 – TEAM REGISTRATION

4.1 Registration Requirement

All teams must complete the official registration process prior to participation.

4.2 Roster Submission

Teams must submit complete roster information before the applicable registration deadline.

4.3 Accuracy of Information

Teams are responsible for ensuring all submitted information is accurate and current.

4.4 Ownership Disclosure

League Administration may require disclosure of ownership structures where conflicts of interest may arise.

4.5 Multiple Team Ownership

No individual or entity shall directly control multiple competing teams within the same competition unless expressly approved by InfinitePL.

SECTION 5 – ROSTER REGULATIONS

5.1 Roster Eligibility

Only athletes listed on an approved roster may participate in official matches.

5.2 Roster Limits

Minimum and maximum roster sizes shall be defined within game-specific regulations.

5.3 Substitutions

Only registered substitute athletes may replace active roster members during competition.

5.4 Emergency Roster Changes

League Administration may approve roster modifications under exceptional circumstances.

5.5 Transfer Restrictions

Roster modifications outside designated transfer windows may require approval from League Administration.

SECTION 6 – LEAGUE FORMAT

6.1 Competition Structure

An InfinitePL competition may consist of Open Qualifiers, Closed Qualifiers, Invitational tournaments, Showmatches, Knockouts, League Stages, Playoffs, and Grand Finals across multiple game titles.

6.2 Seeding

Teams may be seeded based on rankings, qualification performance, prior results, or other approved criteria.

6.3 Scheduling

League Administration shall determine competition schedules and match timings.

6.4 Format Amendments

InfinitePL reserves the right to amend competition formats when operationally necessary.

SECTION 7 – MATCH OPERATIONS

7.1 Reporting Time

Participants must report and check in within the prescribed timeframe.

7.2 Match Readiness

Teams must be prepared to compete at the scheduled start time.

7.3 No Show

Failure to appear within the designated grace period may result in penalties or forfeiture.

7.4 Match Control

Only authorized officials may initiate, pause, restart, suspend, or conclude official matches.

7.5 Result Confirmation

Match results become official upon confirmation by League Administration.

SECTION 8 – COMPETITIVE INTEGRITY

8.1 Fair Competition

All participants must compete honestly and in good faith.

8.2 Cheating

The use of unauthorized software, hacks, exploits, scripts, macros, or external assistance is prohibited.

8.3 Match Fixing

Manipulation or attempted manipulation of competitive outcomes is prohibited.

8.4 Collusion

Collusion between teams or athletes for competitive advantage is prohibited.

8.5 Inter-Team Cooperation Prohibition

Teams are strictly prohibited from cooperating, coordinating, or forming alliances with other teams under any circumstances during competition. Any form of teaming, shared strategy, or coordinated gameplay between separate teams is considered a severe violation of competitive integrity.

8.6 Betting Prohibition

Betting in any form is strictly and completely prohibited. Participants, including athletes, coaches, team staff, and any affiliated individuals, are forbidden from engaging in, facilitating, or promoting betting activities related to InfinitePL competitions under any circumstances.

8.7 Account Sharing

Account sharing during competition is prohibited.

SECTION 9 – CODE OF CONDUCT

9.1 Professional Behaviour

Participants shall conduct themselves professionally at all times.

9.2 Respect

Participants shall treat athletes, officials, staff, sponsors, partners, spectators, and other stakeholders respectfully.

9.3 Harassment

Harassment, discrimination, intimidation, bullying, or abusive behaviour is prohibited.

9.4 Public Conduct

Participants shall not knowingly make false or misleading statements that may damage the reputation of InfinitePL.

9.5 Online Conduct

Participants remain responsible for their conduct across social media, streaming platforms, and digital communications.

SECTION 10 – MEDIA RIGHTS

10.1 Broadcast Rights

InfinitePL retains exclusive broadcast rights for all official competitions unless otherwise authorized.

10.2 Recording Rights

InfinitePL may record, archive, reproduce, distribute, and promote competition content.

10.3 Athlete Likeness

Participants grant InfinitePL permission to use their name, image, likeness, voice, and gameplay footage for promotional and operational purposes.

10.4 Co-Streaming

Co-streaming permissions shall be governed by separate policies issued by InfinitePL.

SECTION 11 – SPONSORSHIP REGULATIONS

11.1 Team Sponsorship

Teams may secure sponsorships subject to league approval and applicable restrictions.

11.2 Restricted Sponsors

InfinitePL may prohibit sponsors that conflict with league partners, publisher policies, or applicable laws.

11.3 Branding Requirements

Participants may be required to display designated league branding during official competitions.

SECTION 12 – TEAM IDENTITY & APPAREL REGULATIONS

12.1 Official Team Apparel

Teams participating in LAN Finals, Playoffs, Championship Events, and any event designated by League Administration shall wear official team jerseys or approved team apparel.

12.2 Team Identity

Team jerseys shall clearly display the team's registered name, logo, or branding in a manner that allows participants and spectators to identify the team.

12.3 National Flag Restriction

Team jerseys are strictly prohibited from displaying any national flags, including but not limited to Indian national flags, state flags, or any foreign national or regional flags.

12.4 Athlete Identification and Uniformity

League Administration may require athlete names, aliases, or identification numbers to be displayed on official team jerseys. All team jerseys must be identical in design, colour, and layout for all athletes, except for the athlete's name or identification displayed.

12.5 Sponsor Branding Placement

Sponsor logos may be displayed on team apparel subject to approval by InfinitePL and must comply with all applicable league guidelines.

12.6 Sponsor Branding Restrictions

Sponsor names or branding related to betting, online gambling, or any activity prohibited by applicable government regulations are strictly not allowed to be displayed on team jerseys.

12.7 League Branding

InfinitePL may require teams to display designated league, event, or partner branding on jerseys during official competitions.

12.8 Prohibited Content

Apparel containing offensive, discriminatory, political, illegal, gambling-related, tobacco-related, or otherwise prohibited content may be rejected by League Administration.

12.9 Apparel Approval

Teams must submit their jersey designs to InfinitePL for approval prior to participation in designated competitions. No team shall use or display jerseys without prior approval from League Administration.

12.10 Championship Events

For LAN Finals, Championship Events, Media Days, Award Ceremonies, and official broadcasts, athletes may be required to wear approved team jerseys and maintain a professional appearance as directed by League Administration.

12.11 Lower Body Apparel Requirements

Athletes are not permitted to wear shorts or three-fourths (3/4 length pants) during official InfinitePL competitions or designated events.

12.12 Cultural and Religious Apparel Considerations

Female athletes may wear headscarves, hijabs, or full covered clothing for cultural or religious reasons. Such apparel is permitted provided that the official team jersey remains clearly visible and identifiable at all times as determined by League Administration. Any additional apparel worn must be either a neutral colour (black or white) or a single plain colour consistent with the team jersey colour scheme, and must not contain any designs.

12.13 Additional Headgear and Face Coverings

Athletes may wear turbans, caps, masks, or similar headgear or face coverings, provided that such items are consistent with the team's official branding, colour scheme, and overall uniform appearance, and do not obstruct athlete identification or violate any other league regulations.

12.14 Teams Without Approved or Compliant Jerseys

Teams that do not possess an approved team jersey or whose jerseys are deemed non-compliant with InfinitePL regulations must notify League Administration at the earliest

possible time. InfinitePL may provide league-approved jerseys or require teams to use designated apparel for participation.

12.15 Non-Compliance

Failure to comply with apparel requirements may result in warnings, fines, match penalties, or other disciplinary measures.

SECTION 13 – DISCIPLINARY ACTIONS

13.1 Available Penalties

League Administration may impose warnings, point deductions, forfeitures, suspensions, disqualifications, prize reductions, or permanent bans.

13.2 Investigations

InfinitePL may conduct investigations into alleged violations.

13.3 Interim Measures

League Administration may impose temporary restrictions while investigations are ongoing.

13.4 Final Determination

Penalties shall be determined at the discretion of League Administration based on the severity of the violation.

SECTION 14 – PROTESTS AND APPEALS

14.1 Protest Submission

Teams may submit formal protests within the prescribed timeframe.

14.2 Evidence

Protests should be supported by relevant evidence whenever available.

14.3 Appeals

Eligible disciplinary decisions may be appealed in accordance with league procedures.

14.4 Final Authority

The final authority regarding all competitive and disciplinary matters shall rest with InfinitePL.

SECTION 15 – PRIZES

15.1 Eligibility

Only eligible participants shall receive prize awards.

15.2 Verification

Prize recipients may be required to submit identification and supporting documentation.

15.3 Distribution

Prize payments shall be processed according to timelines communicated by InfinitePL.

SECTION 16 – INFINITE PRO LEAGUE RANKINGS

16.1 Ranking System

InfinitePL shall maintain an official ranking system for teams and, where applicable, athletes across all supported game titles.

16.2 Ranking Criteria

Rankings may be determined based on competitive performance, match results, tournament placements, strength of opponents, consistency, and other performance metrics defined by League Administration.

16.3 Points Allocation

Points may be awarded for participation and performance in InfinitePL competitions, including qualifiers, league stages, playoffs, and championship events.

16.4 Ranking Updates

Rankings shall be updated periodically at intervals determined by League Administration and published through official league channels.

16.5 Ranking Usage

Rankings may be used for seeding, qualification eligibility, invitations, and other competitive decisions within InfinitePL competitions.

16.6 Adjustments

League Administration reserves the right to adjust ranking methodologies, scoring systems, or weighting factors to ensure fairness and competitive balance.

SECTION 17 – FORCE MAJEURE

17.1 Exceptional Circumstances

InfinitePL shall not be liable for delays, interruptions, modifications, or cancellations resulting from circumstances beyond reasonable control, including technical failures, natural disasters, government actions, public emergencies, or internet disruptions.

SECTION 18 – RULE AMENDMENTS

18.1 Amendment Authority

InfinitePL reserves the right to amend these regulations at any time when necessary to maintain competitive integrity, operational effectiveness, legal compliance, or participant safety.

18.2 Notification

Material amendments shall be communicated through official league channels.