



ESL One New York 2017

Rulebook

## Foreword

This document outlines the rules that should at all times be followed when participating in an ESL One competition. Failure to adhere to these rules may be penalized as outlined.

It should be remembered that it is always the administration of the tournament that has the last word, and that decisions that are not specifically supported, or detailed in this rulebook, or even go against this rulebook may be taken in extreme cases, to preserve fair play and sportsmanship.

We at ESL hope that you as a participant, spectator, or press will have an enjoyable competition to partake in and we will do our utmost to make it a fair, fun, and exciting competition for everyone involved.

Yours sincerely

The ESL One Admin Staff

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# 1 Definitions

## 1.1 Range of Validity

The ESL One is operated as part of the ESL by Turtle Entertainment GmbH.

This is the only rulebook which is valid for the ESL One, its participants and all matches played within the scope of the ESL One. With his participation the participant states that he understands and accepts all rules.

## 1.2 Participants

An ESL One participant is a team or a player that is participating in an ESL One competition. Any member of an ESL team is a participant of that team, and locked to it regardless of whether or not the person has played for said team. No participant can at the same time be part of more than one organization taking part in overlapping seasons of ESL professional gaming competitions, including but not limited to Intel Extreme Masters, ESL One, ESL Pro League, ESL National/Regional Championship or any of those leagues' qualifiers. If in doubt, please contact an admin if the league in question poses a conflict.

## 1.3 Time Zone

The ESL website ([www.esl-one.com](http://www.esl-one.com)) will display the times of matches according to the time zone each user has specified in the account settings. Not logged in users will have times displayed in the timezone assigned to them from their Geo-IP location. To be sure, it is recommended to login and enter the correct time zone in the account settings.

## 1.4 Region

For ESL One, the world is divided into three regions which are as follows:

- Americas (& Antarctica)
- Asia & Australia (& Oceania)
- Europe & Africa

For a list of all countries and their assigned region, see 7.1 .

## 1.5 Punishments

### 1.5.1 Definitions and Scope of Punishments

Punishments are given for rule violations within the ESL One. They may be either minor or major penalty points, monetary fines, default losses, player/team barrages or disqualification, dependent on the incident in question and often combinations of two or more of those. Participants will be informed about the punishment by mail and will be given a time until which they can appeal the decision. Only the license-holder or his designated spokesperson are eligible to make appeals.

#### 1.5.1.1 Minor Penalty Points

Minor penalty points are given for minor incidents such as not uploading required match media, insufficient match statements, insufficient information on a team account or other related material, and so on. Every minor penalty point deducts one percent (1%) of the overall prize money received by the team or player in the competition it is given.

#### 1.5.1.2 Major Penalty Points

Major penalty points are given for major incidents such as deliberately deceiving admins, failing to show up for matches, repeated rule breaking, and so on. Every major penalty point deducts ten percent (10%) of the overall prize money for that competition.

#### 1.5.1.3 Monetary Fines

Monetary fines are given for failure to fulfill obligations that are not directly related to the tournament, like press/media appointments, or planned sessions for fan interaction.

#### 1.5.1.4 Bans/Barrages

Bans or barrages are given for very severe incidents like ringing or use of an unallowed player. They can be awarded either to a player or an organization.

### 1.5.1.5 Disqualification

A disqualification will happen in the most severe cases of rule violations. The disqualified participant forfeits all prize money accumulated for the competition in question and gets banned until the end of that competition. In team competitions, the organization and all its members get banned until the end of that competition.

### 1.5.1.6 Assigned Penalty Points

Minor and major penalty points are not mutually exclusive and may be given as seen fit by the tournament administration.

### 1.5.1.7 Bans/Barrages

Bans or barrages are awarded for very severe incidents like ringing or use of an unallowed player. They can be awarded either to a player or an organization.

### 1.5.1.8 Disqualification

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### 1.5.1.9 Additional Methods of Punishment

In special cases, the tournament administration can define and come up with other methods of punishment.

## 1.5.2 Combination of Punishments

The listed methods of punishment are not mutually exclusive and may be given in combination as seen fit by the tournament administration.

## 1.5.3 Punishments for Repeat Offences

All punishments outlined in this rulebook are applicable for first-time offences. Repeat offences will usually be punished more severely than listed in the appropriate section of these rules, in proportion to the punishment listed there.

## 1.5.4 League Bans and Penalty Points Outside the ESL One

League bans and penalty points outside the ESL One do normally not apply towards the ESL One except when the punishment has been awarded for cheating. Some other misbehaviors like ringing/faking or insults can also be punished, depending on the severity.

## 1.6 Live Matches

The term "Live Matches" refers to matches that take place in a public location, during events, matches in the ESL-TV studio, or ESL-TV broadcast matches.

## 1.7 Disciplines

The Game used is:

- Counter-Strike: Global Offensive by Valve Corporation

## 1.8 Administration List

Name	Role
Jonas 'bsl' Alsaker Vikan	Tournament Director
Michal 'michau' Slowinski	Head Referee CSGO

## 2 General

### 2.1 Rule Changes

The Electronic Sports League (ESL) reserves the right to amend, remove, or otherwise change the rules, without further notice. The Electronic Sports League also reserves the right to make judgment on cases not specifically covered by the rulebook in order to preserve the spirit of fair competition and sportsmanship.

### 2.2 Validity of the Rules

If a provision of this rulebook is or becomes illegal, invalid or unenforceable in any jurisdiction, that shall not affect



the validity or enforceability in that jurisdiction of any other provision of this rulebook or the validity or enforceability in other jurisdictions of that or any other provision of this rulebook.

## 2.3 Confidentiality

The content of protests, support tickets, discussions or any other correspondence with tournament officials and administrators are deemed strictly confidential. The publication of such material is prohibited without a written consent from the ESL One tournament directors.

## 2.4 Additional Agreements

The ESL One administration is not responsible for any additional agreements, nor do they agree to enforce any such agreements made between individual players or teams. The ESL One highly discourages such agreements taking place, and such agreements that are contradicting the ESL One rulebook are under no circumstances allowed.

## 2.5 Match Broadcasting

### 2.5.1 Rights

All broadcasting rights of ESL One are owned by the Turtle Entertainment GmbH. This includes but is not limited to: IRC bots, shoutcast streams, video streams, GOTV, replays, demos or TV broadcasts.

### 2.5.2 Waiving These Rights

Turtle Entertainment GmbH has the right to award broadcasting rights for one or multiple matches to a third party or the participants themselves. In such cases the broadcasts must have been arranged with a head admin before the start of the match. For the necessary contact details please look at point 1.8 and make sure any additional broadcast has been approved before the match in question starts. (<https://play.eslgaming.com/broadcast>)

### 2.5.3 Player Responsibility

Players cannot refuse to have their matches broadcast by ESL-authorized broadcasts (<https://play.eslgaming.com/broadcast>), nor can they choose in what manner the match will be broadcast. The broadcast can only be rejected by an admin. The player agrees to make sufficient accommodation so that broadcasting of matches can take place.

## 2.6 Communication

### 2.6.1 E-Mail

The main official communication method of the ESL One is email, the ESL One will use the email that has been registered in the users profile on ESL, and therefore this email address should always be kept updated and checked regularly so that no important announcements from the league are missed.

## 2.7 Conditions of Participation in the ESL One

The following conditions must be met in order to participate in the ESL One.

### 2.7.1 Age Restriction

All participants of ESL One have to be over 16 years of age.

### 2.7.2 Regional Limitations for Participants

Any individual player may not participate in or try to qualify for the same event from more than one country or region.

This does not apply for the World Finals, but rule 2.7.3 still applies there.

### 2.7.3 Home Country/Region

A team players home country is the country where his main place of residence is or the country he holds a passport from. This decision can be made anew for every ESL One event, but once made it will be final and irreversible for that event and its qualifiers. The home region is the region that this country belongs to (see 7.1 ). For a team, this is determined by the majority of the used lineups. If there is no such majority, a team may have no home country or even no home region. In that case, the team cannot take part in qualifiers restricted to a country or region.

For 1on1 players, the home country/region is determined either by his residence or his citizenship. The participant has to decide on either of the two before each ESL One event, this choice remains valid for the entirety of that event.

### 2.7.4 Residence/Nationality and Number of Players in a Team

The team roster can hold an unlimited amount of members from any country or nationality, only the lineup

composition in a match may be restricted, see 2.7.5 and 2.7.6 .

## 2.7.5 Country/Region of Qualifiers

Qualifiers for ESL One, including invitations, are usually restricted to a country or a region. A 1on1 player or team is only allowed to take part in qualifiers for their respective home country or region.

## 2.7.6 Home Country/Region on Team Matches

The majority of the lineup present in a team match must have the home country (for qualifiers that are restricted to a country) or region (for qualifiers that are restricted to a region) from which the team qualified for the ESL One. As many of the players with the wrong home country/region as would have to be replaced to achieve an allowed lineup will be considered disallowed players (see 5.11.4 ). Which exact players those are is up to the team.

## 2.8 Player Details

When requested, players are required to send us all needed information including but not limited to full name, contact details, date of birth, address and photo.

### 2.8.1 Nicknames

A change in nickname during a ESL One event must first be notified to the administration for approval before the change can be undertaken. No sponsor tags are allowed in the nickname under any circumstances and the general ESL rules for the choice of nicknames apply.

### 2.8.2 Game Accounts

Every playing member must have their game accounts entered in their ESL/ESEA member profile. This is including but not limited to:

- Steam ID for Counter-Strike: Global Offensive

#### 2.8.2.1 Playing With Wrong Game Accounts

It is not allowed to play with a different game account than the one given in the ESL/ESEA profile. An incorrect game account may lead to a barrage for the player or a rematch being given. If there is sufficient evidence that the player in question indeed played the match or if an admin of the ESL One explicitly allowed it beforehand, a protest for a barrage or rematch will not be admitted. Penalties may still be given in either case.

## 2.9 Team Accounts

### 2.9.1 Standards

The ESL One team account must be an ESL/ESEA team account **only** used for the ESL One, and no other tournament. This team account should have no history before entering the ESL One for the first time. If a team is taking part in the ESL One for the second time, the team account that was used the first time has to be used again. An ESL One account must have the following information entered:

- Team Logo, relevant to the team.
- One Team Captain

The team name should be written according to rule 2.9.2 .

### 2.9.2 Team Names

The ESL One team name may not have any extensions such as "CS team". It may only consist of the team name and/or a potential name sponsor (see 2.11.2 ). To prevent confusion, only names that are not already being used by another team in the same discipline are allowed.

### 2.9.3 Changes on the Team Accounts

Any changes in the team account should be approved by the ESL One administration before the changes are allowed to take place. This includes but is not limited to:

- Adding or removing players
- Changing the team name

## 2.10 Licenses in the ESL One

### 2.10.1 Definition

Before each tournament, the Electronic Sports League awards the ESL One License to the participating teams, or individuals. In most cases, these are participants that:

- have automatically qualified through an ESL National Championship
- have qualified through ESL One national qualifiers
- have qualified through ESL One regional qualifiers

- have been invited to a specific event by the tournament organization.
- won participation through other tournaments or events that have been organized by ESL.

## 2.10.2 Duration

ESL One licenses are valid for one ESL One event, only.

## 2.10.3 Team License

The license in team competitions will be awarded to a legal entity (registered association/organization, Ltd company, and so on). Any legal entity is only allowed to hold one license in the same competition. No other legal entity controlled by the same person/people is allowed to hold another license.

If there is no such entity existent for the team in question or the existing entity has never been reported to and accepted by the ESL One administration, a restricted license may be awarded to the actual team, where the team leader or organizer will be designated contact person for this team. This person will be responsible for keeping the team in order, and holding the ESL One team account on ESL, but in a such case the right to the license can only be sustained if the majority of the players that actively played in the last stage(s) of the ESL One or its qualifiers stay together as a team.

The license holder or representative is responsible for all actions and commitments of the team. Any changes in the team license must be reported to and accepted by the ESL One administration before it can be followed through. Failure to report any changes in the license, or omitting any needed information about the team may be punished with penalty points or other sanctions.

The License holder is the entity that decides about the recipient of the prize money won under its license.

## 2.10.4 Changing the Team License Holder

A license-holder can request a transfer of the ESL One license to another entity during an event, if there is an adequate reason for doing so. It is at the ESL One administrators' discretion whether or not the reason is deemed adequate.

After the change of the license holder, the majority lineup restriction will apply for the team in question for a time span indicated by the league direction (no shorter than one ESL One event) from the moment a new legal entity takes over the license from the old one. This restriction is meant as a protection of the players joining a new clan and to prevent clans getting a license for their own, not qualified team.

## 2.10.5 Withdrawal of License

The Electronic Sports League reserves the right to withdraw an ESL One license from any participant(s), if the ESL One feels that the participant(s) in question have not behaved within the guidelines set out by the ESL One, and its governing organization.

## 2.10.6 Review of License

If a license holder loses over 67% of their starting lineup, the league administration can review the license and possibly withdraw it, if the license-holder cannot convince the league administration about his ability to continue in ESL One on a similar level of play.

## 2.11 Sponsor Restrictions

### 2.11.1 Mature Content

Sponsors or partners that are solely or widely known for pornographic, drug use or other adult/mature themes and products are not allowed in connection to ESL One.

### 2.11.2 Name Sponsors

Name sponsors can at the same time only sponsor one team per discipline in ESL One for using the same sponsored part of the team name. The sponsored part of the name may only consist of one word, product descriptions are not allowed.

## 2.12 Player Changes

### 2.12.1 Player changes pre-qualifiers and offline qualifier

Teams can change their lineup until the start of a qualifier, deadline to add new players is the official starting time of the tournament itself. After that deadline it's not possible to add new players, therefore ESL advises teams to have a sufficient number of substitutes available. If a team for any reason does not have the sufficient number of players to participate in a match, the team will receive a default loss.

### 2.12.2 Pre-qualifier restriction for qualified players

Any player that played in a match with a team that qualifies through this pre-qualifier for the offline finals is not allowed to take part in any other pre-qualifier.

### 2.12.3 Pre-qualifier/offline finals restriction for invited teams

Any player which is part of an invited team either to the offline qualifier or the main event itself is not allowed to

take part in any other matches of the tournament unless the team change is permanent.

#### **2.12.4 Lineup offline qualifier**

In order to take part in the offline qualifier the team needs to continue playing with the majority of the players from the pre-qualifiers. If a team for any reason does not have the sufficient number of players the team gets removed and if possible the slot will be redistributed by the tournament direction as they see fit.

#### **2.12.5 Lineup main event**

Depending on their ESL One license teams can change their players freely for the main event.

#### **2.12.6 Player Addition Deadline**

The player Addition Deadline is set per event. A player can at the latest be added without penalty 24 hours before the very first match of the event for his team (including international qualifiers). After that, any new players will be counted towards the new player contingent.

#### **2.12.7 Multiple Contracts**

For a player in the ESL One to have a contract or agreement with 2 or more ESL One teams is strictly forbidden, may it be written or oral. If such a contract or agreement is found to be in existence, the ESL reserves the right to bar the player from playing any more matches until the situation has been resolved. If the situation can not be resolved, the ESL One have the right to remove the player or team(s) in question.

#### **2.12.8 Lineup Restriction between Qualifier and Event**

Every team in an ESL One event that qualified for it has to use a majority lineup from the qualifier in the entire event.

### **2.13 Prize Money**

All prize money should ideally be paid out 90 days after the ESL One event in question has been completed, but it may take as long as 180 days for the payment to be completed.

If a team or player is missing the proper payment information in their ESL One license sheet and hasn't provided it by other means to the head administration either, the prize money will not be paid out until this is rectified.

#### **2.13.1 Prize Deductions Due to Penalty Points**

Every penalty point that a participant acquires during an event or its qualifiers is penalized with a prize money deduction. The deductions are as follows:

- For every minor penalty point a 1% overall prize money deduction will occur.
- For every major penalty point a 10% overall prize money deduction will occur.

The deduction is calculated out of the grand total of prize money awarded to the participant at the end of the offline event in question, including both online and offline won prizes, but excluding the part that is meant to recompensate for travel expenses. The deducted prize-money will be proportionally added upon the other teams, thus no prize-money gets lost.

It should be noted that a team that received extremely high prize money deduction in total over several of the tournament stages, may be disqualified.

#### **2.13.2 Prize Deductions Due to Monetary Fines**

Monetary fines are not redistributed to the other participants but just removed from the winnings of the team in question.

#### **2.13.3 Withdrawal of Prize Money**

As long as the prize money for the ESL One has not been paid out, the Electronic Sports League reserves the right to cancel any pending payment if any evidence of fraud or foul play have been discovered.

#### **2.13.4 Transfer of Prize Money**

The prize money will be sent as a bank transfer or over PayPal as specified by the License holder. Failure to provide sufficient information for the payments to be complete will result in payments not being made. If a participant has not collected their winnings or redeemed the cheque within one year of the initial payment date the prizes are forfeited.

### **2.14 Penalties and consequences for leaving the ESL One**

#### **2.14.1 Leaving During the ESL One**

If a participant leaves the ESL One during an ongoing event (i.e. between qualifier/wildcard-invite and event or between two stages of qualification or even between accepting the invitation to a qualifier and the qualifier), the participant forfeits all prize money accumulated for the event that stage belongs to and all its members get banned until the end of main event.

The next time that participant plays (or the organization of this team fields a team from the same country) in an ESL One event, the player/organization will be penalized with between five (5) minor penalties and one (1) major penalty for that event, depending on the reasons and timing of the cancellation. Also, cancelling an offline stage is considered a more severe offense than cancelling an online stage.

Higher penalties, bars, suspensions or similar sanctions may also come into effect, especially on very late cancellations, according to what the tournament administration sees fit.

## 2.14.2 Deletion of Matches

All matches involving teams or solo players that have left a stage of the ESL One before it ended will be reset and deleted. In playoff brackets, the most recent or the next upcoming match (depending on the situation) of the participant will be considered a default win for his opponent.

## 2.15 Match Start

### 2.15.1 Punctuality

All matches in the ESL One should start as stated on the website, any changes in the time must be accepted by the opposing party and administrators (if rescheduling is generally possible). All participants in a match should be on the server and ready to go at the latest 10 minutes before the match is to start.

### 2.15.2 Delaying the Match

Two minor penalty points can be awarded if a participant is not ready to play at the latest 10 minutes before the announced starting times. This penalty gets increased by one additional minor every 5 minutes until 15 minutes after the scheduled start of the match. At that point, the match will be postponed and instead of the delay penalties, a no-show (see 2.15.3) will be awarded. If the match is broadcast by ESL TV or in any other way a live match, three additional penalty points will be awarded for any delay in the match start caused by a team.

### 2.15.3 Participants Not Showing

If a participant is not ready to play until 15 minutes after the scheduled start of the match, he is considered a no-show. In that case, the participant will be penalized, and the match will have to be rescheduled, if the schedule allows it. Otherwise, the opponent will receive a default win from the administration.

## 2.16 Match Procedures

### 2.16.1 Lineup

Teams have to submit their lineup for offline events before deadline given by tournament administration.

### 2.16.2 Determining the „better seed“

Coin tosses are the last resort, so whenever a clear seeding is given, we will avoid them and declare one participant the “better seed”. This participant then has the choice about who starts in the champion-ban/pick process of the first map or the map-veto/pick process.

- In online cups/qualifiers, the cup seeding (see round one of the upper bracket) determines who has the better seed.
- In offline playoffs that are following upon a previous offline round that gave a clear ranking, whenever one participant has his first match in the playoffs (round 1 or round 2 after a free round in round 1 for group winners), the participant that had the higher group ranking is considered the “better seed”.
- In all group stages and other offline playoff rounds, we will stick to coin tosses.

If a case is not covered here or still unclear for any reasons, contact an admin.

### 2.16.3 Match Result

The result must be immediately added and confirmed by both parties, even if more match records are missing and in need of uploads. A protest may still be made even after a match result has been confirmed and accepted on the ESL website. Please refer to the game specific rules for what match records and media that needs to be uploaded.

### 2.16.4 Storage and keeping of Match Media

All match media (screenshots / demo's / replays / etc.) must be stored by the participants for a minimum of 2 weeks after the match has ended. If there is a protest on the match, the records needs to be stored by the participants for a minimum of 2 weeks after the protest has been closed and resolved.

## 2.17 Match Protests

### 2.17.1 Definition

A protest is for problems that affect the match outcome; a protest may even be filed during a match for things like incorrect server settings and other related issues. A protest is the official communication between the parties and an admin.

## 2.17.2 Match Protest Rules

### 2.17.2.1 Deadline for Match Protests

The latest time that participants are allowed to issue a match protest is the earliest of the three following:

- 72 hours after the scheduled starting time of the match
- The beginning of the next match for either of the two participants (a minimum of 10 minutes have to be kept between two matches by all participants)
- Only at offline events: The end of the event day (departure of the admins)

### 2.17.2.2 Contents of a Match Protest

The protest must contain detailed info about why the protest was filed, how the discrepancy came to be and when the discrepancy occurred. A protest may be declined if proper documentation is not presented. A simple „they are cheaters“ will not do.

### 2.17.2.3 People in a Match Protest

In team matches, only one representative per team is supposed to be writing in the protest, violations can be punished with 1 Minor Penalty.

### 2.17.2.4 Behaviour in Match Protests

Insults and flaming are strictly prohibited in a protest, and may result in penalty points or the protest being ruled against the insulting party.

## 2.18 Results in Rematch

If the rules stipulate that a rematch is to be played, the victim of the incident is to decide whether or not this rematch is actually to be played. If the victim of the offence decides that a rematch is to be played, then the old result is null and void, and only the new result will count in the rankings.

## 2.19 Interviews

For every game that is broadcast on ESL TV, one player from each team must be available for a remote interview. The team has to provide contact information for an interview in that case. The player should also be available for a comment after the match. Solo players should always be available for pre and post match interviews.

## 3 Qualification

### 3.1 Qualification for ESL One

There are usually one or two ways to qualify for an ESL One event:

- Through online qualification
- Through invitation

These are usually pre-distributed regional slots. Each region gets a certain number of slots for an ESL One event, the home region (or country) is usually given at least one additional slot.

#### 3.1.1 Counter-Strike: Global Offensive

Selection of the CS:GO participants will mostly be based on invitation of teams depending on their current form and recent tournament results or World Ranking Standings. Online qualifiers will always be divided by region due to connection issues.

### 3.2 Replacements

If a participant is for any reason unable to compete any more in the ESL One, a replacement will be called up. If this happens before the replacement deadline, the replacement will inherit any financial benefits like paid flights and hotels from the dropped participant.

Usually tournament groups or brackets will not be reseeded if they were already publicly announced before the drop-out happened. In special cases, when the fairness of the competition is in jeopardy, the administration can still change or even re-draw the tournament.

Replacement participants will be considered and contacted to ask whether or not they want to participate. There are several possible types:

### 3.2.1 Replacement Deadline

A replacement deadline will be set by the tournament administration. Its passing does not mean that there will be no further replacement, but the rules for replacing are different from that point on. If no replacement can be found, the stage may start with one less participant instead.

If no earlier deadline has been set, the public announcement of the tournament drawing is usually the replacement deadline.

### 3.2.2 Qualified or Invited Event Group Stage or Playoff Participant

#### a) Before the replacement deadline

The next in line will replace from the same qualifier, invite list or poll. If no one from the final stage of the same qualifier is available, the qualifiers of the other regions will be considered, starting with the home region.

#### b) After the replacement deadline

The administration will try to find any replacement by all available means.

## 4 Event Rules

### 4.1 Tournament Stages

#### 4.1.1 Group Stage

When tournaments at ESL One offline events are played in groupstage mode, normally the top 50% of the group will be proceeding into the playoffs. Team games group stages are often played in best-of-one mode, 1on1 games usually in best-of-three. Groups of four are always played as double-elimination groups.

#### 4.1.2 Playoffs

The playoffs are played in single elimination, the best-of-mode is usually increased by 2 (1on1 = bo5, team = bo3) compared to the group stage. The final match will usually have it's best-of-mode increased by another 2 (1on1 = bo7, team = bo5) compared to all other rounds of playoffs.

##### 4.1.2.1 Playoffs After Groups of Four

In the case of groups of four participants, the group winners will face the second ranked participant of another group. Two participants from the same group will never be seeded into the same half of the playoff grid.

##### 4.1.2.2 Playoffs after Groups of Six

In the case of groups of six participants, the group winners will have a free win in the first round. Every second ranked participant will face a third ranked participant from another group in the first round. Winner and second from the same group will never be seeded into the same half of the playoff grid. Group third will never be seeded into the same quarter of the grid as someone else from his group.

##### 4.1.2.3 Playoffs after Swiss System of Eight

In the case of a Swiss system of eight participants, participants with 3 wins (4/8) are qualified and participants with 3 losses (4/8) are eliminated. Participants will be seeded into the bracket of four according to their map record, tied participants will be randomly sorted.

##### 4.1.2.4 Playoffs after Swiss System of 16

In the case of a Swiss system of 16 participants, participants with 3 wins (8/16) are qualified and participants with 3 losses (8/16) are eliminated. Participants will be seeded into the bracket of eight according to their map record, tied participants will be randomly sorted.

### 4.2 Punctuality

We expect every player to be at the tournament area as stated in the tournament directions info mails to setup, prepare and solve any technical problems that might occur. If you notice at any point you will be late on one of the days, please inform a tournament official as soon as possible! Any delays caused by showing up late may lead to penalty points which means a prize money deduction for you / your team.

### 4.3 Equipment

The ESL One just provides monitors and computers. Participants have to bring their own equipment (in particular:

Keyboard, Mouse, Mousepad, In-Ear headphones with long enough cables, PS2->USB adapters if needed). Our machines **do not support PS2-keyboards!**

## 4.4 Config and Drivers

All participants have to send in their configs and drivers until a specific deadline set by the tournament direction before the event. If any player or team doesn't send in their configs and drivers they have to manually setup their config on site and play with default drivers.

## 4.5 Clothing

The players and teams need to ensure that they are all in equal colored clan attire, shorts are not allowed. Failure for a player or a team to bring such attire, will result in ESL providing suitable clothing for the participants. The cost of this clothing will then be subtracted from the prize money paid out to the participants. Any kind of headwear is forbidden.

## 4.6 Gaming Areas

If nothing else has been announced, it is forbidden to bring or eat any food in the gaming areas. Smoking is also strictly prohibited. Players are allowed to have beverages, but only in cups or bottles that have been provided by ESL, and only below the table unless told otherwise. All mobile telephones must be switched off. Exaggerated loud noise and offensive language are forbidden. Any violations can be punished with penalty points.

## 4.7 Administrators

The instructions of administrators should always be obeyed and followed. Failure to do so may result in penalty points being awarded.

## 4.8 Technical Checklist

After completing his or her setup process the player will sign off on the ESL admins technical checklist. This process exists to ensure the integrity of the system used to compete before the match starts.

## 4.9 Player Brief

The player brief is a document that will be sent to the participants by mail before the tournament. It is meant as an extension to the rulebook for a specific offline event and equally binding.

## 4.10 Media Obligations

If the league decides that one or more players need to be part of interviews (short pre/post match interviews and/or longer interview-sessions), a press conference or an autograph-, photograph- or video-session, then the players cannot deny this and must attend. Most events will have a mandatory media day, where participants will be photographed, filmed and interviewed by the ESL crew for the event presentation. The participants will receive a media schedule beforehand to be informed about nature, duration and schedule of any activities of this kind that take more than 5 minutes.

### 4.10.1 Missing Media Obligations

Not fulfilling the media obligations will result in monetary fines. Their range depends on the details. The following are standard punishments for the most common cases:

- Not showing up complete and on time for the media day: 10% of the prize money winnings fine
- Appearing incomplete or too late for any other media/press/fan obligation:
  - 1-30% of the lineup missing: 3% of the prize money winnings fine
  - 31-50% of the lineup missing: 4% of the prize money winnings fine
  - 51-70% of the lineup missing: 5% of the prize money winnings fine
  - 71-99% of the lineup missing: 6% of the prize money winnings fine
  - 100% of the lineup missing: 10% of the prize money winnings fine

The fines can be reduced if the participant shows up with delay but still early enough to create the required content/have a reasonable session. The decision about that will be made by the administration alone.

## 4.11 Stage Matches

Each participant is required to play his/their stage matches. Exceptions may only be granted if substantial evidence (e.g. a medical certificate) proving a disability to play on stage is provided.



## 4.12 Removable Media

It is strictly forbidden to connect or use any removable media on the tournament computers without prior examination and approval from the tournament administrators.

## 4.13 Mobile phones, tablets, cameras or similar devices

Participants are not allowed to bring any electronic devices, cameras or similar devices into the gaming area unless priorly permitted by the head admin. Such devices have to be handed to tournament officials before starting to setup before the first match.

Participants are not allowed to take photos and/or make any recordings on stage and during the opening ceremonies.

## 4.14 Internet access

Internet access on tournament computers is disabled for all participants.

## 4.15 Warm-up Period

A warm-up period of 30 minutes is normally provided before an ESL Live match, although this period may not be guaranteed.

## 4.16 Demos and Replays

All demos or replays must be made available if requested by the administrators.

## 4.17 Demo and Replay Rights

The Electronic Sports League reserves the right to play, and/or upload to the ESL site, all demos that are recorded in an ESL arrangement.

## 4.18 Photo and Other Media Rights

By participating, all players and other team members grant the Electronic Sports League the right to use any photographic, audio or video material on their website or for any other promotional purpose.

Additionally, each player has to sign two copies of a release form that he will receive beforehand for reading and have to sign before he starts his first match.

## 4.19 Winners Ceremony

Participants have to stay in the tournament area for the winners ceremony after the Grand Final.

# 5 Rule Violations, Punishments and ESIC

ESL and its tournaments are part of ESIC, the Esports Integrity Coalition. That means that all rules and regulations of ESIC apply to all ESL tournaments, including ESL One. You can look them up on their website at <http://www.esportsintegrity.com/>.

The following sub-paragraphs are meant to give you an impression about what things are forbidden. For more detailed information, please also visit the ESIC website.

## 5.1 Code of Conduct

All ESL One participants agree to behave in an appropriate and respectful manner towards other participants, spectators, the press, ESL TV, and ESL One administration. Being role models is the occupational hazard of being an Intel Extreme Masters player or organizer and we should behave accordingly. Any sort of harassment should be reported to the above listed administrators immediately. Harassment includes but is not limited to offensive statements or actions related to gender, gender identity and expression, age, sexual orientation, disability, physical appearance, body size, race, religion.

Also considered harassment are things like sexual images in public spaces, deliberate intimidation, stalking, following, harassing photography or recording, sustained disruption of talks or other events, inappropriate physical contact and unwelcome sexual attention.

Similar restrictions apply not only to the participants, but every single person involved with or present at a stage of the ESL One. Anyone breaking this code of conduct may be punished, including expulsion and possibly criminal prosecution.

## 5.2 First-time and repeat offences

All punishments listed below are meant for first-time offences. Repeat offenders (both the specific player and - in

team competitions - his team) will be punished proportionally harder.

## 5.3 Cheating

The use of the following programs is considered cheating: Multihacks, Wallhack, Aimbot, Colored Models, No-Recoil, No-Flash and Sound changes.

These are only examples, other programs or methods may be considered cheats as well.

### 5.3.1 Punishments for Cheating

When cheating is uncovered in the ESL One, the result(s) of the match(es) in question will be voided. The player will be disqualified, forfeit his prize money, receive twelve (12) (ESL-) penalty points and be banned from all competitions in ESL for a duration of normally 5 years. This duration can be lower, if significant mitigating factors are in play, but also higher, if there are aggravating circumstances.

In team competitions, the team will be disqualified from the current event of ESL One.

## 5.4 Doping

### 5.4.1 Refusing to be tested

Refusing to be tested is considered doping. Punishments will be the same as for severe cases of substance abuse.

### 5.4.2 List of Prohibited Substances and Methods

The List of Prohibited Substances and Methods created by the World Anti-Doping Agency (WADA) is valid for the ESL One tournaments. The list can be found here:

<http://list.wada-ama.org/>

Any unsanctioned use of these substances is considered doping.

### 5.4.3 Prescribed medication

If players have an active prescription for a substance on the WADA list, they have to send proof to the tournament administration before the first day of the tournament (deadline in local time). They may still be subject to a doping test, but a positive result for the prescribed substance will be disregarded.

### 5.4.4 Punishments for Doping

Mild cases of doping will be punished with a warning and possibly minor penalty points for the participant.

Severe cases (i.e. use of drugs containing performance enhancing substances, like Adderall) will be punished with nullification of the results achieved under the influence of the substance, a ban of one to two (1-2) years, forfeiture of the prize money won, as well as disqualification of the participant.

If a player is found guilty of a severe case of doping only after the last match of the tournament has already been over for at least 24 hours, the player will still get a ban, but the tournament result will remain in place and there are no consequences for the team. Mild cases will not be punished at all, after that time.

## 5.5 Using Alcohol or Other Psychoactive Drugs

To play a match, be it online or offline, under the influence of alcohol or other psychoactive drugs, even if not among the punishable substances linked under 5.4.2, is strictly prohibited, and may lead to severe punishment. Moderate consumption of alcohol outside the active tournament hours for a participant is permitted if not in conflict with local/national law.

## 5.6 Betting

No players, team managers, staff or management of attending organizations may be involved in betting or gambling, associate with betters or gamblers, or provide anyone any information that may assist betting or gambling, either directly or indirectly, for any of the ESL One matches or the tournament in general. Any betting or gambling against your own organizations matches will lead to an immediate disqualification of the organization and a minimal ban of 1 year from all ESL competitions for all persons involved. Any other violation will be penalized at the sole discretion of the tournament direction.

## 5.7 Competition Manipulation

Offering money/benefits, making threats or exerting pressure towards anyone involved with ESL One with the goal of influencing a result of a match is considered competition manipulation. The most common example is offering your opponent money to let you win.

### 5.7.1 Punishments for Competition Manipulation

When competition manipulation is uncovered in the ESL One, the result(s) of the match(es) in question will be voided. The player will be disqualified, forfeit his prize money and be banned from all competitions in ESL for a

duration of between one and two (1-2) years. A monetary fine is possible.  
In team competitions, the team will be disqualified from the current event of ESL One.

## 5.8 Match Fixing

Using any means to manipulate the outcome of a match for purposes that are not sportive success in the tournament in question is considered match fixing. The most common example is intentionally losing a match to manipulate a bet on the match.

### 5.8.1 Punishments for Match Fixing

When match fixing is uncovered in the ESL One, the result(s) of the match(es) in question will be voided. The player will be disqualified, forfeit his prize money and be banned from all competitions in ESL for a duration of normally 5 years. This duration can be lower, if significant mitigating factors are in play, but also higher, if there are aggravating circumstances. A monetary fine is possible.

## 5.9 Publisher or ESIC Bans

The league administration reserves the right to refuse players who have standing bans from the game publisher to take part in ESL One tournaments.

Also, ESIC bans will be honored and translated into ESL bans.

CSGO VAC bans are specifically honored, but only until 2 years after they have been issued.

## 5.10 Breach of Netiquette

For an orderly and pleasant game it is essential that all players have a sportive and fair attitude. Breaches of this rule will be punished with one (1) to six (6) minor penalty points. The most important and most common offenses are listed below. However, the administration may assign penalties for not explicitly listed types of unsportsmanlike behavior (e.g. harassment).

### 5.10.1 Insults

All insults occurring in connection with the ESL One will be punished. This primarily applies to insults during a match but also on the ESL website (forums, match comments, player guestbooks, support and protest tickets, etc.). Insults on IRC, IM programs, E-mail or other means of communication will be punished if they can be linked to the ESL One and the evidence is clear.

Particularly severe abuse cases with radical statements or the threat of physical violence can result in significantly heavier penalties including the exclusion or to the deletion of the player.

Depending on the nature and severity of the insult the penalty will be assigned to the player or to the team in team leagues. In team competitions players may also be barred from playing for one or more match weeks.

### 5.10.2 Spamming

The excessive posting of senseless, harassing or offensive messages is regarded as spamming in the ESL One. Spamming on the website (forums, match comments, player guestbooks, support and protest tickets, etc.) will be punished depending on the nature and severity.

### 5.10.3 Spamming In-game

Three (3) minor penalty points will be awarded if the chat function in-game is abused towards the goal of annoying the opponent, or generally stir the flow of the play. The all chat functions are there to communicate efficiently with the opponent and the match admins.

## 5.11 Unsportsmanlike Behavior

For an orderly and pleasant game it is essential that all players have a sportive and fair attitude. Breaches of this rule will be punished with one (1) to six (6) minor penalty points. The most important and most common offences are listed below. However, the administration may assign penalties for not explicitly listed types of unsportsmanlike behavior (e.g. harassment).

### 5.11.1 Faking Match results

If a team is caught entering false match results into the match page, or in other ways trying to falsify the match result, the team will be awarded up to four (4) minor penalty points.

### 5.11.2 Faking Match media

Match media are all uploads, including but not limited to: Screenshots, ESL Wire Anti-Cheat files, demos, models, and so on.

Faking match media may result in one (1) to four (4) minor penalty points.

#### 5.11.2.1 Cheat Suspicion

When cheating is suspected, and the match media in question has been faked, then six (6) minor penalty points

will be awarded.

### **5.11.3 Ringer/Faker**

Any players involved in faking or ringing a player will be barred for 2 matches, also, one (1) major penalty point will be awarded per incident.

This rule often happens in connection with rule 5.11.4 , in that case the punishments are cumulated.

### **5.11.4 Playing with Disallowed Player**

Using a disallowed player results in one (1) major penalty point, and also the player will be barred for 2 matches before he is eligible to compete. Also, the opponent will be offered a rematch. If the administration decides there is not enough time for a rematch (this will always be the case in matches in continuous order, like all except the last round of a cup, but can happen in other cases as well), a default win will be given to the opponent.

### **5.11.5 Misleading admins or players**

Any attempts to deceive opposing players, admins, or anyone else related to the ESL One may be penalized with one (1) to four (4) minor penalty points.

## 6 Game Specific Rules Counter-Strike: Global Offensive

### 6.1 Anti-Cheat

#### 6.1.1 ESL Anticheat

ESL Anticheat is mandatory for all players to use for the full duration of all matches played on the ESL Play website. If a player cannot use ESL Anticheat then they are not allowed to take part in a match. At offline events, this rule will usually not be applied.

#### 6.1.2 ESEA Client

ESEA Client is mandatory for all players to use for the full duration of all matches played on the ESEA website. If a player cannot use ESEA Client then they are not allowed to take part in a match. Same rules apply during the offline events, if ESEA Client is required.

### 6.2 Match Procedure

#### 6.2.1 Mappool Main Event

The mappool consists of the following maps:

- Cache
- Cobblestone
- Inferno
- Mirage
- Nuke
- Overpass
- Train

#### 6.2.2 Map veto process

For offline BO1 matches, map veto process has to be done 10 minutes before scheduled match start. For offline BO3 matches, map veto process has to be done 30 minutes before scheduled match start. Map veto process can be done earlier if the admin and both teams agree. The time at which the map veto process is being done does not warrant the exact start time of the match.

Only two selected people from each team can participate in the map veto process. During the map veto process, first statement coming from the team towards the admin will count as ban or pick and it cannot be reverted. Each team has only a total of 150 seconds to make all of their picks and bans, which can be split up on the single steps as teams prefer. When the time expires, the remaining picks and/or bans will be randomised by the referee.

#### 6.2.3 Mapchoice

The higher seed always determines who starts the ban/pick process. Every team decides sides on the map choice of their opponent. On the last map (bo1 on the only map) the sides are determined by a kniferound.

##### 6.2.3.1 Best-of-One Matches

Ban A - 2 Bans B - 2 Bans A - Ban B - remaining map is being played.

##### 6.2.3.2 Best-of-Three Matches

Ban A - Ban B - Pick A - Pick B - Ban A - Ban B - remaining map is being played as decider map, if required.

##### 6.2.3.3 Best-of-Five Matches

Ban A - Ban B - Pick A - Pick B - Pick A - Pick B - remaining map is being played as decider map, if required.

#### 6.2.4 In-Game nickname

Players are only allowed to use their own official nicknames - without any additions - during ESL matches. Every player that has officially registered his nickname with Valve for sponsored events is required to use the same nickname for all ESL matches. Sponsor names can be added at the end of the nickname, but only if they are being displayed on the official team's website and if the full nickname remains visible.

#### 6.2.5 In-Game item's nametag

Players are not allowed to use nametags on in-game items which violate the code of conduct. If a player uses such a nametag during an official match the team will receive three (3) minor penalties for each match.

## 6.2.6 Number of Players

All matches have to be played with five players per team (5vs5), other constellations are not allowed. If a team fails to show up with enough players, the match will count as no-show.

## 6.2.7 Dropping of Players

- If a player drops before the first kill in the first round of a half, then the half will be restarted.
- If a player drops after the first kill have been made and has not returned when the round has been decided, then the match will be paused at the start of the next round.
- If a player drops and the opponent has been notified before any damage has occurred during that round, then the round will be restarted
- If a player has not returned, or cannot be replaced within 10 minutes after the pause has started, then the team with the dropped player may forfeit the match at admins discretion.

## 6.2.8 Change of Players during matches

Only players that are part of the team can be substituted in. The opposing team has to be informed beforehand.

### 6.2.8.1 Online

Lineup changes can be made at any point of the match if there is a proper reason (i.e. connection problems). If necessary, the game can be paused for the change. The delay caused must not exceed 5 minutes and excessive changes/abuse of this rule are forbidden.

### 6.2.8.2 Offline

Lineup changes are only allowed in between maps. The player will not receive additional time to set up compared to the time it would have taken with the original player.

## 6.2.9 Leaving the Server

All matches must be played to the end, failure to do so will be penalized. A match is considered complete when one team has reached 16 rounds on the final map.

## 6.2.10 Continuing a Disrupted Game

If a match is interrupted (e.g. server crash) within the first three rounds of play, then the match should be restarted, if the match is interrupted after the first three rounds of play then the match should be continued where it left off, with these changes in the configuration.

- mp\_startmoney should be set to 5000 for the rest of the half
- The rest of the rounds that have not been played should be played.

However, if the match will be played on an official ESL server the admin can decide to continue the match by using the backup files provided by the game instead of using the above mentioned way.

## 6.2.11 Draws

In case of a draw after all 30 rounds have been played, an overtime will be played with mp\_maxrounds 6 and mp\_startmoney 16000. For the start of the overtime teams will stay on the side which they played the previous half on, during half-time sites will be swapped. Teams will continue to play overtimes until a winner has been found.

## 6.2.12 Usage of pause function

### 6.2.12.1 Technical Pause

If a player has a problem that prevents him from playing on, he is allowed to use the pause function (“!pause”). The pause function can be used at any time but it will only come into effect during freeze time (immediately, if used during freeze time, else at the beginning of the next freeze time). The player has to announce the reason before or immediately after he paused the match. If no reason is given, the opponent may unpause the game and continue playing. Unpausing or pausing the game without any reason will lead to penalty points.

### 6.2.12.2 Tactical Pause / Timeout

Each team is allowed to invoke a tactical pause of 30 seconds up to four times per map. If the ESL Game Integration is being used, the special command “!timeout” has to be used. Otherwise, the “!pause” command has to be used and the team has to announce the tactical pause via chat.

The pause function can be used at any time but it will only come into effect during freeze time (immediately, if used during freeze time, else at the beginning of the next freeze time). If all tactical pauses had already been used on the same map, the admin will unpause the game and continue the game, this behaviour will also lead to penalty points.

### 6.2.12.3 Admin Pause

The admin can also pause the game from his station or from a player station, when it seems required. also, if for some reason the player pausing does not work, they have to request the admin to do it.

### 6.2.12.4 Communication during Pause

During a Pause, headsets have to stay on. Unless the admin instructs the match participant otherwise, any form of communication among the team is only allowed during tactical pause.

## 6.3 Player Settings

### 6.3.1 Configuration / Startparameters

The following commands are forbidden:

- `mat_hdr_enabled`

The following startparameters are forbidden:

- `+mat_hdr_enabled 0/1`
- `+mat_hdr_leven 0/1/2`

All other configuration changes are allowed as long as they do not give an unfair edge or advantage comparable to cheating. A player may be penalized for wrong settings in any config file, regardless if it is in use, or even stored in the game folder in question.

Wrong settings will be penalized with two (2) minor penalties per value and player, but per match a team cannot get more than six (6) minor penalties. If three or more players have wrong settings the team will get a default loss.

Admins may under special circumstances decide on a default loss, even if less than three players have wrong settings.

### 6.3.2 Forbidden Scripts

In general, all scripts are illegal except for buy, toggle, demo scripts.

- Stop shoot scripts [Use or AWP scripts]
- Center view scripts
- Turn scripts [180° or similar]
- No recoil scripts
- Burst fire scripts
- Rate changers (Lag scripts)
- FPS scripts
- Anti flash scripts or binding (`snd_*` bindings)
- Bunnyhop scripts
- Stop sound scripts
- Jumpthrow script

If you are not sure if a script is allowed or not, then contact the admin team before you play an official match.

A player may be penalized for forbidden scripts in any config file, regardless if it is in use, or even stored in the game folder in question.

Forbidden scripts will be penalized with two (2) minor penalties per value and player, but per match a team cannot get more than six (6) minor penalties. If three or more players have wrong settings the team will get a default loss.

Admins may under special circumstances decide on a default loss, even if less than three players have forbidden scripts.

### 6.3.3 A3D

The use of A3D (2.0) or any program, driver or interface that simulates A3D (2.0) is strictly forbidden, and will be punishable under the cheating paragraph.

### 6.3.4 Graphics drivers, or similar tools

Any modification or changing of the game using external graphics solutions or other 3rd party programs are strictly prohibited and may be punished under the cheating paragraph

Furthermore it is forbidden to use all kinds of overlays which will show the usage rate of the system in any way in-game (e.g. Nvidia SLI display, Rivatuner Overlay). Overlays which will show only the frames per second (FPS) are not forbidden and can be used.

### 6.3.5 Color depth

Every player must play with the highest color setting in Counter-Strike (32 bit), if the player is playing in windowed mode then the desktop must also be on 32bit setting.

### 6.3.6 Custom Data

Only steam skins are allowed to be changed, any other changes to sprites, skins, score boards, crosshairs are

strictly disallowed, also only the official models are allowed. If a player plays with custom files (not models), then this will be penalized with two (2) minor penalties per player. If a player plays with custom models, then this will be penalized with five (5) minor penalties per player and the opponent of the match may request a rematch.

## 6.4 Server

### 6.4.1 Server Settings

All servers that are to be used for an ESL One match must have the official settings loaded as well as the mappool installed. Additional to that the server must have the following settings

- ESL Settings
- VAC enabled
- sv\_pure 1

The team providing the server is responsible for making sure that the server has all the necessary components required. However with the start of the match both teams agree on the settings as well as the map version. If possible wrong settings have to be changed after the start of the match if there is no big disadvantage for one of the teams.

### 6.4.2 Server Plugins

No extra plug-ins are allowed to be installed on the server, especially gameplay mods such as metamod are not allowed. The only exception is official ESL Plugin.

## 6.5 Use of Bugs and Glitches

The intentional use of any bugs, glitches, or errors in the game are penalized with six (6) minor penalty points per incident, up to a maximum of eighteen (18) minor penalty points per match. Furthermore, it is up to the admins discretion whether or not the use of said bugs had an effect on the match, and whether or not he will award rounds, or the match to the opposing team, or to force a rematch. In extreme cases, the penalty for abusing bugs may be even higher.

The usage of the following bugs is strictly forbidden, if any bug is used which is not listed here it is up to the admins discretion whether or not a punishment is necessary.

### 6.5.1 Warm-up–map check

Bugs on load have to be checked before the match starts (missing boxes, ladders and so on). Failure to do so, and to let the match start, will mean that both teams have accepted the state the map is in, and the match will be continued under these settings. Protests and complaints regarding such issues will not be adhered to.

### 6.5.2 During the match

- Moving through any walls, or ceilings, are strictly forbidden, also moving through the floor, or anywhere else which were not intended to be a passage is strictly forbidden.
- „silent planting“ is strictly forbidden (planting the bomb in such a way that no one can hear the beeping)
- To plant the bomb where it is impossible to reach is disallowed. Planting the bomb in a place that you can reach with a boost from a teammate is not part of this rule.
- Standing on top of teammates is generally allowed, it is only forbidden, when such actions allow the player to peek over a wall, or ceiling that should not be allowed according to map design.
- Using flash bugs are strictly forbidden.
- Throwing grenades under walls are forbidden, although throwing grenades and flashes over walls are allowed.
- „map swimming“ or „floating“ is forbidden
- „Pixel walking“ is forbidden (Sitting, or standing on invisible edges on the map).

### 6.5.3 General

Generally, the use of any bugs in the game is strictly forbidden. (For example: spawn bugs).

An exception are the following bugs which are explicitly allowed:

- Defusing the bomb through walls and items etc.
- So called “surfing” on tubes
- So called “fireboost”

The tournament directions reserves the right, also retroactively, to add more bugs to the list of explicitly allowed bugs.

### 6.5.4 New Positions

If any player or team wants to use a new position which is not commonly known, it's strongly recommended to contact tournament officials to check if that position is allowed before using it in any official match. Players and teams have to consider that it takes time to check new positions and therefore they have to contact tournament officials in a reasonable timeframe before an official match.



## 6.6 Match Media

### 6.6.1 Mandatory Demo Recording

All players must record point of view demos of the entire match and keep them for at least 14 days or as long as a protest is open.

### 6.6.2 Cheat Accusations

If a team wishes to accuse a player or players of another team of cheating in an ESL One match then a timetable based on the POV demo for each half for each player must be submitted in a protest within 72 hours of the demo being uploaded to the ESL match page.

Each timetable must contain:

1. Download link and name of demo
2. Player name and type of suspected cheat/hack (wallhack, aimbot...)
3. Specific times in the demo which look suspicious, along with a reason for each (I.e. why it cannot have been coincidence, luck, hearing or skill)

## 7 Appendix

### 7.1 List of countries and their assigned ESL One regions

If your country is not listed below or you are uncertain about which country is yours, see 2.7.3 or ask an admin.

Ascension Island	Europe & Africa
Andorra	Europe & Africa
United Arab Emirates	Asia & Australia
Afghanistan	Asia & Australia
Antigua and Barbuda	Americas
Anguilla	Americas
Albania	Europe & Africa
Armenia	Europe & Africa
Netherlands Antilles	Americas
Angola	Europe & Africa
Antarctica	Americas
Argentina	Americas
American Samoa	Asia & Australia
Austria	Europe & Africa
Australia	Asia & Australia
Aruba	Americas
Åland	Europe & Africa
Azerbaijan	Europe & Africa
Bosnia and Herzegovina	Europe & Africa
Barbados	Americas
Bangladesh	Asia & Australia
Belgium	Europe & Africa
Burkina Faso	Europe & Africa
Bulgaria	Europe & Africa
Bahrain	Asia & Australia
Burundi	Europe & Africa
Benin	Europe & Africa
Bermuda	Americas
Brunei	Asia & Australia
Bolivia	Americas
Brazil	Americas
Bahamas	Americas
Bhutan	Asia & Australia
Bouvet Island	Americas
Botswana	Europe & Africa
Belarus	Europe & Africa
Belize	Americas
Canada	Americas
Cocos (Keeling) Islands	Asia & Australia
Democratic Republic of the Congo	Europe & Africa

Central African Republic	Europe & Africa
Republic of the Congo	Europe & Africa
Switzerland	Europe & Africa
Côte d'Ivoire	Europe & Africa
Cook Islands	Asia & Australia
Chile	Americas
Cameroon	Europe & Africa
People's Republic of China	Asia & Australia
Colombia	Americas
Costa Rica	Americas
Czechoslovakia	Europe & Africa
Cuba	Americas
Cape Verde	Europe & Africa
Christmas Island	Asia & Australia
Cyprus	Europe & Africa
Czech Republic	Europe & Africa
Germany	Europe & Africa
Djibouti	Europe & Africa
Denmark	Europe & Africa
Dominica	Americas
Dominican Republic	Americas
Algeria	Europe & Africa
Ecuador	Americas
Estonia	Europe & Africa
Egypt	Europe & Africa
Western Sahara	Europe & Africa
Eritrea	Europe & Africa
Spain	Europe & Africa
Ethiopia	Europe & Africa
European Union	Europe & Africa
Finland	Europe & Africa
Fiji	Asia & Australia
Falkland Islands	Americas
Federated States of Micronesia	Asia & Australia
Faroe Islands	Europe & Africa
France	Europe & Africa
Gabon	Europe & Africa
United Kingdom	Europe & Africa
Grenada	Americas
Georgia	Europe & Africa
French Guiana	Europe & Africa
Guernsey	Europe & Africa
Ghana	Europe & Africa
Gibraltar	Europe & Africa
Greenland	Europe & Africa

The Gambia	Europe & Africa
Guinea	Europe & Africa
Guadeloupe	Americas
Equatorial Guinea	Europe & Africa
Greece	Europe & Africa
South Georgia and the South Sandwich Islands	Americas
Guatemala	Americas
Guam	Asia & Australia
Guinea-Bissau	Europe & Africa
Guyana	Americas
Hong Kong	Asia & Australia
Heard Island and McDonald Islands	Americas
Honduras	Americas
Croatia	Europe & Africa
Haiti	Americas
Hungary	Europe & Africa
Indonesia	Asia & Australia
Republic of Ireland / NorthernIreland	Europe & Africa
Israel	Europe & Africa
Isle of Man	Europe & Africa
India	Asia & Australia
British Indian Ocean Territory	Asia & Australia
Iraq	Asia & Australia
Iran	Asia & Australia
Iceland	Europe & Africa
Italy	Europe & Africa
Jersey	Europe & Africa
Jamaica	Americas
Jordan	Asia & Australia
Japan	Asia & Australia
Kenya	Europe & Africa
Kyrgyzstan	Asia & Australia
Cambodia	Asia & Australia
Kiribati	Asia & Australia
Comoros	Europe & Africa
Saint Kitts and Nevis	Americas
Democratic People's Republic of Korea	Asia & Australia
Republic of Korea	Asia & Australia
Kuwait	Asia & Australia
Cayman Islands	Americas
Kazakhstan	Europe & Africa
Laos	Asia & Australia
Lebanon	Asia & Australia
Saint Lucia	Americas
Liechtenstein	Europe & Africa

Sri Lanka	Asia & Australia
Liberia	Europe & Africa
Lesotho	Europe & Africa
Lithuania	Europe & Africa
Luxembourg	Europe & Africa
Latvia	Europe & Africa
Libya	Europe & Africa
Morocco	Europe & Africa
Monaco	Europe & Africa
Moldova	Europe & Africa
Montenegro	Europe & Africa
Madagascar	Europe & Africa
Marshall Islands	Asia & Australia
Macedonia	Europe & Africa
Mali	Europe & Africa
Myanmar	Asia & Australia
Mongolia	Asia & Australia
Macau	Asia & Australia
Northern Mariana Islands	Asia & Australia
Martinique	Americas
Mauritania	Europe & Africa
Montserrat	Americas
Malta	Europe & Africa
Mauritius	Europe & Africa
Maldives	Asia & Australia
Malawi	Europe & Africa
Mexico	Americas
Malaysia	Asia & Australia
Mozambique	Europe & Africa
Namibia	Europe & Africa
New Caledonia	Asia & Australia
Niger	Europe & Africa
Norfolk Island	Asia & Australia
Nigeria	Europe & Africa
Nicaragua	Americas
Netherlands	Europe & Africa
Norway	Europe & Africa
Nepal	Asia & Australia
Nauru	Asia & Australia
Niue	Asia & Australia
New Zealand	Asia & Australia
Oman	Asia & Australia
Panama	Americas
Peru	Americas
French Polynesia	Asia & Australia

Papua New Guinea	Asia & Australia
Philippines	Asia & Australia
Pakistan	Asia & Australia
Poland	Europe & Africa
Saint-Pierre and Miquelon	Americas
Pitcairn Islands	Asia & Australia
Puerto Rico	Americas
Palestinian territories	Asia & Australia
Portugal	Europe & Africa
Palau	Asia & Australia
Paraguay	Americas
Qatar	Asia & Australia
Réunion	Europe & Africa
Romania	Europe & Africa
Serbia	Europe & Africa
Russia	Europe & Africa
Rwanda	Europe & Africa
Saudi Arabia	Asia & Australia
Solomon Islands	Asia & Australia
Seychelles	Europe & Africa
Sudan	Europe & Africa
Sweden	Europe & Africa
Singapore	Asia & Australia
Saint Helena	Europe & Africa
Slovenia	Europe & Africa
Svalbard and JanMayenIslands	Europe & Africa
Slovakia	Europe & Africa
Sierra Leone	Europe & Africa
San Marino	Europe & Africa
Senegal	Europe & Africa
Somalia	Europe & Africa
Suriname	Europe & Africa
South Sudan	Europe & Africa
São Tomé and Príncipe	Europe & Africa
Soviet Union	Europe & Africa
El Salvador	Americas
Sint Maarten	Americas
Syria	Asia & Australia
Swaziland	Europe & Africa
Turks and Caicos Islands	Americas
Chad	Europe & Africa
French Southern and Antarctic Lands	Americas
Togo	Europe & Africa
Thailand	Asia & Australia
Tajikistan	Asia & Australia

Tokelau	Asia & Australia
East Timor	Asia & Australia
Turkmenistan	Asia & Australia
Tunisia	Europe & Africa
Tonga	Asia & Australia
East Timor	Asia & Australia
Turkey	Europe & Africa
Trinidad and Tobago	Americas
Tuvalu	Asia & Australia
Taiwan	Asia & Australia
Tanzania	Europe & Africa
Ukraine	Europe & Africa
Uganda	Europe & Africa
United Kingdom	Europe & Africa
United States of America	Americas
Uruguay	Americas
Uzbekistan	Asia & Australia
Vatican City	Europe & Africa
Saint Vincent and the Grenadines	Americas
Venezuela	Americas
British Virgin Islands	Americas
United States Virgin Islands	Americas
Vietnam	Asia & Australia
Vanuatu	Asia & Australia
Wallis and Futuna	Asia & Australia
Samoa	Asia & Australia
Yemen	Asia & Australia
Mayotte	Europe & Africa
SFR Yugoslavia / FR Yugoslavia	Europe & Africa
South Africa	Europe & Africa
Zambia	Europe & Africa
Zimbabwe	Europe & Africa

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