



RULEBOOK 2026



Introduction

The On Student Grounds competition, launched in 2025, has quickly become one of the most exciting collegiate esports initiatives in Belgium. What started as a passion project has evolved into a continental-level event bringing together the best university students from across Belgium to compete for academic pride and esports excellence.

The competition aims not only to showcase gaming skill but also to foster collaboration, sportsmanship, and the shared passion that unites the Belgian student esports community.

With standardized regulations, this competition maintains fair play, transparency, and competitive integrity at every level. All participating players operate under the same ruleset.

On Student Grounds stands as a celebration of students, continuing its mission to strengthen the bridge between higher education and the future of professional esports.





Table of contents

Introduction	2
1. Eligibility requirements	4
2. In Game Names	5
3. Tournament Format.....	6
4. Prize Pool	7
5. Schedule.....	7
6. Match Process	8
7. Code of Conduct.....	10
8. Additional Provisions	14
9. Prohibited Sponsors.....	15





1. Eligibility requirements

1.1 Player Eligibility

- 1.1.1 No Player shall be considered eligible to participate in any match before having lived 16 full years.
- 1.1.2 Any player who has not lived 18 full years must have signed permission from a legal guardian to participate in the OSG tournaments.
- 1.1.3 All players must be an eligible student currently enrolled at an eligible university/College or have a valid student number, what determines eligibility is determined in this section.

1.2 University eligibility

- 1.2.1 To determine whether an institution is an eligible college/university, the school must be acknowledged by the Belgian authorities. The link below provides a list of schools eligible.
https://www.onderwijskiezer.be/v2/hoger/hoger_instellingen.php
- 1.2.2 OSG officials have the right to acknowledge institutions on a case-by-case basis.

1.3 Student Eligibility

- 1.3.1 To be an eligible Student all players must:
 - 1.3.1.1 Be a registered student at a university that is deemed eligible in the section "University Eligibility".
 - 1.3.1.2 Has the legal right to study in the country of the university/college where they are enrolled for the duration of the tournament.
 - 1.3.1.3 Able to provide official proof of student status issued by their university, proof of student status could be requested before, during and after the competition has finished. Players may be requested to upload their proof on the OSG website and/or join a video call with an OSG official to show their identity on camera and/or provide a physical copy of the proof at live events. Valid proof of student status includes:
 - 1.3.1.3.1 Student identification card that includes the student's name, the name of the university they are studying at, photo of the student and the date when the student's studies should end.





- 1.3.1.3.2 Official letter or certificate from the university stating the student's name, the name of the university they are studying at and the dates when the student's studies should end. If provided, the student will also need to provide photographic identification to confirm their identity (for example a national ID card, passport, driving license)

2. In Game Names

- 2.1 Players must compete using the account they submitted for the tournament. Exceptions may only be granted by an OSG official.
- 2.2 Account names may not contain: vulgarities or obscenities; League of Legends Champion derivatives or other similar character names; or derivatives of products or services that may create confusion.
- 2.3 Account names must not be offensive and if the OSG considers this to be the case the player will be required to change their name.
- 2.4 If two players with identical account names are entering the same competition at approximately the same time, then the players should work together with OSG to find a compromise. If no compromise can be found, then the account name shall be disallowed for both players, and both shall be required to select a new account name that conforms with these guidelines
- 2.5 OSG reserves the right to deny or revoke the use of an account name for any reason.





3. Tournament Format

The tournament consists of two **Online** Qualifier days and one **Online** Final day. The top 4 players from each qualifier day advance to the finals.

3.1 Online Qualifiers

3.1.1 The online qualifiers will consist of two separate qualifier days.

3.1.2 All matches are played in **Normal Mode**.

3.1.3 Game Structure & "The Cut"

3.1.3.1 Lobbies consist of 8 players. Depending on the number of sign-ups, the progression of games is defined below. **Note:** Players are not cut in the first two rounds; the numbers represent how many players remain active in the lobbies as the day progresses.

- 3.1.3.1.1 08 players: 4 games (8 -> 8 -> 8 -> 8)
- 16 players: 4 games (16 -> 16 -> 8 -> 8)
- 24 players: 4 games (24 -> 24 -> 16 -> 8)
- 32 players: 4 games (32 -> 32 -> 16 -> 8)
- 40 players: 4 games (40 -> 40 -> 16 -> 8)
- 48 players: 4 games (48 -> 48 -> 16 -> 8)
- 56 players: 5 games (56 -> 56 -> 32 -> 16 -> 8)
- 64 players: 5 games (64 -> 64 -> 32 -> 16 -> 8)

3.1.4 Incomplete Lobbies Clause

3.1.4.1 If a lobby is not filled with 8 tournament participants, random online players will fill the spots.

3.1.4.1.1 The position achieved by a random player and the points awarded for that position will be **lost**.

3.1.4.1.2 The position of tournament participants remains unchanged; players do not move up if a random player finishes above them.

Example: If a random player takes 3rd place, the 7 points for 3rd are discarded. The participant in 4th place still receives 6 points.

3.2 Online Finals

3.2.1 The TOP 8 players that advance from the online qualifiers will play the online Final.

3.2.2 The online finals will consist of 4 games.

3.2.3 The online finals use the same point system as the online qualifiers.





4. Prize Pool

4.1 Standard Rewards

4.1.1 Red Bull cans, Alternate gift cards, and community prizes for viewers.

4.2 Additional Prize Pool

4.2.1 If there are 32 or more active players (registered and played at least one qualifier), a €100 cash pool is added:

4.2.1.1 €50 for first place

4.2.1.2 €30 for second place

4.2.1.3 €20 for third place

4.2.2 Prize money must only be paid to eligible players.

4.3 It is possible that additional sponsor or item prizes will be handed out.

5. Schedule

5.1 Sign-up Period: 11th of January 2026 till 15th of February 2026

5.2 Online Qualifiers: 21st of February 2026 and the 22nd of February 2026

5.3 Online finals: 1st of March 2026





6. Match Process

6.1 Game Lobby

- 6.1.1 All lobbies will be announced in a shared Google Sheet made by an OSG official.
- 6.1.2 Each round the lobbies will be shuffled.
- 6.1.3 The lobby leader (player at the top of the list) will create the lobby for the game. The lobby should be set up as follow:
 - 6.1.3.1 **Game Mode:** Teamfight Tactics Normal
 - 6.1.3.2 The lobby leader will invite all other players from the designated lobby from the Google Sheet
 - 6.1.3.3 Once all players have joined the lobby and stated they are ready, the lobby leader may begin the queue except if the game is broadcast. Players must wait for the OSG official's confirmation before starting

6.2 Pauses and Remakes

- 6.2.1 TFT does not support a pause function. OSG is not responsible for individual connectivity issues or disconnects

6.3 No Show

- 6.3.1 If a player is not ready to start playing the game 10 minutes after the official starting time of the tournament, they will be disqualified, unless:
 - 6.3.1.1 An OSG official agrees to a delay in the start time.
- 6.3.2 Before disqualification, this always must be confirmed by an OSG official.
- 6.3.3 For avoidance of doubt all times are in:
 - 6.3.3.1 Central European Time (CET) which is UTC+1 if the match is scheduled before March 31st, 2025.
 - 6.3.3.2 Central European Summer Time (CEST) which is UTC+2 if the match is scheduled for March 31st, 2025, or later.
- 6.3.4 If a player is late due to technical reasons an admin must be informed before the no show time. It is then at the OSG official's discretion as to how much extra time said player must resolve their technical issues.





6.4 Post-Game Process

6.4.1 Results must be submitted by the winner of the lobby.

6.4.1.1 The lobby winner must send a screenshot of the scoreboard to the correct discord channel or when in doubt by sending the result to an OSG official.

6.5 The OSG reserves the right to cast any games played.

6.5.1 Mandatory Screen Share:

6.5.1.1 All participants in the designated lobby must share their screen ("Go Live") in the designated OSG Discord voice channel during the whole game.

6.5.1.2 Each round the lobbies will be shuffled. This means you might have to do this again or you might not depending on the Google Sheet.

6.5.2 Players must invite or allow OSG broadcast staff to spectate their feed if requested.

6.6 Other parties may stream their own POV to their own channels provided a 3-minute (180s) delay is used.

6.7 Point System

Placement	Points
First	10 pts
Second	8 pts
Third	7 pts
Fourth	6 pts
Fifth	4 pts
Sixth	3 pts
Seventh	2 pts
Eighth	1 pts

6.8 Tiebreakers

6.8.1 When 2 or more players are tied in points, the following order determines the winner:

6.8.1.1 Number of TOP 1 finishes.

6.8.1.2 Average ranking across all games played that day.

6.8.1.3 Number of TOP 4 or better placements.

6.8.1.4 The ranking achieved in the last game played.





7. Code of Conduct

7.1 Competitive Integrity

7.1.1 Players are expected to play at their best at all times within any OSG Match, and to avoid any behaviour inconsistent with the principles of good sportsmanship, honesty, or fair play. Violating this rule will be subject to penalties at the discretion of OSG officials. All decisions in regard to violations are at the sole discretion of the OSG. Examples below are listed for illustrative purposes only:

- 7.1.1.1 Collusion, which is defined as cooperation or conspiracy to cheat or deceive others. The cooperation or conspiracy can occur among Players, and/or Organizations, and can be done to the sole benefit of the parties involved in the cooperation or conspiracy. The list of conspirators is not exhaustive. Collusion includes, but is not limited to, acts such as:
 - 7.1.1.1.1 Soft play, which is defined as any agreement among Players to not play at a reasonable standard of competition in a Game.
 - 7.1.1.1.2 Pre-arranging to split prize money and/or any other form of compensation.
 - 7.1.1.1.3 Sending or receiving signals, electronic or otherwise, from outside sources to/from a Player.
 - 7.1.1.1.4 Deliberately losing a Game for compensation, or for any other reason, or attempting to induce another Player to do so
- 7.1.1.2 Hacking, which is defined as any modification of the League of Legends game client
- 7.1.1.3 Exploiting, which is defined as intentionally using any in-game bug to an advantage.
- 7.1.1.4 Ringing, which is defined as playing using another Player's account or solicitation to do so.
- 7.1.1.5 The use of any kind of cheating device and/or cheat program, or any similar cheating method.
- 7.1.1.6 Intentional disconnect without a proper and explicitly stated reason.
- 7.1.1.7 Any other act which violates these rules and/or standards established by the OSG.





- 7.1.2 A Player may not use language that is obscene, foul, vulgar, insulting, threatening, abusive, libelous, slanderous, defamatory or otherwise offensive or objectionable; or promote or incite hatred or discriminatory conduct, in or near the Match Area, at any time. A Player may not use any facilities, services or equipment provided or made available by the OSG or its contractors to post, transmit, disseminate, or otherwise make available any such prohibited communications. A Player may not use this type of language on social media or during any public-facing events that are related to the OSG.
- 7.1.3 A Player may not take any action or perform any gesture directed at an Player, fan, or official, or incite any other individual(s) to do the same, which is insulting, mocking, disruptive or antagonistic.
- 7.1.4 Abuse of OSG officials, opposing Players, or audience members will not be tolerated. Repeated etiquette violations, including but not limited to touching another Player's computer, body or property will result in penalties. Players and their guests (if any) must treat all individuals attending a Match with respect.
- 7.1.5 No Player may touch or otherwise interfere with lights, cameras, or other studio equipment. Players may not stand on chairs, tables or other studio equipment. Players must follow all instructions of OSG officials.
- 7.1.6 During the Match, communication by a Player on the Starting Line-up shall be limited to the other Players on their Starting Line-up and OSG officials. As such during live finals, players must:
 - 7.1.6.1 Turn off any phones, smart watches or any other communication device on them and leave them with the match admin.
 - 7.1.6.2 Make no attempt to communicate with the spectators in the arena. If a player notices a spectator trying to communicate with a player (including themselves), they must notify an admin immediately.
- 7.1.7 During Live Finals noise cancelling ear defenders (if provided by tournament organiser) and in-ear headphones must be worn at all times during the match if needed by the OSG officials, additionally:
 - 7.1.7.1 They must be fitted correctly without obstruction from any other headwear.
 - 7.1.7.2 Players must make no attempt to remove them during the game and must confirm with the match admin if they need to take them off or adjust them.
 - 7.1.7.3 Players must not attempt to circumvent the ear defenders via each other's microphones.





7.2 Responsibility under Code

- 7.2.1 Unless expressly stated otherwise, offenses and infringements of these rules are punishable, whether or not they were committed intentionally. Attempts to commit such offenses or infringements are also punishable.
- 7.2.2 Harassment is forbidden. Harassment is defined as systematic, hostile and repeated acts taking place over a considerable period of time, or a singular egregious instance, which is/are intended to isolate or ostracize a person and/or affect the dignity of the person.
- 7.2.3 Sexual harassment is forbidden. Sexual harassment is defined as unwelcome sexual advances. The assessment is based on whether a reasonable person would regard the conduct as undesirable or offensive. There is zero tolerance for any sexual threats/coercion or the promise of advantages in exchange for sexual favours.
- 7.2.4 Players may not offend the dignity or integrity of a country, private person or group of people through contemptuous, discriminatory or denigrating words or actions on account of race, skin colour, ethnic, national or social origin, gender, language, religion, political opinion or any other opinion, financial status, birth or any other status, sexual orientation or any other reason.
- 7.2.5 Players may not give, make, issue, authorize or endorse any statement or action having, or designed to have, an effect prejudicial or detrimental to the best interests of the OSG, our sponsors, or Teamfight Tactics, or Riot Games as determined in the sole and absolute discretion of the OSG.
- 7.2.6 Players may receive or may be asked to submit paperwork for approval or visibility throughout the Competition. This paperwork is necessary for maintaining expectations throughout OSG. Early announcements can disrupt the competitive scouting a Player would use to create strategies for upcoming Matches. For this reason, if a Player has been told not to release information, as it may undermine the competitive process, and the Player proceeds to release said information, then the Player will be subject to penalties.
- 7.2.7 If OSG or Riot Games determine that a Player has violated the Esports Global Code of Conduct, the TFT Esports Global Player Policy, the Teamfight Tactics Terms of Use, or other rules Teamfight Tactics, OSG Officials may assign penalties at their sole discretion. If an OSG Official contacts a Player to discuss the investigation, the Player is obligated to tell the truth. If a Player withholds information or misleads an OSG Official creating an obstruction of the investigation then the Player is subject to punishment.





- 7.2.8 A Player may not engage in any activity which is prohibited by common law, statute, or treaty and which leads to or may be reasonably deemed likely to lead to conviction in any court of competent jurisdiction.
- 7.2.9 A Player may not disclose any confidential information provided by OSG, its affiliates or Riot Games, by any method of communication.
- 7.2.10 No Player may offer or accept any gift or reward to a Player, OSG Official, Riot Games employee, or person connected with or employed by another OSG Player for services promised, rendered, or to be rendered in defeating or attempting to defeat a competing Player. The sole exception to this rule shall be in the case of performance-based compensation paid to a Player by a Player's official sponsor or University.
- 7.2.11 No Player may refuse or fail to apply the reasonable instructions or decisions of OSG officials.
- 7.2.12 No Player may offer, agree, conspire, or attempt to influence the outcome of a Game or Match by any means that are prohibited by law or these rules.
- 7.2.13 Documentation or other reasonable items may be required at various times throughout the Competition as requested by OSG officials. If the documentation is not completed to the standards set by OSG, then a Player may be subject to penalties. Penalties may be imposed if the items requested are not received and completed at the required time.

7.3 Penalties

- 7.3.1 Any person found to have engaged in or attempted to engage in any act that the OSG believes, in its sole and absolute discretion, constitutes a breach of these rules, code of conduct or unfair play, will be subject to penalty. The nature and extent of the penalties imposed due to such acts shall be in the sole and absolute discretion of OSG.
- 7.3.2 Upon discovery of any Player committing any violations of the rules, OSG may issue the following penalties:
 - 7.3.2.1 Verbal Warning
 - 7.3.2.2 Loss of Side Selection for current or future Game(s)
 - 7.3.2.3 Loss of Ban(s) for Current or Future Game(s)
 - 7.3.2.4 Fine(s) and/or Prize Forfeiture(s)
 - 7.3.2.5 Game and/or Match Forfeiture(s)
 - 7.3.2.6 Suspension(s)
 - 7.3.2.7 Disqualification(s)





- 7.3.3 Repeated infractions are subject to escalating penalties, up to, and including, disqualification from future participation in OSG. It should be noted that penalties may not always be imposed in a successive manner. OSG, in its sole discretion, can disqualify a Player for a first offense if the action of the Player is deemed egregious enough to be worthy of disqualification by OSG. Penalties that state a listed amount of time for discipline will only apply to competitive months. Competitive months are defined as the months in which OSG Competition is taking place.
- 7.3.4 Infractions will be governed by the OSG Penalty Index.

8. Additional Provisions

- 8.1 OSG shall have the right to publish public content about the participants in the Competition, this includes but is not limited to: live streams, videos, podcasts, written articles and social media posts.
- 8.2 OSG shall have the right to publish a declaration stating that a Player has been penalized.
 - 8.2.1 Any Player that may be referenced in such declaration hereby waive any right of legal action against On Student Grounds, subsidiaries, affiliates, employees, agents, or contractors for publishing such a declaration.
- 8.3 All decisions regarding the interpretation of these rules, Player eligibility, scheduling and penalties for misconduct, lie solely with OSG, the decisions of which are final.
- 8.4 These rules may be amended, modified or supplemented by OSG officials, in order to ensure fair play and the integrity of official OSG play.





9. Prohibited Sponsors

9.1 The list of Prohibited Sponsors includes but is not limited to:

- 9.1.1 Any video game, video game developer or publisher
- 9.1.2 Any video game console
- 9.1.3 Any esports or other video game tournament, league or event
- 9.1.4 Any other esports teams, owner or affiliate thereof
- 9.1.5 Any prescription drugs
- 9.1.6 Firearms, ammunition or firearm products
- 9.1.7 Tobacco products or paraphernalia
- 9.1.8 Betting or gambling providers, and related companies (bookmakers and betting sites)
- 9.1.9 Alcohol products (including non-alcoholic beverages marketed by alcohol companies) or other intoxicants the sale or use of which is regulated by applicable law
- 9.1.10 Sellers of or marketplaces for virtual items known to be counterfeit or illegal
- 9.1.11 Sellers of or marketplaces for goods or services that violate the game publishers Terms of Service
- 9.1.12 Fantasy esports operators (including daily fantasy)
- 9.1.13 Political campaigns or political action committees
- 9.1.14 Charities that endorse particular religious or political positions, or are not reputable (by the way of example, Red Cross, Stand-Up to Cancer and other similar mainstream charities would be considered reputable)
- 9.1.15 Cryptocurrencies, crypto currency exchanges or NFTs
- 9.1.16 Other categories as may be provided in the On Student Grounds sole and absolute discretion

